

General Rules

Field of Play – Bases will be set at 65' from home to first and 2nd to 3rd, 60' from 1st to 2nd and 3rd to home (for those who have played before we are trying to reward a team for getting a base hit and make it harder to throw out runner from 1st to 2nd)

Strike Zone – Pitching mats will be on the field at the start of the game. Any pitch that hits the mat or the plate in the allowed arc height will be considered a strike. Pitching arc is 6' to 10' from the ground.

Rules for ceiling/nets – All batted balls hitting the ceiling and nets on the ceiling are considered live and may be caught for an out before they hit the ground. If ball gets stuck in net please see diagram to see if it is foul ball or ground rule double. If hits net on foul territory at any point it is considered to be foul ball (no playing off the net for an out). If ball hits ceiling/net then hits field in fair territory and rolls foul before the base it will be a foul ball, if past the base then will be fair. If ball hits ceiling then hits in foul territory it is a foul ball. No infield fly rule if it hits the ceiling, if does not hit ceiling then infield fly rule will be in effect. Back net will be like a wall of the field, no catching for an out off back nets.

Basic Rules – No bunting, stealing, leading off base, take-out slides or blocking a base. May only play on one team per division in tournament, can play in different divisions.

Homeruns – Balls hit on or above orange line on net will be a homerun (field 2 in right field it will be above the tv's). There will be a homerun fence in center field as well.

Team Roster and eligibility – All players must be over the age of 18. Only players who sign a player waiver form are considered rostered. Players may not be rostered on two teams in the same Division, players can play in men's and lower/upper divisions (upper and lower do typically play at same time). No more than 3 upper players can be on a lower division team.

Game and Start of Play – Games are 7 innings or 50 minutes time limit (no new inning will start after 50 minutes). Captains or team representative will meet with the umpire 5 minutes before scheduled start time to review ground rules, flip for home team if needed. There is no grace period at the start of the game. To ensure a full game is played it is critical to show up on time, hustle on and off field, and know your team assignments.

Time Limit – 50 minutes (no new inning after time, inning ends at time of last out home frame)

Run Rule – 15 after 5

Extra Innings – Extra innings will start with bases loaded and 1 out. Pool play games will go 1 extra inning and can end in tie after that extra inning. Bracket play or placement games will continue until there is a winner. If there is a tie after 3 extra innings, each team will pick one batter and furthest hit ball will be winner.

Warm-ups – No infield/outfield warm-ups after the 1st inning. Pitcher is allowed one warm up pitch between innings.

Players on the field – Each team may have a maximum of 9 players on the field.

Batting order – Minimum batting order of 9 players and must be designated at beginning of the game.

Fouling out – All batters start with a 1-1 count. A batter is considered out if he fouls off one ball after his or her second strike (including a ball stuck in net considered a foul ball)

Players arriving late – A player arriving after the batting order has turned over must be placed at the bottom of the order. Late arriving players cannot enter the game while their team is on the field. Late arriving players must be announced to the umpire and the opposing team.

Player Injury – A player who cannot bat in their designated spot is not penalized if injury incurred (umpire discretion). That spot in the order is simply skipped.

Courtesy runners and injury – One courtesy runner per inning. If a player is injured while running to a base it is the umpire's discretion whether to award a courtesy runner.

Umpires – Umpires will review the ground rules with the team captains. Harassment of the umpires, either physical or verbal may result in an ejection from the game and a warning from the tournament or expulsion from the tournament. Do not harass the umpires!

Game Balls and bases – Tournament will only use 12" Easton Incrediballs for game play. Game balls provided by the tournament. You will have to warmup with your own balls or warmup balls at fields but game balls will not be used for warmups. Bases will be move, spots will be marked to put back in place after moved.

Pool Play Seeding/Tie-Breaker – Win/Loss %, Run Differential, Runs Scored, Runs Allowed, Rock/Paper/Scissors

Sportsmanship – We strive for our tournament to be a fun, enjoyable experience for all. We expect players/coaches/fans to be respectful on and off the field. Umpires/Tournament Director will have right to ask any player to leave if they are causing disturbances, being vulgar to the umpire/other team or deemed to be playing too reckless that could hurt another player. They have the right to give out a warning or just tell them to leave the facility.

Co-ed Specific

Team Roster – Must have minimum of three (3) women on the team (Must add one female to team before adding a male, 4 women and 7 men okay but 3 women and 7 men not okay)

Players on the field – Maximum number of men in the field at any one time is 6.

Batting order Coed – May not bat more than 3 males in a row (this includes rolling over from end of order to top of order). Examples: MMFMMFMMF, MFMMFMMFM, FMMFMMFMM

Courtesy runners and injury – A woman can only be courtesy ran for with another woman. One courtesy runner per gender per inning will be allowed.

Walk to a male batter with a female batting next – When a male batter is walked on three consecutive pitches (no strike thrown) and a female spot follows in the batting order, the male

batter automatically advances to 2nd base, female will still bat. Base runners advance only to the base they are forced to move to (i.e. a sole runner on second would only move to third if forced by the approaching walked batter).

