

Tournament Rules

1. A coin toss will determine which team is the home team and which is away. The home team has last bats and away has first bats.
2. Time Limit – Each tournament game is scheduled for approximately 1 hour and 15 minutes.* At the beginning of each game, the countdown timer shall be set for 60 minutes. Once the 60 minutes has expired, this indicates that the next inning will be the FINAL and OPEN INNING. If the timer goes off and a new inning has just begun (ie the first batter has not yet hit the ball), then this shall be considered the FINAL and OPEN INNING. It is imperative that both teams make a reasonable attempt to maintain the pace of the game.

* **No time limit will be used for final games of the day. The full 7 (seven) innings shall apply as per regular league games. This applies to the Friday night games, the last games on Saturday and the final games on Sunday.**
3. Warm-ups are permitted during the first inning **only**, regardless of substitutions made in subsequent innings. The only exception is to allow a new pitcher a couple of practice pitches (this should occur while other players are going out to their positions, or if substituted mid-inning then only a few practice pitches need be taken as no walks are permitted.)
4. Due to the time limits and large strike mats, teams should consider replacing a struggling pitcher sooner than 10 consecutive balls as suggested for regular season games.
5. After 2 previous strikes, a foul ball/tip ball shall be called strike 3 and the batter is out. Note that runners may advance on a fly ball caught in foul territory but still in play. **If a ball is caught fair or foul and then carried out of bounds by the fielder catching the ball, the runner(s) get the base owned before the play started plus one (1).** Note: a fly ball caught out of bounds means the play is considered dead and base runners may not advance.
6. An attempt will be made to find impartial (and hopefully knowledgeable!) volunteers to umpire, especially for playoff games and finals. If a volunteer umpire is not assigned to a game, then teams will umpire themselves as per regular season games. Please do not be a “Homer”; call the plays honestly to the best of your ability.
7. Once a game has been won, the home team cannot play out their additional bats if they have not yet had them in the final inning in order to run up the score. Once a team has won, the game is over.
8. In the event of a tie after 7 innings of a playoff game, an 8th inning will be played whereby the last batter from the previous inning goes directly to 2nd base and the batting team begins with 1 out. The home team does likewise for its bat. This is considered a sudden death format, so additional innings can be played until one team is declared the victor.
9. Remember that prizes for winning are minimal and the tournaments are for fun. Any disputes should be brought to the Rules Executive member (**Neal Johnson** from Ship Disturbers) as soon as possible for consultation with the Executive in order to obtain an expedient resolution.
10. Maximum ten (10) players fielding and minimum of eight (8), with a maximum six (6) men on the field at any time. Must have three (3) women infield, unless playing with less than 10 players due to insufficient turn-out, in which case two (2) women on the infield is allowable. Rover is **not** considered an infield position.

*** **Team Captains.** Please carry a copy of the rules (regular and tournament) with you to each game for referral if required. ***

Reminders:

1. If a player steps on home plate when they make contact with the ball (fair or foul), they are considered out as it is not possible to be in the batter's box and on home plate at the same time. Try to watch for this one umpires!
2. Pinch runners can only be used once the batter has safely made it to 1st base.
3. Home plate umpires will likely find it easier to make close calls if the safe line at home plate is scratched into the dirt. Refer to the regular league rules for placement of this and other paraphernalia such as bases and cones.
4. The home plate umpire has the ultimate discretion and can overrule the base umpires. Therefore, teams should place their most qualified available person as the home plate umpire.

