

Rochester Tournament Rules – September 2, 2014

This will be a recreation tournament, guaranteed 4 games except for lower division.

Entry fee will be \$50, which covers the field preparation fee, softballs, & insurance.

Games will be seven innings long. Teams will flip a coin for home team. Teams will play two innings at a time, clearing the bases each time.

Teams will umpire their own games. There will be no awards presented at the conclusion of the tournament.

Seeding and Final standings will be decided as follows:

- 1) Win-Loss Record
- 2) Head-to-Head Result
- 3) Total Runs Allowed
- 4) Total Runs Scored
- 5) Coin Flip

All 1.21 bpf bats can be used, including the original Miken Ultra II, but the ball must be a 44 COR, 375 compression ball.

Eleven players will be used defensively. Some exceptions may apply.

Teams can play with as few as eight players if no arrangement is made to share or borrow players. The opposing team will provide the catcher and the catcher will be eligible to handle any and all defensive plays for the team in the field.

Teams are encouraged to share players to balance out line ups. If a team does have just eight players and their opponent has, say, twelve players, then the opponent is encouraged to lend two players to the team with eight players and play the game ten-on-ten. Also teams short players can borrow players from teams just finished playing or about to play to enable the player deficient team to field eleven players. Whenever a team adds players to fill out their lineup the players added must take the last spots in the batting order.

The batting order will consist of at least all the players playing the field plus as many more as the manager wants to place in the order up to, and including, the full roster. TEAMS ARE ENCOURAGED TO BAT EVERYBODY PRESENT.

If a player has to be removed from the batting order, the batting order will be compressed, and no automatic out will be recorded. Once removed from the batting order a player will not be allowed to reenter the game.

There will be a 5 run per inning rule except for the final inning.

The team trailing in the final inning (regardless by how many runs) will hit first in the final inning. The 5 run rule is waived in the final inning but the team hitting first can gain no more than a 5 run lead. The team hitting last in the final inning cannot win the game if they trail by 5 runs. They will only be allowed to tie the game. If a game is tied going into the final inning, then the visiting team will hit first as usual.

All extra innings will be played to the five run rule. The home team in extra innings cannot win the game if they trail by five. They will only be allowed to tie the game at which point the next extra inning will be played.

Games will have a one hour time limit. A new inning cannot be started after 50 minutes. The game will be considered complete after the current inning, regardless of the number of innings played up to that point. If tied at that point, the game will be recorded as a tie. Try to keep the games moving.

There will be no warm ups between innings by teams in the field. The team at bat should have their lead-off batter ready to hit as soon as they reach the dugout area.

If a game finishes early, the two teams waiting to play should start their game early.

Pitch count will be 3-2 with one courtesy foul. The "third" strike must be hit fair or the batter is out. A caught foul tip is an out regardless of height. Strike mats will be used. If the ball hits the mat or the plate, a strike will be called.

The team at bat provides the home plate umpire and their base coaches will act as the base umpires. If there is a questionable call and the other two umpires call the play opposite of the umpire making the call, then the call will be reversed (majority will rule). Players in the game are encouraged to correct a call in their opponent's favor if the wrong call has been made. THIS IS A RECREATION TOURNAMENT, COOPERATION AMONG ALL TEAMS AND PLAYERS IS EXPECTED BEHAVIOR.

Unlimited courtesy runners are allowed but a runner can only run once per inning. Courtesy runners can be inserted in the game at any time. If a courtesy runner happens to be on base when it is that player's time at bat, that player can be replaced by another courtesy runner to take their scheduled turn at bat. PLAYERS ARE ENCOURAGED TO RUN FOR THEMSELVES UNLESS IT IS NECESSARY TO USE A COURTESY RUNNER.

If needed, a player can request a runner from home plate. The runner will be positioned behind the batter and behind a line extending from home plate that runs directly from the pitcher's mound to home plate. The runner will not break for first base until the batter swings.

The pitcher must use the protective screen that is available. A batted ball hitting any part of the screen will be a dead ball and a "no-pitch". When ruled a dead ball, the ball will be re-pitched with the same count as before the batted ball. A batted fair ball that deflects off any player, except the pitcher, and hits the screen is a live ball and is playable until time is called. A thrown ball that hits the screen is a live ball and is playable until time is called. A pitched ball that hits the screen will be declared no-pitch. The count will remain the same as when that pitch was thrown.

The pitching screen can be placed in 1 of 2 locations:

1) Just to the side of the rubber, depending on whether the pitcher is right or left handed, and slightly in front of the rubber. The pitcher is encouraged to step behind the screen after delivering a pitch.

2) 10 feet directly in front of the pitcher.

When the screen is in use, the pitcher cannot be the first person to touch a batted ball if the pitcher is not positioned behind the screen when the ball is

hit. The pitcher can make a play on a batted ball if the pitcher is behind the screen when the ball is hit. If a batted ball, other than those where it is ruled that a pitcher can make a play, hits the pitcher or is touched by the pitcher, the batted ball will be ruled a dead ball base hit and the batter will be awarded first base and all base runners will advance one base. THE PITCHER IS REQUIRED TO STEP BEHIND THE SCREEN AFTER DELIVERING THE PITCH AND TO REMAIN IN THAT LOCATION UNTIL THE BALL IS HIT. If the pitcher is not behind the screen when the play begins, then the pitcher is not eligible to make a play on ANY batted ball and ANY batted ball that hits the pitcher or is touched by the pitcher will be ruled a dead ball base hit.

The pitching arc will be 7 to 12 feet. The provided pitching screen is 7 feet tall. The umpire will judge the 12 foot height.

When a batter is walked (either by three pitched balls or intentionally) the batter has the option of either taking first base or hitting again with a new ball & strike count. If the batter chooses to hit again, then a runner will be inserted at first base in the batters place. If the batter continues to be walked and continues to choose to hit, additional runners will be inserted each time the batter is walked.

All fair balls clearing the fence will be counted as home runs unless they would put a team over their run limit. Then they will be counted as a hit commensurate with the maximum bases allowed to achieve the run limit. There will be no home run rule for the upper division. The limit will be 3 home runs for the middle division and 1 for the lower division. After that they will count as a ground-rule single.

IF OPPOSING TEAMS MUTUALLY AGREE TO A RULE MODIFICATION PRIOR TO THEIR GAME, THAT MODIFICATION WILL BE ALLOWED FOR THAT SPECIFIC GAME!