

# SAVING SECOND BASE – TOURNAMENT RULES & REGULATIONS

## A. TEAM COMPOSITION

1. The team composition will consist of **10 players on the field**, with the tenth individual being a second short stop or rover. On the first pitch of each half inning the 10<sup>th</sup> fielder declares their position of infielder or outfielder by where they start and must remain as declared for the remainder of that half inning.
2. **NO team may have more than 18 players on the roster** which must **consists of a minimum 3 females**.
3. A team must have a minimum of **eight players to start and finish the game**.
4. **A team may field a maximum of 10 players which consist of 7 males and 3 females. If at anytime you have less than 3 females, you will play that female short.**
5. Each player must play at least one game on Saturday to be eligible for playoffs on Sunday.
6. Players can only play on one team.
7. All players must be 18 years of age or older.

## B. RULES AND REGULATIONS

1. Games will be seven innings, or 1 hour and 15minutes in length. No new inning will start after 60 minutes. Innings that are started must be played out unless the home team is ahead.
2. A correct batting order must be kept.
3. One forfeit will result in disqualification from the tournament.
4. No bunting is allowed. (Automatic out).
5. Unsportsmanlike conduct including foul language, umpire abuse, illegal physical contact or any action deemed inappropriate by the umpire will result in ejection from the game.
6. Each player is only allowed three pitches.
7. **Pitching and Regulation:** This is a three-pitch tournament so each team will pitch to their own players, if the ball hits the pitcher while batting it is a dead ball and it will be put towards the players 3 pitches. However, if the third pitch hits the pitcher, it does not count as an out and another pitch is allowed.
8. Foul balls or foul tips count as a strike. Caught foul balls are out at any time. Caught foul tips above the batter's head is an out at any time.
9. **Infield Fly:** batter is automatically out and runners must stay on their bases.
10. On an over-thrown ball that goes out of play or out of the field boundaries, runners will receive one base from an infielder or two bases from an outfielder at the time of the throw.

11. Under no condition is a runner permitted to steal a base and may lead off the base only after the pitched ball is struck.
12. The player must be touching the bag until the batter makes contact with the ball, Example: If the batter strikes out and the player on first moves off the bag - they are considered out.
13. Cleats are allowed - but no metals spikes.
14. A pitcher's mask is recommended but not required.
15. The batting order must be indicated on the official score sheet at the start of the game with only players who are present. Players can be added to the bottom of the batting order when they arrive, up until the first pitch of the top of the third inning. If at any time a player is unable to continue, they may be removed from the lineup without penalty
16. **Batting Rotation:** No more than three males batting consecutively.
17. At the end of each game the score sheet is to be dropped off at the Registration Booth.
18. NSA Bat Rules in effect.
19. When running to home base the players are not allowed to touch home plate or they will be automatically out. Tagging a runner at home plate is not permitted.
20. There will be a line of no- return between third base and home plate. Once the line is crossed, the player must continue to run home or they are out.
21. **Mercy Rule:** if a team is winning by more than 15 runs after the 5th inning, the game is considered over.
22. A team cannot score more than seven runs per inning and the last declared inning will be open, unlimited runs.
23. Courtesy runners are allowed from any base but they must be the last player out of the same gender.
24. Only three courtesy's per game.
25. Declared Batter is to be acknowledged before the game to the umpire.
26. For players injured during play they may be replaced by using one of their courtesy runners or becoming a declared batter for the remainder of the game and not be charged with a courtesy runner.
27. Outfielders cannot come into the infield; they must remain on the grass area. If an outfielder is involved in a play in the infield, the batting team will have the choice of the completed play or all runners will receive one base.
28. Maximum 5 homeruns a game per team, any after that will be considered a **foul ball on pitch 1 or 2 or** an out on the third pitch.
29. No infielder is allowed inside the baseline until the ball is hit.
30. Three substitutions are allowed per game, however once the player is substituted out, they cannot return to the game.

**31.** Every batter must field a minimum of 1 inning.

**32.** A coin toss called by the team coming from the furthest distance will determine home team.

### **C. TIE BREAKER REGULATIONS**

If a tie breaker does occur between some teams, it will be determined on the plus/minus standings.

### **D. SUNDAY PLAYOFF RULES**

- 1.** No time limitation on games and all 7 innings to be played. **Mercy rule in effect.**
- 2. No Homerun Rule in effect.**
- 3.** Tied games must proceed to extra inning. International tie breaking rule in effect. Last available batter on second base with zero out.

### **E. WEATHER CONDITIONS**

- 1.** The tournament will be in charge of thunder and lightning weather conditions. When you hear **three long loud horns**, games are to be stopped immediately. The game may resume once the storm has passed. **One long loud horn** will commence the games again.
- 2.** In the event a game in progress is called due to rain, games are considered complete after four full innings.

### **F. DISPUTE AGAINST PLAYERS**

- 1.** If a team is disputing another players eligibility, it is the responsibility of the team captain to make an appeal to the umpire right away.
- 2.** If the game is played out and it is discovered after the game that there was an illegal player, the game is still considered final and that score stands.