

EVENT RULES

UMPIRE GAME CARDS The umpire's game card must be handed in, at the drawboards, immediately after all games by the **WINNING** team. At the bottom of the card on the side of the winning team have the umpire write the winning team's name, the score and sign under the score. Only umpire signed umpire game cards will be considered to be factual. Write your pool or division name next to your team name.

ROSTERS The copy of your original roster that you submitted is included in your team package, along with a blank carbon copy roster sheet. Teams are allowed to make a total of five (5) changes and/or additions (any combination thereof, cannot exceed five) to the original roster, which will be at a cost of \$5.00 per change. Rosters may contain a maximum of 20 names. All Players must fill out and sign this roster and turn both the original and new roster back into the Tournament Committee prior to the start of your second game. Teams that did not submit their roster by the July 19, 2015 cutoff will be charged an additional \$25.00 when they submit their roster at the event. Any changes made to your roster after the July 19 deadline must still adhere to the player classification system.

FAILURE TO TURN IN YOUR TEAM ROSTER (CHANGES/NO CHANGES) ON TIME CAN RESULT IN DISQUALIFICATION FROM THE "WORLD SERIES".

PLAYER CLASSIFICATION The system is in place for this event. Any players not registered will be considered ineligible. For "World Series" events, a team will be allowed a maximum of 2 players from the next player classification directly above their own team's division/classification.

TIME-LIMITS There are 90-minute time-limits allotted for the entire weekend. No inning is to start AFTER the limit is reached (based on actual start time plus any early start time). This is solely at the judgment of the umpire and is not protestable. If a game is started early, the time-limit is extended appropriately. Should an umpire feel that a team is trying to slow the game down to reach a time-limit, he/she may add additional time to the game as they see fit. No time-limits on Monday.

Teams are responsible to be at their diamonds 30-minutes before their scheduled start time.

YOUR GAME MAY BE STARTED UP TO 20-MINUTES EARLY.

There is absolutely no grace period for any games.

WARM-UPS There is no form of warm-up on the field after the first inning. If the umpire so chooses, he/she can declare your next batter out.

COIN-TOSS The home team will be decided by a double coin-toss, until game one of the finals – at which time the undefeated team will have the choice of home or visitor. If a second game in the final is required, a double coin-toss will determine home and visitor. Matching uniform shirts/jerseys (matching FONT and colours but NOT necessarily numbered) are not mandatory; however, teams without matching shirts/jerseys will forfeit home team choice to the team with matching uniform shirts (exception is game one of each final).

HOME PLATE The plate is LIVE in Open Divisions only. All runners coming home must be tagged, with the exception of a force play at home. Any unnecessary charging or "running the catcher" at home plate will result in the ejection of the offending player. For the safety of all involved, please slide or 'concede' at home when needed. All other divisions will use a scoring line and commitment line.

THIRD STRIKE FOUL is an out. Runners are not allowed to tag up and run on a caught third strike foul

ERRANT BALLS Teams must retrieve their foul or home-run balls **or their first batter of the next inning may be called an out.** Send someone to get the balls – you hit it, you go get



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LINE UPS Maximum 10 players on the field and ALL players must be of 18 years of age. You will be allowed to bat up to a **maximum of 12 batters**. If a team starts with the use of an EP, that team must finish the game with an EP. If the EP or any other player is injured or removed from the game with no substitute to replace them, that spot in the batting order will be an out.

HOME-RUN RULE The 'one-up' home-run rule is in effect. Once both teams have reached their respective allowance, either team may go up by one on the other team. All others will be scored as an out. All divisions will have a 5+1 rule. Teams may hit their five home-runs at any time in the game and the one up rule only comes into effect once BOTH teams have hit five home-runs. The home team in the last 7th, or later inning, is not permitted to go one ahead of the visiting team. The home team may only pull even in the 7th or later innings.

MERCY RULE IS IN EFFECT In ALL divisions it will be 20 runs after 3rd, 15 after 4th inning and 10 runs after 5th and 6th inning. Home team does not take their last bats if they are leading at the bottom of the last inning. If you want your guaranteed at bats, take visitor.

SUBSTITUTIONS & COURTESY RUNNERS If an accident to the runner prevents him/her from proceeding to a base which he/she is awarded, a substitute runner shall be permitted for the injured player. Re-entry is allowed once and only in the original spot in the batting order. You may re-enter at any time. **No courtesy runners will be allowed at any time.**

EXTRA INNINGS There will be NO ties; all games must have a winner. A game that is tied at the end of the last inning shall be continued by playing additional innings until one side has scored more runs in their half of the inning. There is NO INTERNATIONAL RULE.

PROTESTS Protests shall NOT be allowed or considered if they are based solely upon a decision involving judgment on the part of an umpire.

Protests shall be received and considered ONLY on the following types:

- A – Misinterpretation of a playing rule to a given situation
- B – Failure of an umpire to apply the correct rule to a given situation
- C – Failure to impose the correct penalty for a given violation

Notification of intent to protest must be made immediately before the next pitch. All protests must be dealt with immediately, stopping play.

EXCEPTION: Player eligibility where ALL protests must be made BEFORE the umpire leaves the field.

Protest fee is \$175.00 cash, payable to NSA Canada "World Series" Committee.

COMMITTEE RIGHTS The "World Series" committee reserves the right to make decisions that they feel are in the best interest of the event as a whole. Furthermore, the "World Series" committee reserves the right, without notice, to change game times or event format to ensure the safety of the participants and completion of the "World Series". **Any team deemed trying to "throw" a game** during round robin play for the purpose of manipulating round robin seeding (placing in a lower playoff division) may be awarded the win by either the plate umpire or the "World Series" committee or, and at the committee's discretion, ejected from the event as a whole.

If a rule is not stated above, NSA Canada rulebook will apply.



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