



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 event cutoff date will be charged an additional \$25.00 when they submit their roster at the event. Any changes made to your roster after the cutoff 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.

BAT TESTING All teams must have their bats tested by 10:00am on Saturday Sept 23/23. Any bat without the 2023 World Series sticker will be deemed illegal for use.

TIME-LIMITS Each game has been allocated 80 minute time limits on the schedule. No new innings to start with less than 10 minutes remaining in scheduled time. Time limits will be enforced as per the umpire and/or the World Series Committee's judgement.

IT IS MANDATORY FOR TEAMS TO BE AT DIAMONDS 30 MINUTES PRIOR TO THEIR ASSIGNED START TIMES, READY TO PLAY. ** THERE WILL BE ABSOLUTELY NO GRACE PERIODS FOR ANY GAME**

This means if your scheduled start time is 10:00am, you must be at the diamond by 9:30am and ready to play. if your team is not there and ready to play 30 minutes early, you may be considered as late and at risk of defaulting game! your team will also lose the right to coin toss.

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/ COUNT All divisions will use a scoring line and commitment line. **All Divisions will use a 1-1 count.**

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 it.

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

A - Five (5) and one up

B - The one up rule is in effect only after both teams have reached their home run limit. Once both teams have reached their home run limit, each team may hit an additional home run, however, no team may ever go more than one home run up on the other team. Any additional home runs above the one up will be scored as an out.

EXCEPTION: If the visiting team is even or up one home run on the home team in the bottom of the last inning or any extra innings, the home team may hit only one home run in that inning.

Note II: Once a home run or a 4 Base Award has been declared by the home plate umpire all runners may proceed to their dugout and a run will be scored for each runner.

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.**

TEMPORARY RUNNER FOR THE PITCHER A temporary runner may be used for the pitcher if he/she is on base with two (2) out and is using protective equipment. This rule only applies to the pitcher if he/she was the pitcher at the end of the previous inning or was declared to be the starting pitcher to the home plate umpire if this is the top of the first inning.

A - Once the pitcher uses a temporary runner, he/she **MUST** continue to use a runner for the remainder of the game

B - Once a pitcher refuses to use a temporary runner, he/she **MAY NOT** use a temporary runner for the remainder of the game

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

D – In post season play, protests concerning player eligibility must be filed before the first pitch of the top of the fifth inning. **EXCEPTION:** If a player is added to the line-up card after the top of the fifth inning, that player or players may be protested up to the end of the game. The end of the game is defined as when the umpire(s) have left the playing field, or the umpire has started the next game (Rule 5 Section 3 Note 1 Page 13)

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.

