



# NSA CANADA DOME WORLD SERIES RULES



**THE FACILITY IS LICENSED FOR THE WEEKEND. THERE IS TO BE NO ALCOHOL OR BEER ALLOWED ON THE FIELD OR ANY AREA OTHER THAN THE BEER GARDENS. ANY PERSON CAUGHT DRINKING IN THE PARKING LOT OR OTHER AREAS WHERE IT IS NOT PERMITTED, WILL BE REMOVED FROM THE EVENT WITHOUT WARNING. PLEASE NOTE THERE WILL BE A BEER GARDENS AND FOOD AREA LOCATED IN THE DOME.**

BATTERS WILL START WITH A 1-1 COUNT

GAMES ARE NO NEW INNING AFTER 40 MINUTES OR 7 INNINGS

TEAMS MAY START WITH 9 PLAYERS WITHOUT AN AUTOMATIC OUT (**BE PREPARED TO PLAY BACK TO BACK WITHOUT BREAK**)

TEAMS MAY BAT AN UNLIMITED NUMBER OF BATTERS

STRIKES WILL BE CALLED USING THE BOARD/MAT. LEGAL ARC 6 TO 10 FEET

ANY BALL HITTING THE DOME, NETS OR LIGHTS IN FAIR TERRITORY AND IS CAUGHT BEFORE IT HITS THE GROUND IS AN OUT. IF THE BALL SETTLES ON SOMETHING THAT IS NOT TURF, IT IS LIVE. **EXCEPTION:** IF THE BALL GETS STUCK IN THE NETTING IT IS A GROUND RULE DOUBLE

COMMITMENT LINE WILL BE IN EFFECT BETWEEN HOME AND 3<sup>RD</sup> BASE WITH NO TAGGING ALLOWED BETWEEN THE LINE AND HOME PLATE

NO SLIDING AT HOME (RESULT IS AN OUT)

UNLIMITED (SAME GENDER) COURTESY RUNNERS ALLOWED BUT MAY NOT PUT A RUNNER IN FOR A RUNNER (RESULT IS AN OUT) RUNNER FROM PLATE IS ALLOWED BUT MUST BE LASTOUT SAME GENDER.

DURING ROUND ROBIN THERE IS A 5-MINUTE GRACE PERIOD. AFTER THAT IT WILL BE DEEMED A FORFEIT. IN PLAYOFF GAMES THERE IS NO GRACE PERIOD. PLEASE BE AT YOUR GAMES AT LEAST 15 MINUTES BEFORE THE START TIME READY TO PLAY

NO BUNTING OR "CHOPPED SWING". PENALTY IS THE BATTER WILL BE CALLED OUT

MERCY IS 15 RUNS AFTER 4 INNINGS, 10 AFTER 5, 5-RUN MAX PER INNING, IN THE 7TH INNING OR THE LAST DECLARED INNING, THERE WILL BE A MAXIMUM OF 10 BATTERS PER TEAM. THE THIRD OUT CAN BE MADE ON THE BASES OR AN OUT AT HOME PLATE IF THE TENTH BATTER IS UP. THIS RULE IS ROUND ROBIN SPECIFIC AND DOES NOT APPLY FOR THE PLAYOFFS.

ROBIN GAMES WILL REMAIN A TIE - EACH TEAM RECEIVES 1 POINT

PLAYOFF TIE BREAKER RULE – LAST BATTER ON 2<sup>ND</sup> WITH NONE (0) OUT

HOME-RUN RULE: PLUS TWO. AFTER THAT IT'S AN OUT. IN BOTTOM OF LAST INNING YOU MAY GO UP PLUS TWO ONLY

ANY FOUL TIP CAUGHT IS AN OUT

NO FORM OF PROTESTS ARE ALLOWED. ALL UMPIRE OR TOURNAMENT DECISIONS ARE FINAL

IF A PLAYER IS EJECTED DURING A GAME IT WILL BE UP TO THE ACTING CREW CHIEF AND A TOURNAMENT COMMITTEE MEMBER WHETHER THE EJECTION WILL BE (A) ONLY THE GAME IT OCCURRED DURING (B) THE FOLLOWING GAME ALSO (C) THE ENTIRE EVENT

BATTED BALLS HITTING THE BLEACHERS/TRACK (DIA 1) OR THE TRACK (DIA 2) IN THE AIR WILL BE CONSIDERED A HOMERUN



GROUND BALLS BOUNCING INTO THE BLEACHERS OR ONTO THE TRACK WILL BE CONSIDERED A GROUND RULE DOUBLE

AN ALTERCATION THAT IS OF ANY PHYSICAL NATURE WILL NOT BE TOLERATED – INDIVIDUALS WILL AUTOMATICALLY SERVE A 3 MONTH SUSPENSION FROM ALL NSA CANADA PLAY

NO SUNFLOWER SEEDS ALLOWED IN THE DOME

ALL OTHER NSA CANADA RULES APPLY. THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO ADJUST OR ALTER DRAW TO INSURE COMPLETION OF THE EVENT.

## CO-ED SPECIFIC RULES

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DEFENCE IS 7/3 (**NO BOXING ALLOWED**) – YOU MAY BAT AS MANY PLAYERS AS YOU WISH SO LONG AS NEVER MORE THAN 3 MALES IN A ROW

TEAMS MAY PLAY 6/3 WITHOUT AN AUTOMATIC OUT BUT NEED AT LEAST 2 FEMALES TO PLAY. **EXCEPTION:** IF ONLY 2 FEMALES ARE PLAYING, DEFENCE MUST BE 6/2 AND THERE WILL BE AN AUTOMATIC OUT

ANY WALK TO A MALE (REGARDLESS OF THE COUNT), WITH A FEMALE FOLLOWING, THE MALE GETS SECOND (A DOUBLE). THE FEMALE THEN HAS OPTION TO HIT OR TAKE FIRST (WALK). AGAIN - THE WALK COUNT IS IRRELEVANT

THERE IS NO PITCHER/CATCHER COMBINATION RULE

OUTFIELDERS MAY NOT THROW ANYONE OUT AT FIRST, FROM THE OUTFIELD. PENALTY FOR DOING SO IS A TWO-BASE AWARD (RUNNER GOES TO THIRD)

IN THE COED DIVISION THERE IS NO 5 MAN INFIELD ALLOWED

## TIME SAVING MEASURES

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\* COIN FLIP A TEAM REPRESENTATIVE WILL REPORT TO THE BOARDS 20 MINUTES BEFORE GAME TIME FOR THE COIN FLIP. IF THERE IS NO TEAM REPRESENTATIVE THERE, THEY WILL LOSE THE RIGHT TO THE COIN TOSS.

\* LINE-UPS WILL BE EXCHANGED AT THE TIME SO THE GAME WILL START AS SOON AS THE PREVIOUS GAME IS OVER.

\* ALL TEAMS MUST BE AT THEIR DIAMONDS 15 MINUTES AHEAD OF SCHEDULE TIME.

\* TIME CLOCK WILL BE USED. ONCE CLOCK HITS 40 MINUTES NO NEW INNING WILL START. THE UMPIRE WILL START THE CLOCK AS SOON AS HE/SHE IS READY OR AFTER THE HOME PLATE CONFERENCE. IT IS UP TO THE TEAMS TO BE READY WHEN THE UMPIRE SAYS PLAY BALL.

\* IF EITHER TEAM IS STALLING FOR TIME, UMPIRE HAS THE RIGHT TO CALL A BALL OR STRIKE.

\* NO WARMUPS IN BETWEEN GAMES

\* THE BALL MUST GO BACK TO THE PITCHER AFTER EACH OUT.

ALL THE ABOVE STEPS ARE TO KEEPS THE TOURNAMENT ON TIME AND TO AVOID HAVING TEAMS WAITING AROUND TO PLAY. TO MAKE THIS WORK, WE NEED THE COOPERATION OF THE TEAMS AND THE UMPIRES.

