NSA CANADA - MENS & WOMENS WORLD SERIES EVENT RULES

UMPIRE GAME CARDS The umpire's line up card is to be retrieved by the winning team and handed in immediately following each game. Please ensure the umpire has signed it and verified the score (only umpire signed line up cards will be deemed to be official). If line up cards with umpire signature and scores are not handed in within a reasonable time, the game will be deemed a loss for both teams.

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 and Provincial" events, a team will be allowed a maximum of 2 players from the next player classification directly above their own team's division/classification or 1 player from 2 classifications above their own division/classification.

TIME-LIMITS There are 75-90 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. Failure to be at the diamond 30-minutes before scheduled game time may result in the other team being given choice of home or visitor without a coin toss.

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/COUNT The plate is LIVE in Open (A) 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.
In World Series play batters in all divisions shall start each at bat with a one (1) and one (1) strike count - Rule 7, Sec 1

THIRD STRIKE FOUL is an out and a dead ball. Runners may not tag up and advance 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.

ONE NATION SLOWPITCH · ANARCHY · marucci · SUN CRUISER · TRULY HARD SELTZER · LANDSHARK Lager · TWISTED TEA HARD ICED TEA · SIS SMASH IT SPORTS · Victus · Jostens

HOME-RUN RULE (any ball clearly over the fence in fair territory, regardless of being touched or deflected) Five (5) and one up

NOTE: 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.

RULE 5 Sec 11

ANY BALL clearly over the fence in fair territory, regardless of being touched or deflected, exceeding a team's home run limit, will be scored as an out.

NOTE I: Any batted ball that clearly goes over the fence in fair territory, regardless of being touched or deflected, shall be considered a home run against the team's home run total.

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

RULE 5 Sec 12

ANY BALL ASSISTED OVER THE FENCE by a defensive player in fair territory before striking the ground, shall not be included in the total of over the fence home runs. This is a four-base award.

NOTE I: Once a four-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 inning, 15 after 4th and 10 runs after 5th. 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 must be used for the pitcher if he/she is on base with two (2) out and is using removable protective equipment as defines in Rule 3, Sec 7. At a minimum this protective equipment must include a mask. 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 starting pitcher to the home plate umpire if this is the top of the first inning. The temporary runner may be any available player of the same gender as the pitcher on the team's roster.

NOTE: Refusal to use a temporary runner shall result in the pitcher being declared out.

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. 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 event" committee or, and at the committee's discretion, ejected from the event.

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