

3. All teams must submit a player roster containing no more than twenty (20) names 30 minutes before their 1st game at the registration table. All team members must have Department ID available throughout the tournament. Fire Department, EMS & Law Enforcement personnel only, as random team ID checks may be made during the Tournament. Civilians such as Chaplains, Inspectors, Reserves, Explorers, Crime scene techs, etc are eligible as long as they have a current Department Photo ID. If wristbands are used, any player not wearing the wristband will not be allowed to play. If the player was not listed on the roster then the team will forfeit. **Players can play for two teams as long as the player is listed on both rosters by the 2nd Pool Play game; can only play for one team at a time.**
4. Illegal Bats: For this tournament, an illegal bat will be one that is not supplied by the Tournament Host. If a player steps into the batter's box with an illegal bat, he will become an automatic out. If any players are found to have batted with an illegal bat, the player(s) will be ejected from the game. (**see end notes)
5. Games will be played as shown on the official tournament schedule. If a team cannot field nine (9) players at the proper time, the game will be forfeited. Teams will be given a ten-minute grace period for the first scheduled game of the day. A forfeit will be recorded as a 7-0 final score.
6. There will be a 1 hour time limit, unless conditions warrant otherwise. The Semi-finals will be 1:15, and the Championship game 1:30. The Tournament Director reserves the right to modify the game time limit and format (ie, One-pitch) in the best interest of completing the tournament in a timely manner.
7. No infield warm-up time will be provided; only 1 minute between innings.
8. The team manager/coach is the only person to discuss calls with the umpire. If another player does, he will receive one warning. After that, he will be ejected from the game.
9. All teams are requested to wear matching Uniform shirts with 4" or larger numbers on the back. Numbers on jerseys are required...no number, no play
10. The umpire will keep the score on the field. It is the responsibility of both teams to ensure that the correct amount of runs are counted during the game and to check with the umpire after each team bats. The umpire will maintain the game scorecard, confirm with both teams at the end of the game and turn it over to the Tournament Director to record on the Tournament Standings Board.
11. Teams must start and finish all games with at least nine (9) players. Teams may bat up to 12 players, but must inform the umpire & other team prior to start of game. If a batting position is voided it is an out.

12. Mercy rule: 20 runs after 3 innings, 15 runs after 4 innings, 10 runs after 5 innings.
13. The 3-2 rule will be in effect. There will be no extra foul ball
14. **Strike zone:** A legally pitched ball that strikes the mat or the plate is considered a strike
15. **Home Run Rule:** 2 home runs and 1 up**. Home Runs exceeding the limit will be counted as outs.
16. Extra Innings or if tied after time limit: One Pitch with last batted out on 2nd base. Other rules stay in place.
17. Courtesy Runner Rule:

The courtesy runner can be anyone, although if that courtesy runner is still on base and it is his/her turn to bat, it will count as an out.

One courtesy runner per inning will be allowed.

In addition, a courtesy runner may also be designated for any two players currently in the game as long as the umpire and other Team is notified prior to start of the game. The players must also be designated by their number and/or name.

****Addendum & clarification**

Illegal Bat Rule: Since this is a “Supplied Bat” tournament this shouldn’t be an issue. Players can only use the bats that are supplied by the Tournament Host. The supplied bats will be of the following sizes (26, 27, 28). Players should leave their bats in their gear bag (no personal bats outside the dugout).

Home Run Rule: No team can go past 3 Home Runs until both have reached the limit (3). Once the limit is reached by both teams, only the Visiting Team (Visitors) will be allowed to have one additional HR above the other team. The Home Team can only match (even-up) the HR’s of the Visiting Team.

Purpose: The Home Team cannot go “one up”, as the Visitors would not have a chance to match if it happened in the last inning of the game. Due to time limits, mercy rule, weather, extra innings, etc. the last inning could be the 3rd inning of the game or even the 12th inning. This will ensure that the Home Team doesn’t have an unfair advantage of hitting an extra HR that the Visitors couldn’t match.

Pool Seeding *

This will be a 3 game pool play followed by a tiered Divisional play-off bracket. If a team forfeits any pool game they will be the lowest seed in their Pool. The

seeding for each Pool will be done as follows: Win-Loss Record, Head to Head, Runs Allowed, and Run Differential. If still tied, the teams can agree to flip a coin, play rock-paper-scissors, play flip-cup, etc. The highest seed will be the home team for their 1st play-off game.

Divisional Play-off Bracket Seeding *

The Top 20 teams will advance to the Divisional Brackets. 10 Teams (top 2 in each pool) will start in the A Division & 10 Teams will start in the C Division. Those in the A Division who lose their first game will proceed to B Division Bracket. The seeding for the A & C Divisional Brackets will be in the same order as the pools, with the exception of the Head-to-Head. The higher seed will be the home team for their 1st Play-off Game.

*** Unequal Pools**

If the pools have unequal amount of teams then the seeding for Bracket placement will consist of Win-Loss Record (0 losses will be ranked highest, 1 loss next), Average of Runs Allowed & Average of Run Differential