

Friendship Tournament May 16 & 17, 2014

Tournament Rules

1. Sliding is mandatory when runner and ball arrive simultaneously, except 1st base. Runner will be called out for rule violation. This is a judgment call by the umpire.
2. If the ball hits the pitching machine and rolls foul before the base it is a foul. If it stays fair then rolls foul after the base then it is a fair ball.
3. Each player is required to play at least 3 innings in the field, and every team member bats. The team will field 10 players, 4 outfielders (no rover) and 6 infielders. If playing with 8 players, must have pitcher & a Catcher.
4. Line-ups will be given to the scorekeepers and opposing coaches prior to the game. Each team is required to keep its own book.
5. The only reason for a player not playing in a game is either injury or coach's disciplinary action. Whatever the reason, it is necessary to inform the league coordinator, opposing coaches, and umpire in charge prior to the game.
6. 10 run rule will be in effect after 4 innings. 75-minute time limit will be used with the umpire and scorekeeper responsible for calling a game, no inning will start after the 75 minutes has elapsed.
7. Player throwing of any equipment in anger will receive a team warning from the umpire. Second occurrence will result in ejection.
8. Bunting is not allowed; Stealing is not allowed, unless there is a passed ball. A passed ball occurs when the ball is clearly behind the catcher. A dropped or blocked ball that stays in front of the catcher is not a passed ball.
9. Games can be started with only 8 players. The ninth spot in the batting order will be an out.
10. Dropped 3rd strike rule is in effect. If 1st base is not occupied and the catcher drops or fails to catch the 3rd strike, the batter may try to reach base. The catcher must tag or throw out the batter to gain the out.
11. Intentional walking batters will not be allowed.
12. Pitching machine will be set at 45 mph.
13. There will be no infield fly rule.
14. Strikes will be called.