

PEACHES BASEBALL CLASSIC RULES:

1. General:

- a. **Registration:** To be eligible to play in any play off game, a player must register with the tournament director or her representative before the start of the first scheduled game. A representative will be available for player registration at a pre-determined time and place on Friday evening. All team managers will be notified of the time and place of such registration.
- b. **Pre Game Warm Up:** Each team is allowed a 10 minute pre-game infield/outfield work out. Visiting team will go first, at 20 minutes before game time.
- c. **Warm Up Pitches:** Pitchers will receive eight (8) warm up pitches at the beginning of the game and when a new pitcher enters the game. Each pitcher is allowed five (5) warm up pitches between innings. If a pitcher is not ready to take her warm up pitches between innings, an umpire may, in his/her discretion reduce the number of warm up pitches. He/she must first give a warning to the pitcher before so doing.
- d. **Scorebook:** The home team's scorebook is the official scorebook unless the home team cedes the responsibility to the visitors and advises the umpire of the same.
- e. **Length of Game:**
 - i. **Time limits:** Games will be 7 innings in length or two and half hours, which ever comes first. No new inning shall begin after the two hours and 25 minute mark. The umpire will be the official time keeper. There is no time limit in the championship game.
 - ii. **Mercy Rule:** If one team is leading by ten (10) runs or more at the conclusion of 5 innings (4 ½ innings if the home team is ahead) the game will be called, even if time has not yet expired.
 - iii. **Tiebreakers:** If a game remains tied at the end of 7 innings, but before the time limit has been reached, teams will proceed into normal extra inning play. If a game is tied at the end of an inning and time has expired, a tie-breaker rule will be used. The tie-breaker rules are as follows:
 1. Play will continue one inning at a time until such time as an inning is concluded with one team ahead.

2. The last batter out in the previous inning will be placed on second base.
3. Each batter will begin her at bat with a 3-2 count. A strike will result in an out; a ball in a walk. A ball hit foul will be treated the same as any other foul ball in a 3-2 count. A ball put into play will be played pursuant to regular baseball rules.
4. Each team will have 3 outs per inning
5. All substitution rules continue to apply in extra innings.

f. Exceptions:

- i. The Championship Game will not be subject to tie-breaker rules. If the game remains tied after 7 innings, extra innings will be played until such time as one team is leading at the conclusion of a full inning of play.
- ii. The Championship Game will be subject to a ten (10) run mercy rule at the conclusion of 5 innings of play (4 ½ if the home team is ahead)

2. Uniforms:

- a. Players on a team must wear matching jerseys. Each jersey must have a unique number. (opposing managers may waive this requirement)
- b. All players must wear baseball pants and baseball hat on the field.

3. Equipment:

- a. Game balls will be provided by the Tournament Director. Only such balls are to be used for tournament play.
- b. Metal, composite and wood bats are permitted. Softball bats are not permitted. There are no restrictions on length to weight differentials. If the umpire deems a bat damaged, such that it poses a risk of injury, or is altered in any way to give the hitter an unfair advantage, he/she may remove it from the game.

4. Player Substitutions:

- a. A starter may be removed from the batting order at any time and be replaced by a substitute player.
- b. The removed starter may re-enter the game once. The removed starter may re-enter the game at any position in the field, but is subject to the following re-entry rules:
 - i. If the removed starter re-enters the batting order in the same position in the lineup as she previously held, she may re-enter at any time.
 - ii. If the removed starter re-enters the batting order in a different position in the lineup than she previously held, she must have

remained out of the lineup for at least two full innings (6 outs recorded by each team)

- c. If a player is removed from the game due to injury the following rules apply:
 - i. The injured player must be replaced by a legal substitute if one is available.
 - ii. In the event that a legal substitute is not available, then an illegal substitution may be made from the roster (i.e. a player who is otherwise not eligible for re-entry may re-enter the game)
 - iii. An injured player who cannot fulfill her base running duties may be replaced by a courtesy runner (last player called out). If a courtesy runner is used, the injured player must then be removed from the game and another player substituted into her position in the lineup subject to the re-entry rules above. If a courtesy runner is used, the injured player may not return to the batting order during that game (except if an illegal substitution must be used). If the team elects to replace the injured player with a pinch runner, the injured player may re-enter the lineup subject to the re-entry rules above. The pinch runner is treated the same as any other substituted player and may not thereafter re-enter the game (except when an illegal substitution is allowed)
- d. **Pitchers:** A pitcher who is removed from the mound and the batting order may not re-enter the game as a pitcher. A pitcher may be removed from the mound and remain in the game as a position player and from such position re-take the mound as a pitcher. The replacement pitcher must pitch at least one complete at-bat before the original pitcher may re-take the mound (unless an injury occurs to the substitute pitcher)

5. Batting Order, Designated Hitter, Extra Hitter:

- a. All players in the field must be in the batting order subject to the following exception for a Designated Hitter.
- b. Designated Hitter: teams may use a Designated Hitter in the place of **one** field player. The DH is not required to bat in place of the pitcher.
- c. A DH may be substituted for following the same substitution rules as all other players.
- d. A team beginning a game with a DH may elect to discontinue use of a DH by having the position player for whom the DH as batting inserted into the lineup. If such occurs, the DH will be treated as a removed player subject to the same re-entry rules described above.
- e. A DH may be inserted into a defensive position on the field. If so inserted, the player is no longer a DH and the team will not thereafter be permitted during that game to have a DH (i.e. all position players must be in the lineup)
- f. Extra Hitter: Teams may have an Extra Hitter in their lineup. If a team elects to use an extra hitter, they must announce such to the umpire and

opposing team before the first pitch of the game. The team must continue to have 10 hitters in its lineup though out the game. If a team is unable to continue to play with 10 hitters, an out will be recorded in the vacated spot in the lineup.

- g. Extra Hitters are subject to the same substitution rules as other position players.

6. Player Conduct:

- a. Base runners must avoid unnecessary aggressive contact with fielders. Any unnecessary aggressive conduct in the umpire's judgment can result the awarding of an out for the offending team and/or the ejection of the player.
- b. Fielders may not fake tags or block the runner from reaching the base if the fielder is not making a play on a ball in flight. This may be deemed obstruction and will be left to the discretion of the umpire. Such obstruction may result in the ejection of the offending player and the award of additional bases as deemed appropriate by the umpire.
- c. Jewelry: jewelry may be worn for religious or medical reasons. All final determinations regarding jewelry will be left to the discretion of the umpire with a mind towards player safety.
- d. Batters/base runners may not intentionally remove their helmets
- e. Hit Batters: any pitcher hitting in excess of three (3) batters in one inning must be removed from the pitcher's position for that game.

7. Seeding:

Teams will be ranked based on record with ties broken in the following order:

- a. Head-to-head (if three teams have identical records, head-to-head will be disregarded)
- b. Fewest runs allowed
- c. Most runs scored
- d. Fewest runs allowed in best 3 pool games
- e. Fewest runs allowed in best 2 pool games
- f. Most runs scored in best 3 pool games
- g. Most runs scored in best 2 pool games
- h. 3 inning mini tie-breaker game (if two teams tied)
- i. Coin toss
- j. If more than 2 teams are tied, as soon as a tiebreaker rule separates one team, that team is seeded. The remaining teams return to the first tie-breaker and start again)

8. Protests:

- a. Protests are allowed to challenge misapplications of the rules and on player eligibility. Judgment calls by an umpire may not be challenged by protest. Protests must be lodged at the time a rule was misapplied. To protest a team manager must:

- i. Stop the game before the next pitch and notify the umpire and opposing team that a protest is being lodged
- ii. Write in the home team's book the situation, grounds for protest and the position of each base runner, the number of outs, the score and the count, if any, on the batter
- iii. Pay \$50 (cash or check) to the Tournament Director or her on site representative.
- iv. Umpires and managers will meet with the Tournament Director or her representative (via phone if the director is not on site) and resolve the protest before the game continues. Director's decision is final. If the protest involves the Director's team, such protest will be resolved by the EWBC President. All decisions are final
- v. If a team's protest is upheld, the money will be refunded. If the protest is over ruled, the money will be forfeited.

9. Ejections:

- a. Any ejected player or coach must leave the field of play immediately and must leave the playing site upon gathering their belongings. Any further inappropriate contact with the umpires, even after the game concludes may bring further disqualification from the event. The umpire shall notify the Tournament Director of any ejections along with the reason therefore immediately after the game's conclusion.
- b. Any player ejected twice during Tournament play will be disqualified from further play during the remainder of the tournament.