

## ALL SLO-PITCH NATIONAL (SPN) RULES SHALL APPLY EXCEPT AS MODIFIED HEREIN



### A) Player & Team Registration

- 1) All players must register:
  - a) with a Government I.D. before taking the field; and
  - b) before the start of their division's first Pool Play game to be eligible for the tournament;
    - **EXCEPTION:** A Team Manager / Designated Representative may request for a late player registration only to the Tournament Director / Acting Director before the start of games Sunday morning.
- 2) Any team found to have a player who has not signed their teams' roster will be subject to forfeiture of the game in which that player participated.
- 3) No player is allowed to be on more than one team roster.
  - **EXCEPTION:** A player on a D Division team roster can also be on ONE team roster in the C Division.
- 4) Players will not be allowed to switch to another team's roster, even if the player's team has been eliminated from the tournament.

### B) Player & Team Ratings

- 1) Open Team Eligibility / Player Ratings: Team rating calculated by adding the top 10 rated players:
  - a) C Division: No individual player rated over 14; Maximum team rating 135;
  - b) D Division: No individual player rated over 10; Maximum team rating 95.
- 2) Teams / Players not NAGAAA-registered will be entertained on a case-by-case basis and Managers must complete the roster filling in the full 27-question NAGAAA rating for each player. Contact the Tournament Director about eligibility issues prior to sending in your entry form.

### C) Pool & Bracket Play

Pool Play: A random draw will place teams into pools.



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**1) Pool Play:**

- a) Seeding will be based on teams' record;
- b) In the event two (2) or more teams are TIED with the same record, head-to-head will be the first tiebreaker;
- c) In the event after the first tiebreaker teams are still tied, the higher RUN DIFFERENTIAL will be the 2nd tiebreaker;
- d) In the event after the 2nd tiebreaker teams are still tied, the lower RUNS AGAINST will be the 3rd tiebreaker;
- e) In the event after the 3rd tiebreaker teams are still tied, the higher RUNS FOR will be the 4th tiebreaker;
- f) In the event after the 4th tiebreaker teams are still tied; a flip of the coin will determine the higher seed.

**2) Tie Games:** Pool Play may end in a tie. For all Bracket Games, a ONE (1) PITCH rule shall be applied:

- a) The last batter of the previous inning shall be placed on 2nd base; with ONE (1) OUT; Each batter gets ONE (1) PITCH;
- b) Foul ball: Caught or dropped = OUT;
- c) Strike: Swing or Called = OUT;
- d) Ball: Batter is awarded a Walk;
- e) Batted Ball: Outcome of play;
- f) The Courtesy Runner rule MAY be applied;
- g) Standard THREE (3) OUTs applies to end batted inning.

**D) Tournament Rules**

- 1) All play begins with 1-1 count with one courtesy foul (2 ½ strikes) awarded after the second strike called during each at bat.
- 2) All games will have a 50-minute time limit including Championship and IF games.
- 3) Forfeit time is game time. Any forfeit will result in a 10 – 0 score.
- 4) Game time will be the time scheduled or when the assigned diamond becomes available, whichever occurs first.
- 5) Teams competing on another field will have 10-minutes to proceed to the next field and start game.
- 6) **EXCEPTIONS** can be made on a case-by-case basis.



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- 7) Mercy Rule is as follows:
- 20 runs ahead after 3 innings or 2 ½ if the home team is ahead;
  - 15 runs ahead after 4 innings or 3 ½ if the home team is ahead;
  - 10 runs ahead after 5 innings or 4 ½ if the home team is ahead.
    - **FLIP FLOP** Rule will only apply in Bracket play with the visiting team winning by more than 6 runs.
- 8) Over The Fence Home Runs: Anything over the limit will be an OUT. Does not have to be 1 for 1.
- C Division: There cannot be a difference of Home Runs of more than two (2) per team. If a differential happens, the Home Run will be an OUT with no advancement of runners. **(NOT INNING ENDING)**
  - Open D Division: Zero (0) over the fence Home Runs. It shall be an inning ending OUT.
    - **NOTE:** When an over the fence Home Run is hit, the batter must touch at least first base and immediately return to the dugout to speed up play.
- 9) **Courtesy Runners:** One (1) Courtesy Runner may be used per inning. Any player on the line-up sheet may be used. It is not considered a substitution.
- **NOTE:** If a Courtesy Runner is on base when their turn at bat comes, the at-bat is recorded as an OUT. Substitutions or changing out runners to avoid the OUT may not be used.
- 10) Players must slide or peel off on potential tag plays.
- 11) Safety bag will be in effect at First Base. Players must touch Home Plate.
- 12) All base lines are 65 feet as per SPN standards and the pitching rubber is set at 50 feet from the Home Plate.
- 13) Every score must be verified and submitted to the Tournament Committee by the Umpire after the game with signatures from both Team Managers.
- 14) No infield practice permitted on any diamond.



## E) Line-Ups & Substitutions

- Team Coaches or Managers must exchange line-ups with the Umpire and each other prior to the start of each game.
- Line-ups must include ALL players' **FIRST** and **LAST** names, and jersey **NUMBERS**.
- Substitutes must be listed at the start of the game to be eligible to enter that game.
- Eight (8)** players are needed to start and continue with the game.



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- a) If a team starts with less than 10 players, the team must list the vacant position(s) after the last available batter.
  - b) When the vacant spot comes to bat, it will be recorded as an OUT.
  - c) Once an additional player becomes available after the start of the game, the player is entered immediately into the vacant position(s) and must be **LISTED** as a Substitute on the line-up card to do so.
  - d) Player(s) may be added any time to bring the game roster to 10.
  - e) **NO EXTRA HITTER** may be added once a game has started.
- 5) Teams may have a **maximum** of 12-player line-up but can only utilize a 10-player defense.
  - 6) If a player is removed from the line-up and no Substitutes are available, that batting position will be left vacant and teams will be assessed an OUT every time that position is up to bat.
  - 7) Starters and Substitutes can re-enter a game once during any game. They must always re-enter at the same place in the batting line up when they entered the game. Once they are removed from the game for the 2nd time they cannot re-enter the game again.
    - a) If an attempt to re-enter a player is made **more than once**, an OUT will be recorded if appealed by the opposing team.
    - b) The appeal can only be made after the next batter has started play.
    - c) If the player is ruled to have been illegally substituted, the player is ejected from the game.
    - d) If a player is ruled re-entered into the game at a **different place** in the line-up, an OUT will be recorded if appealed by the opposing team.
    - e) The appeal must take place before the next batter starts play.
    - f) The player will also be ejected from the game.



## **F) Home Team Responsibilities**

- 1) There will be a double flip to determine the Home team in Pool Play. The higher seed will be the Home team in Bracket play.
- 2) The Home team is the official scorekeeper unless supplied by the tournament, in which the tournament scorekeeper will be the official scorekeeper.



## G) Uniforms & Bats

- 1) **Illegal bats:** Only SPN approved bats will be allowed for use.
- 2) Umpires will be using the current SPN non-approved bat list for bat review.
  - Please review QUICK BATS REFERENCE in this booklet.
- 3) Any illegal bat discovered during game will be removed from play and returned at the end of the game and recorded on the line-up sheet.
- 4) If the same team is found to be using the bat in subsequent games, the team shall forfeit that game and be eliminated from the tournament.
- 5) All play occurred while in use of illegal bat will follow SPN Rules.
- 6) Any bat accused of being altered shall immediately be brought to the attention of the Tournament Director who shall confer with the Umpire-In-Charge (UIC) for further action if any is to be taken.
- 7) **Uniforms:** Each player must wear a "team jersey" which must be similar in colour, style, and must have a player/roster number as described by SPN rules.
- 8) Medical alert bracelets must be taped to body.
- 9) Non-removable jewelry must be concealed with athletic tape or bandage type of material.
- 10) **No metal cleats:** Player will be immediately ejected if caught wearing them.

## H) Ejections

- 1) A player or coach removed from the game by the Umpire, must leave the field of play promptly.
- 2) A team may NOT continue to play shorthanded. If no Substitutes are available, the game is a forfeit. If the Umpire and/or designated Tournament Official(s) deems the unsportsmanlike act or conduct as malicious, the ENTIRE team will not be allowed to participate in the remainder of the tournament.
- 3) All previous games played shall be legal; all games afterwards shall be forfeits.
- 4) **Player Ejection Penalty:** The player shall be removed from the current game and will not be eligible for the next game.
- 5) ***\*\*Tournament Official(s) reserve the right to suspend and/or disqualify any ejected player for futures games of the tournament if ejection is deemed to be threatening in nature to another player, umpire, spectator, tournament staff, park patron, animals, or morally offensive.\*\****



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## I) Protests

- 1) **Ratings/Eligibility**: Any rating or eligibility protests must be brought to the attention of the Umpire prior to the last OUT of the game.
- 2) Protests are only allowed in bracket games.
- 3) Any decision will be based on the player or team's current ability on the field, taking into account what is fair to all teams involved and the integrity of the tournament. Team scorebooks and notes are helpful in the decision. Unsportsmanlike conduct will not be tolerated.
- 4) All protest fees are payable at the time of protest and must be paid in cash.
  - a) Bracket Play: \$120 to file the protest;
  - b) \$40 per ratings question being protested;
  - c) **All protest fees MUST be paid in cash.**
- 5) Protests during Bracket Play games will be heard immediately after the game in question, and the result of the protest will be immediately applied.
- 6) **Rule Interpretation Protests**: There is no protest cost associated for rule interpretations.
- 7) A protest regarding rule interpretation must be filed with the game Umpire at the time of the ruling comes into question and must be made before the next play. There are no exceptions to this rule.
- 8) Once a rule protest begins, the game clock will be paused, and the game will continue once the protest is resolved.
- 9) The UIC along with a member of the Protest Committee will resolve all rule interpretation protest(s).
- 10) All decisions are **FINAL**.



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# Quick Bats Reference



..... **LEGAL**  
(EXCEPT bats that are listed on the  
ASA NON-APPROVED BAT LIST)



..... **LEGAL**



..... **LEGAL**



..... **LEGAL**



..... **ILLEGAL**

