



## **2020 NT Battle of the Bats Tournament Rules**

### **Game Play & General Rules**

1. Both Head Coaches will meet 5 minutes prior to game time for Ground Rules.
2. All Seeding games begin with a coin flip to determine home / away. All Sunday games home / away are determined by the higher seeding.
3. Game will be seven (7) innings in length with a one hour and forty-five-minute time limit from first pitch. No inning may begin after one hour and 45 minutes have passed from first pitch. All games, with the only exception being final Sunday Championship Games, will have this limit.
4. Any rule not specifically addressed in the amended rules will automatically be referred to the National Federation of High Schools rulebook.
5. Questions regarding game play rules must be addressed at Ground Rules, where the umpire becomes the judge and interpreter.
6. There are no warnings for balks.
7. Mercy Rule - 15 runs after 4 innings, 10 after 5 innings.

### **Offensive Rules**

1. All teams have the choice to create a hitting lineup with any of these elements
  - (A) Teams may bat nine defensive players
  - (B) Teams may use an Extra Hitter using the nine defensive players and one bench player to form a 10-man lineup. The EH can be substituted freely in any defensive position as long as the batting order is not affected.
  - (C) Teams may use one player as a Designated Hitter for any defensive player in the lineup. DH rules will follow NFHS Substitution rules for the Designated Hitter.
  - (D) Teams may choose to bat their entire lineup and substitute freely.
2. A player removed from the game may reenter the game only once, in his original place in the batting order. A player who did NOT start the game may not re-enter after he is removed.
3. If at any time a legal substitution cannot be made for a player who cannot take his at bat, that slot in the batting order will become an out.
4. This is a no-contact tournament. At no time is it permissible to "run" a position player. Runners are required to avoid contact by sliding, reversing course, or giving themselves up. Leaping over a crouched player is not allowed.

5. Infield Fly Rule and dropped third strike rule are in effect for this tournament.
6. Catcher / Pitcher Speed Up Rule. A Courtesy Runner may be used for the pitcher and catcher any time in the tournament. The courtesy runner must be a bench player if a bench player is available. If no bench player is available, then the courtesy runner must be the player in the batting order who made the last out, the last to score, or the lowest on the batting order. The speed up rule should not slow down the game. The courtesy runner must be ready to take the batters place immediately. The umpires will not delay the game to allow a courtesy runner onto the field. If the courtesy runner is not prepared to run, the pitcher / catcher will continue as the runner until such the courtesy runner is ready to enter the game

### **Pitching Rules**

1. No Pitcher may pitch for more than seven (7) innings in any tournament day. There is no cumulative tournament pitching limit.
2. A Pitcher who has been removed from the mound may not reenter the game as a pitcher. He may, however, play any other position on the field.
3. Pitchers must be dressed in full uniform and may not wear wristbands or undershirts which are not of like color to their uniform.
4. There is no hits batsmen rule. A pitcher is not required to be pulled from the mound upon any number of hit batsmen.

### **Standings**

1. Division Standings will proceed as follows; (1) Record (2) Head-to-Head standing (a) Head to Head will only be used when any two teams or more teams are tied and all have played each other.
2. Head to Head will also be used if three teams are tied, but one team has beaten both teams that are tied in the division. (ex. Team A, Team B, Team C all are 2-1, Team A has beaten both Team B and Team C, lost to Team D, Team A would get the higher ranking based on Head to Head)
3. Runs allowed
4. Runs differential (Runs Scored minus runs allowed)
5. Runs Scored

### **Standards of Conduct**

1. This Tournament is a zero-tolerance tournament. Any coach, parent, or spectator who is ejected from the game is also ejected from the Park and must leave immediately. Any Coach or spectator ejected from the Park is ineligible to return to the Park for the remainder of the Tournament.
2. Malicious Contact, deemed to be non-accidental by the umpire, by any player will lead to an automatic tournament ejection. Foul Language, particularly by adults, will not be tolerated. Please keep in mind that these players are not adults. There will be no warning of ejection when a player, spectator or coach uses foul language directed at any other person involved in the Tournament.