



GENERAL INFORMATION **& GAME RULES**

REGISTRATION

- \$200 per team; \$25 free agents
- **All teams/free agents must be registered by 9/7/17**
- \$100 deposit to reserve your team spot in the tournament; free agents \$25 deposit
- Refunds of deposits, if a team/free agent has to withdraw registration, will not be available after 9/7/17
- Remainder of balance may be paid in full online or day of tournament (MasterCard/visa accepted). Full registration fee must be received in order to play
- All players must be 18+
- Free agents will be assigned a random team prior to the first day of the tournament
- This is a coed tournament (each team must have a minimum of 3 females)
- Each team must have a minimum of 8 players with a maximum of 12 players
- Team shirts may be purchased in advance with registration deposit and are \$10 per player
- Shirts can be purchased (\$15 each) on tournament days on a first come, first serve basis
- Concessions, basket and 50/50 raffles and memorabilia available for purchase at tournament
- **Home Run Derby Registration:** In-person Tournery Day sign-ups only. Sign-ups close at 12:30 p.m. \$10/Batter; 15 Batter Limit; personal bats permitted (composites allowed); Winner receives cash prize. If there is a tie, the tied batters face off again with 5 pitches (strikes) each. Winner defaults to greatest distance of furthest hit ball if no homers hit.

GAME SCHEDULES, EQUIPMENT AND LOGISTICS

- Game schedules will be released shortly after 9/7/17 team deposit deadline
- Game start times will run from 8 am-9:45 pm. Games are 1 hour and 15 minutes in length. BCA will make its best efforts to minimize team wait times in between games.
- This is a double-elimination bracketed tournament, which will be visible at the concession stand and playing field
- Teams will be entered into the losers brackets after first loss
- Please arrive at least 15 minutes before game time to finalize registration for your team
- Concession stand will be open
- Game balls are provided by BCA
- Gloves and bats are provided by the teams.
- BCA will provide approved bats for tournament play. **NO PERSONAL BATS PERMITTED.**
- Metal cleats are NOT permitted

WAIVER OF LIABILITY

- All participants must sign/agree to the waiver of liability prior to the start of their first game
- All participants in the tournament assume the risk of injury



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- The BCA, its volunteers, and employees shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the tournament

SPORTSMANSHIP

- Unsportsmanlike conduct will not be tolerated
- Violent, harassing, or inappropriate behavior, as witnessed by the umpire, referee, or BCA volunteer staff will result in the player having to leave the premises immediately
- All calls are at the final discretion of the umpire
- Team captains are the liaison to the umpires regarding game rules and calls

WEATHER POLICY

- Game/tournament will only be cancelled if rain causes the field to be unplayable
- All teams will be notified by 6 am the day of the tournament if the rain make-up date is to take effect
- In the event of lightning, the game will be delayed until there is 15 minutes with no lightening visible

GAME RULES

***** ASA STANDARDS APPLY UNLESS STATED OTHERWISE BELOW *****

GAME START/LINEUP

- All games will start at their scheduled time
- Umpires will review rules before each brand new team plays their first game
- Games will last 7 innings or (time limit TBD based on # of teams registered); whichever comes first
- 10-run rule in effect in the 5th inning
- Teams must have 8 players to start
- A team may "borrow" a player from another team to fill in to meet both either their female quota or team size minimum
- Borrowed players for quota purposes do not have to play in the field, but will have to be in the lineup and bat
- All rostered players must bat (alternating players in the order is not permitted)
- If teams have more than 10 players and need to sit players out, players may not sit out more



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than one inning in a row

- In the event of a tie in the 7th inning or at 10 minutes before game time limit, each team will have one chance to score the winning run by batting one more time.
- Tie Breaker: The last out batter for that team will start on second base. The batter who was due up next will have one at bat to hit the winning run in. If that does not occur the next team gets a turn.

PLAYING FIELD

- The bases are set 60 feet apart
- The pitcher's mound is approximately 45 feet from home plate
- No more than 10 players on the field during an inning

BATTING/FIELDING/GAME PLAY

- Batting out of turn (after the 1st pitch) is an automatic out
- Pitching must be underhand, with a 6-12 foot arc
- All batters start with a 1-ball and 1-strike count
- On a 2-strike count, two courtesy foul balls are permitted (does not have to be consecutive); anything after that must be in fair territory or will be an automatic out
- If a batter throws a bat while following through on their swing, they get an initial warning; any subsequent bat throws is an automatic out
- Intentional walks are not permitted
- Bunting, stealing or leaving the base before the ball is hit is not permitted and will be an automatic out
- Over-the-fence hits are deemed home runs for the first two occurrences for each team. Any over-the-fence hits will then be an automatic out
- Any ball that goes under an outfield fence is a ground-rule double
- The infield fly rule is in effect
- Fielders may not block a baseline, unless they have possession of the ball or is in process of fielding the ball
- Fielders may not block a base to restrict a runner's access to that base during a play
- If a ball hit the runner without any preceding fielder intervention, that batter will be automatically out
- Runners must slide or surrender when a fielder has the ball and is waiting at the base to make the tag. Runners who don't slide or surrender will be called out
- Runners must stay within 3 feet of the baseline or be called out, with the exception of rounding a base to advance to the next one