

# SLAMDiabetes' Tournament Rules



**2016**

## 2016 Tournament Rules:

- 1) **Games are seven (7) innings in length**, unless halted due to time limit or inclement weather or **Mercy Rule**:
  - a. **Mercy Rule:** Games shall be halted after five (5) complete innings if the run difference is 10 runs or greater. If the home team is ahead by 10 runs or more in the 5<sup>th</sup> inning, the game is called after the top of the 5<sup>th</sup>.
  - b. **If a game remains tied after seven innings**, one (1) additional inning will be played. **If the game remains tied after eight (8) innings**, the following tiebreakers shall be employed until a winner is determined:
    - c. Home Run Derby:
      - Each team shall select one (1) pitcher and three (3) batters.
      - Teams will alternate batters. The visiting team will bat first.
      - Pitchers will pitch to their own batters, one (1) pitch per batter.
      - **The team with the highest fundraising amount will have one (1) additional pitch and may select from among its three (3) batters to hit.**
      - The winner is the team that hits the most home runs.
      - If a tie remains, then;
    - d. Wheelbarrow Race Around the Diamond:
      - Each team shall select two (2) players as its Wheelbarrow Team.
      - Upon the umpire's signal, a single team shall race around the infield diamond, starting from home plate, touching every base and finishing at home.
      - The team with the fastest time shall be the winner.

## 2) Rosters & Line-Ups:

- a. **Tournament Roster** – includes all eligible on-field players. Anyone who plans on participating in tournament games must be listed on this roster. This roster is **submitted at the captain's meeting the night before the tournament**.
- b. **Batting Line-ups** – only players from the Tournament Roster can be included in the Batting Line-up. At least nine (9) players must make-up this list to start the game. If a team cannot field nine (9) players, an out will be recorded in the spot where the said player is absent. Teams

submitting a line-up with less than eight (8) players will have to forfeit. The Batting Line-up is **submitted to the scorebook keeper and announce before the start of each game.**

- c. **Team Roster** – includes all team members...players and people who have joined the team just to fundraise! This roster will be used for all printed material. **Please submit the names and bios of each person one (1) month before the scheduled tournament date.**

3) **Standard baseball rules are in effect, with the following exceptions:**

- a. Each team may have up to nine (9) fielders on defense including a pitcher and catcher. However, more than nine (9) players can make-up the Batting Line-up (must consist of players from Tournament Roster).
- b. Substitutions may be made freely. However, if a player re-enters the game, that player must re-enter in his/her original batting spot in the lineup.
- c. No stealing, bunting, leading off-base, or advances on hit-by-pitch.
  - A base-runner cannot leave a base until the batter makes contact with the pitched ball. If a base-runner is determined by the umpire to be leading off-base, the umpire shall warn the base-runner and the team captain. If that base-runner is caught leading off-base again, the umpire may call the base-runner "out".
- d. Batters must take full swings.
- e. Bunts or intentional half-swings are not allowed. On the first such swing, the umpire shall call a strike and may issue a warning to the batter and the team. Thereafter, such a swing will be called an automatic out.
- f. There is a hittable speed limit for pitchers, which is judged by the umpire (typically between 30-35mph). If an umpire judges a pitch to be too fast, it is called a ball and the pitcher is warned. If a pitcher throws an excessive amount of pitches that are judged too fast then the umpire may issue a base-on-balls. If such pitching continues, the umpire may require the team to replace its pitcher.

- g. Defensive players can get an out by “pegging” a base-runner with the ball, below the head. If a base-runner is “pegged” in the head, it is treated as a miss and the base-runner may continue.
- h. Sliding is allowed, however a base-runner will be called “out” for any malicious contact with a fielder.
- i. No infield fly rule.
- j. **NO METAL CLEATS ALLOWED. RUBBER MOLDED CLEATS ARE PERMITTED.**
- k. At least four (4) standard yellow Wiffle® bats will be designated as game bats before each game.
- l. If a batted ball is split in two (2), a fielder may play either part of the ball to attempt to make an out.
- m. If a base-runner is contacted by a hit ball, or a split portion of a hit ball, that base-runner is automatically out.
- n. Local ground rules may be communicated by the umpire-in-chief before each game.
- o. Teams may bat more than nine players.
- p. Pitchers are not allowed to change the shape of the Wiffle® ball or deface it to enhance its movement.
- q. In order to dispute a call, a player must make a \$50.00 donation to SLAMDiabetes. The call will be handled by the Head Umpire who may consult with the Tournament Director, Competition Committee and Official Tournament Scorer if he/she desires.

**Playoffs:**

- 1) **To be eligible for the tournament playoffs, a team MUST have fundraised a minimum of \$2,000.** Credit for this amount will be given for sponsorships and program ads. Twelve (12) teams will proceed to the playoffs. **SLAMDiabetes' Power Ranking System** shall determine the standings, seeding, and Wild-Card Lottery allotments for the playoffs. *More information can be found in the Power Ranking:*
  - a. The eight (8) highest-ranked teams via Power Ranking automatically qualify for the playoffs.
  - b. Wild Card Lottery shall determine the remaining four (4) playoff teams.
  - c. All teams that do not automatically qualify for the playoffs via Power Ranking are automatically entered into the Wild Card Lottery.
    - Teams that do not raise \$2,000 are not eligible for the Wild Card Lottery.
- 2) **Wild Card Lottery:** The 9-12<sup>th</sup> playoff spots shall be determined by the lottery drawing.
  - a. For every \$500 raised, a team shall receive one (1) lottery ticket.
  - b. All allotted tickets for the all-remaining teams shall be deposited into a hat or container and the tickets of the Wild Card teams shall be drawn one at a time.
- 3) **Playoff Seeding and Pairings**
  - a. Playoff seeds are based on Power Ranking (1-12).
  - b. The top four (4) seeded teams will have a first round bye.
  - c. The highest-seeded team in each playoff game shall be the home team.

### SLAMDiabetes' Power Ranking System:

Each team shall be credited with points based on the following categories:

- Win a game = 125 points
  - Every \$500 raised = 25 points
  - Team uniforms consisting of 3-matching parts = 25 points
    - Hat/Visor
    - Jersey
    - Shorts/Pants
    - Socks
    - Sweatbands, bandanas energy bracelets, etc.
- Need 3 of 5 to earn points**
- The eight (8) highest-ranked teams will automatically qualify for the playoffs. Again, **to be eligible for playoffs**, a team MUST fundraise a minimum of \$2,000.

### Other Awards and Recognitions given out at the tournament include:

- **Best Team Uniform:** *a selection committee will determine the winner for the team with the best threads. Uniforms must be comprised of at least three uniform elements including shirt/jersey, shorts, socks, hat/visor.*
- **Highest Team Fundraising:** *check out the Fundraising Tips & Tricks sections (captain's kit) to get more ideas on how to increase your teams fundraising efforts.*
- **Highest Individual Fundraiser:** *Check out the Fundraising Tips & Tricks sections to get more ideas on how to increase your personal fundraising efforts.*
- **20-20 & 30-30 Club Members:** *get the details on how to become a member of these special clubs on the Fundraising Tips & Tricks (captain's kit).*
- **MVP:** *Tournament's Most Valuable Player will be recognized.*
- **Tournament Champion:** *Tournament Champions will be awarded the tournament trophy.*