

# **MILLER LITE TOURNAMENT RULES - 2018**

**Saturday, July 14 & Sunday, July 15 (Dickinson, ND)**

**Gress Softball Complex (5th St SW & 8th Ave SW)**

- > **NO GLASS CONTAINERS OF ANY TYPE ALLOWED ON COMPLEX PROPERTY!**  
**NO SMOKING ALLOWED ON COMPLEX PROPERTY!**
- > **PARKING:** Gress Complex -- DO NOT park on the sides of the entrance road! Use the parking lot!
- > **Team manager must report to the respective complex office 1/2 hour before 1st game on Saturday.** Report any pick-up players for both days of the tournament. You cannot come Sunday and report a pick-up player. All players must be reported and finalized before your first game on Saturday. You must report the player's name, what team they play for and team's classification.
- > **TOURNAMENT DIVISIONS:** (Divisions may be combined based upon team entries)  
**(Men's D) (Men's R1) (Men's R2) (Men's R3) (Men's R4) (Women's R1-R2) (Women's R3)**
- > Teams may pick up players based on the classification division of the tournament they are entered in. (Ex. = R1 team playing in "D-R1" division may pick up "D" players.)
- > Pick-up players allowed: 12 original = 0 / 11 original = 1 / 10 original = 2 / 9 or less original = 3
- > Pick-up players must wear their original team's uniform; not a uniform from team picking them up.
- > A player can only be picked up based on the highest classification of any team said player is on.
- > A multi-roster player may play with only one team for the week-end. It is the player's choice which team to play with (player does not have to play with the highest classified team).
- > **GAME TIME IS FORFEIT TIME!** A forfeit will be considered a loss, but the team will be allowed to continue play. Second forfeit will eliminate team from the tournament.
- > **70 Minute Time Limit** on all games except the 1st place game in each division. Time begins with 1st warm-up pitch. No inning may start after 70 minutes unless score is tied. If home team is batting and ahead when 70 minute time limit expires, the game is called at that point.
- > NO pre-game infield allowed.
- > 7-Inning Game: 20 runs after 3 Innings / 15 runs after 4 Innings / 10 runs after 5 Innings.
- > Home Runs per Game: Men's & Women's: D = 3 / R1 & R2 = 2 / R3 = 1 / R4 = 0) Players vacate bases on counted Home Runs! Team that hits the Home Run must retrieve the ball in a timely manner. Excess home runs are outs (Do Not clear bases on this).
- > All Batters start with a "1 Ball & 1 Strike" count. No courtesy foul ball.

- > Team at bat is allowed 1 courtesy runner per inning.
- > NDASA Casual Profanity Rule is to be enforced!
- > Batter's Box WILL NOT be chalked. Umpire still has authority to call a batter out of the box when it is obvious! (Ex: Stepping on plate / Stepping directly in front of plate / Batter standing at outer edge of box away from plate & stepping toward dugout area on inside pitch, etc.)
- > **ABSOLUTELY NO DRINKING OF ALCOHOLIC BEVERAGES OR SMOKING BY PLAYERS OR COACHES DURING THE PLAYING OF THEIR GAME! AUTOMATIC EJECTION!**
- > **Team must declare if batting 10 or 11 players.** If batting 11; any 10 of the 11 may play defense at any time during the game (this is not reported to the umpire). All other players may be used as substitutes. **All substitutions must be reported to the umpire immediately when they occur!**
- > **ANY PLAYER MAY RE-ENTER THE GAME 1 TIME!** Player must re-enter for the player in the batting slot the re-entering player was originally in. You CANNOT ALTER THE BATTING ORDER of the players. Defensive position is irrelevant to the substitution.
- > **If a team has no substitute and a player is ejected, the game is a forfeit!**
- > **Team can play 1 player short due to injury,** taking an out in the injured player's batting spot (except if started with 9; this would not apply as they are already 1 player short). Once a player leaves the game with no substitute available, said player cannot return to play later in same game.
- > **Team may start with 9 players** (10th spot in batting order is an out). If the 10th player arrives, they may enter the game on any dead ball as soon as they are ready to play.

### **POOL PLAY TIE BREAKER RULES:**

Revert back to head-to-head whenever possible

- a. Head-to-Head Record
- b. 3-way tie
  1. Head-to-head amongst teams tied
  2. Total Run differential amongst teams tied (20 run max. -- forfeit = 20)
  3. Total Run differential in all games played
  4. Total Runs scored in all games played

**HOME RUN CONTEST: Refer to CONTEST RULES SHEET**