

## Rules for 2008 North County Winterball Association Playoff Tournament at Kit Carson Park for 12U & 14U

### Rules that are different than were used in the regular season

1. Flip coin to determine home team.
2. No new inning after 1 hour and 25 minutes.
3. Team listed 1<sup>st</sup> or on top of bracket, occupies 1<sup>st</sup> base side. Exception: Teams playing back-to-back on the same field do not move.
4. Home team to provide official scorer. **Winning** team is responsible for reporting final score to tournament director.
5. Each team to provide new ball each game.
6. In pool play ties will stand. In bracket play if tied after seven innings or time limit (90 minutes), international tie breaker will be used for each inning until a winner is determined.
7. Protests to be decided on the field by umpire.
8. Game time is forfeit time.
9. All players must be listed on the roster turned in prior to the start of the tournament at team check in. Use of ineligible player will result in forfeit.
10. There shall be no maximum run limit for each inning for all 12U and 14U games.
11. Championship games will be 7 innings with no time limit.

### Rules that were in effect for the regular season that are still in effect for the tournament:

1. Lineups: Line-up sheets must have names listed by last name, first initial, and number. Give to the plate umpire and opposing coach prior to start of game.
2. Bat-Around Option: Each team has the option to BAT AROUND. Teams choosing the Bat Around option have free defensive substitutions. The "last out" may be used as a courtesy runner for pitchers/catchers.
3. Substitutions: All substitutions will be announced to the plate umpire, who will then tell the opposing team. Substitutes need not be present at the start of the game. Any player on your team roster can be added to the line up *at the bottom* if you are batting around, if she is not present at the start of the game.
4. Mercy Rule: If 8 runs ahead after 5 innings (or 4 1/2 innings if home team is ahead), game will end.
5. Minimum Players: Games may be played with 8 players, but the team will take an out when the 9<sup>th</sup> position is due up each time in the game. Games cannot be played with 7 players.

6. Bat-Around Caveat: If batting around and a player leaves for any reason, an out will be charged the first time that player is due up. No penalty for the remainder of the game.

**Standings after pool play will be determined by:**

1. Won loss record
2. If two way tie:
  - a. Head to head results
  - b. Average runs allowed per game played (forfeits will be ignored for this calculation)
  - c. Coin toss
3. If 3 or more teams are tied:
  - a. Average runs allowed per games played (forfeits will be ignored for this calculation)
  - b. Coin toss