



2010 PIRATE BASEBALL CLASSIC

GENERAL RULES

- 1. All Pirate Baseball Classic Tournaments will adhere to the rules as written by the National Federation of State High Schools Association with the exception of those listed herein.**
- 2. Teams are expected to be ready to begin games promptly. Game time is forfeit time. Starting time may be delayed by previous game going into extra innings. In such cases game time will be twenty minutes from the conclusion of that game.**
- 3. Home team will be determined by coin toss involving both managers prior to start of game. Lineups are to be exchanged at this time and should include players name, number, & position. The home team will be the official scorekeeper, when a scorekeeper is not provided by the tournament committee. All lineup changes must be reported to the official scorekeeper. The official scorekeeper need not keep a separate scorebook, however we ask both managers verify the score at the end of each inning. Errors may not be corrected once a new inning starts.**

4. **The winning team is required to complete & return to a tournament official the game summary sheet . Both managers are required to sign. Failure to return summary sheet may result in forfeiture of that game.**
5. **Any illegal entry of non-verified players will result in immediate forfeiture of all games and elimination from tournament. No refunds!!!!**
6. **Due to the possibility of “all-star” teams we cannot enforce a uniform rule. We ask that all players dress as much a like as possible. We will ask that any distasteful clothing be removed. All uniforms must have a number on back of shirt.**
7. **Any malicious or flagrant play will result in ejection from the game being played and suspension from the next game to be played. Unsportsmanlike conduct, such as helmet or bat throwing, obscene language or gestures may also result in ejection. Any coach ejected for any reason will be suspended for the next game. Note: any coach ejected for obscene or abusive language or gestures will be suspended for the remainder of the tournament.**
8. **Awards and/or trophies will be given to the tournaments runners-up and champions.**
9. **The federation helmet rule, bat restriction rule, and “1 foot in the batters box” will not be enforced. However coach’s are asked that you be familiar with the rule and asked that you urge your players to follow them.**
10. **There will be no protests. In the event of a challenge regarding rules or rule interpretations, both managers may confer with the umpires. All disputes will be settled at that time. If necessary, a tournament representative will be included in any discussions. Home plate umpire’s decision is final. Judgment calls may not be disputed. Remember the clock is running during any discussions.**
11. **The following tie-breakers will be used to determine “pool winners” or “wild card winners” best 2nd place team.**
 - A. **Head to head play. (2 way tie - 3way tie if 1 team defeated the other 2)**
 - B. **Least amount of runs allowed.**
 - C. ****Run differential in all games with the team having the greater differential being declared the winner. 10 runs per game max.**

D. Most runs scored.

E. Coin flip.

*** Run differential is used for tie-breakers only. If official game ends because home team is ahead after the top of the 4,5,6 or 7 inning, or home team scores in bottom of inning to end game. The game is over. No home team can continue to play to increase of run differential.*

- 12. There can be no greater run differential than 10 runs.**
- 13. Extra inning rules will be as follows: the last batted out of last inning will be placed on 2nd base with no outs. This will continue until a winner has been declared.**
- 14. absolutely no soft toss or pepper against fences or backstops**
- 15. No infield practice on any game field at any time.**
- 16. All pets must be on a leash.**
- 17. Pirate Baseball Classic reserves the right to change tournament format, shorten games by innings and/or time limits, or declare a winner by tie breaking system, due to inclement weather.**
- 18. Teams who do not play their 3 guaranteed games will receive a pro rated refund based on games they have played. Games that have completed 4 innings are considered complete.**
- 19. Absolutley no hitting sticks allowed on any field at anytime. Soft toss nets are allowed only inside the fence line or in between the foul lines unfenced fields. Once game has begun soft toss net must be put anyway. Only on deck batters should be practice swinging.**