

THE MINUTEMAN CLASSIC

2016 RULES OF PLAY

Revised 02/29/2016

The Minuteman Classic will abide by ASA rules, except as modified below.

1. Ball Count:

All at-bats start with a ONE BALL-ONE STRIKE count with NO extra foul.

1A. Pitching Arc

A pitching arc of a minimum of 6 ft. and a maximum of 12 ft. is allowed.

1B. Base Stealing

Base Stealing is NOT allowed.

2. Teams:

A team must have a minimum of 9 players to start and finish a game. If a team cannot field or bat at least 9 players, and there are no substitutes, the game will be forfeited. If a team has only 9 players, when the batting order reaches the 10th spot on the lineup card, an out will be recorded. Teams may add a 10th player at any time during the game, but the 10th player cannot enter the game until that team is on offense. The 10th player must occupy the 10th spot on the lineup card if the team has only 9 to start the game. Before the game begins, a team can have up to 2 additional hitters(EH) in their batting order for a total of 12 maximum. After the game has begun, the team is limited to the number of batters designated on the lineup card. All other additions will be considered substitutions. Only 10 players can play defense for a team at one time.

3. Game Times:

All teams must be at their playing field by game time. There will be no grace period (exceptional circumstances may be considered at the discretion of the Tournament Directors). All Round Robin games have a 50 minute time limit, and no new inning will start after the time limit. Round Robin games can end in a tie. All Double Elimination games leading up to the Championship game has a 55 minute time limit. Championship game has a 60 minute time limit. During Double Elimination and Championship games, no new inning will begin after the time limit unless the teams are tied at the end of the current inning. In this case, the International Tie Breaker Rule will be enforced (at the start of each ½ inning, the person in the offensive lineup just before the current batter goes to 2nd base, and the game continues as usual). The Home team always has a chance to bat. This procedure continues until a winner is declared.)

4. Courtesy Runners:

Prior to the start of the game, up to two (2) players may be identified as needing a courtesy runner. (Place an * next to the name of the player needing a courtesy runner on the lineup card) If there are no outs in the inning, the courtesy runner will be the last batter of the previous inning unless that batter is a) on base, or b) also requires a courtesy runner. If a) or b) occurs, use the previous batter. If there are one or two outs, the last recorded out will be the courtesy runner unless that runner requires a courtesy runner. If this occurs, use the previous batter. If a courtesy runner is needed in the first inning before there are any outs, the runner will be the first available person not on base counting backward in the batting order from the person needing a courtesy runner unless that runner also requires a courtesy runner. If this occurs, use the previous batter. A player designated to have a courtesy runner must use the courtesy runner at the first opportunity to do so before the next pitch. Failure to use the courtesy runner will result in losing the opportunity to use a courtesy runner for that player for the rest of the game. If an incorrect runner replaces a player and is properly appealed by the opposing team before the next pitch, the runner will be declared out. Substitutes can always be used in lieu of courtesy runners, but must adhere to substitution rules.

5. Run Ahead Rule:

20 runs after 3 Innings, 15 runs after 4 Innings, 10 runs after 5 or 6 innings. This applies to ALL games throughout the tournament.

6. Home Team Designation:

Round Robin Games - The team in the third base dugout will be given the opportunity to call the “flip” or defer to the other team. If the team calling the “flip” calls it correctly, that team will have the choice of being the “home” team, or the “visiting” team. If the team calling the “flip” calls it incorrectly, the other team will have the choice of being the “home” team, or the “visiting” team.

Double Elimination Games (excluding Championship game) – the higher seeded team will always have the choice of being the “home” team, or the “visiting” team. This includes the losers bracket.

In the championship game, the team in the winners bracket will have the option.

7. Equipment:

BATS: ASA approved only

BALLS: All softballs will be supplied by Tournament Co-Chairs. No other balls may be used.

Equipment: Game jerseys must have legal numbers on the back of the jerseys. No duplicate numbers or illegal numbers allowed. All exposed jewelry must be removed or covered. Glasses (sun or prescription) must be worn properly or not worn at all. No metal cleats allowed. Any equipment deemed to be a safety concern by the umpire will not be allowed.

8. Registration:

All players must register with proper identification before they are eligible to play in any game. Players not registered will not be allowed to play until they are properly registered. All players must be registered prior to the start of their team's first double elimination game. **ANY TEAM FOUND TO BE USING AN UNREGISTERED/INELIGIBLE PLAYER WILL FORFEIT THE GAME IN QUESTION.**

9. Tournament Seeding:

Teams will be seeded within their divisions based on the following criteria in the following order:

- a. Win-Loss record during round robin games
- b. Tournament Directors will seed in order to reduce travel between fields for teams. The reason for this is due to red sox games being played and congestion expected in the Fenway area.
- c. Coin Flip

10. Protests:

See separate Protest Articles and Rules

11. NAGAAA Ratings Compliance:

The Minuteman Classic complies with the **2013** NAGAAA ratings and division criteria and guidelines.

12. Americans with Disability Act:

The Minuteman Classic follows ASA Rule 4 Section 2 regarding Americans with Disabilities.