

COSTCO TOURNAMENT 2019

RULES OF PLAY

field	each team shall field a defensive lineup consisting of 9 players (a minimum of 3 must be female)
field	in the event a team only has 2 females, they will only field 8 players and must take an automatic out for the absent female's spot in the batting order
field	a commitment line will be drawn 20 ft from home plate. Once a base-runner passes this line they must continue to home. A base-runner who crosses the commitment line and returns to and stays at 3rd base will be called out
field	A scoring line will be drawn in foul territory perpendicular to the third base line. Runners must touch the ground beyond the line (or the line itself) to score a run. Any base-runner who touches (or crosses over) home-plate will be called OUT.
field	Use of a safety bag at first. If there is a play at first base, the batter must only touch the orange bag and the fielder the white. Failure to do so will result in the call going against the offender (regardless of the closeness of the play)
field	teams can have no more than 5 players on the infield (catcher included) until bat-ball contact is made
field	no infielder can position themselves inside the basepath prior to bat-ball contact
game	3 pitch format (pitch to your own team). Maximum 3 pitches per batter (balls, foul balls included). A batter failing to hit a fair ball after 3 pitches is OUT
game	A batted ball that strikes any part of the pitcher is an automatic out. The play is dead, base runners must return to the base held prior to the at bat.
game	no bunting / chopping downwards on a pitched ball - the result will be an out. Base runners must return to the base held prior to the at bat.
game	no lead-offs / anticipation step. If any base-runner leaves their bag prior to bat-ball contact the play will be called dead and the base-runner will be called out. The umpire will determine whether the pitch will count based on timing of the infraction. If the result is the third out, the batter will start the next inning with a fresh count.
game	Once a player crosses the commitment line, it becomes a force out at home. If a fielder touches home plate with the ball in their possession prior to the base-runner touching the ground beyond the scoring line the base-runner is out.
game	Tagging is permitted between the commitment line and the scoring line
game	each team will be allowed a maximum of 5 runs per inning. The last inning (either 7th or as decided prior to the start of any other inning depending on time) will be an open inning
game	unlimited batting order. At no time can any team bat more than 2 males back-to-back (inning to inning included). Teams can have separate batting orders (one for males and one for females) and rotate the batting between orders (see example of types of batting orders).
game	All bats must be ASA approved (no baseball bats)
game	batting orders must be exchanged between teams prior to the start of the game. Once exchanged they cannot be altered
game	SPO Rule book will be used as reference for any rules not specified above.
game	Games will be 55 minutes with no new inning starting after 45 minutes from the scheduled start time
game	courtesy runners - each team will be permitted 3 courtesy runners. Runner must be male for male, female for female or female for male
game	trappers are permitted for use by catchers and firstbase only
game	Any abuse of umpires will result in immediate ejection from game and tournament
game	NO EXPOSED JEWELLERY
game	NO METAL CLEATS
game	MERCY RULE - if after 4 innings a team is winning by 10 runs or more it will be considered a mercy (3 1/2 innings if the home team is winning)
game	HOME RUN RULE - match plus 1. At no time can any one team's total "over the fence" home runs equal more than their opponents total+1. Result: A batter hitting an over the fence home run in excess of the limit shall be ruled out. The ball is dead, no runs will be scored and all runners must return to the base occupied at the time of the pitch.
game	There is no sliding at first base or home plate. Result: base runner is out
game	Maximum +/- run differential per game is 7

TIE BREAK FORMULA

- 1 TOTAL POINTS
- 2 HEAD TO HEAD
- 3 PLUS / MINUS (max 7 per game)
- 4 TOTAL RUNS AGAINST (least runs against)
- 5 TOTAL RUNS FOR
- 6 COIN FLIP