



# Tournament Rules

JUNE 28 AND 29, 2019  
LITTLE FENWAY  
Essex, VT

## Tournament Rules:

### 1. **GAME LENGTH- DURATION**

- a. **Games are seven (7) innings in length**, unless halted due to time limit or inclement weather or **Mercy Rule**:
- b. **Mercy Rule**: Games shall be halted after five complete innings if the run difference is 10 runs or greater. If the home team is ahead by 10 runs or more in the 5<sup>th</sup> inning, the game is called after the top of the 5<sup>th</sup>.
- c. **Time Limit**: No new inning is to be started after 55 minutes of game play.
- d. **Tie game after 7 innings**: If a game remains tied after seven innings, one (1) additional inning will be played. If the game remains tied after eight (8) innings, the following tiebreakers shall be employed until a winner is determined:
  - i. **Home Run Derby**:
    - Each team shall select one (1) pitcher and three (3) batters.
    - Teams will alternate batters. The visiting team will bat first.
    - Pitchers will pitch to their own batters, one (1) pitch per batter.
    - **The team with the highest fundraising amount will have one (1) additional pitch and may select from among its three (3) batters to hit.**
    - The winner is the team that hits the most home runs.
    - If a tie remains, then;

### ii. **Wheelbarrow Race Around The Diamond**:

- Each team shall select two (2) players as its Wheelbarrow Team.
- Upon the umpire's signal, a single team shall race around the infield diamond, starting from home plate, touching every base and finishing at home.
- The team with the fastest time shall be the winner.

## 2. **ROSTERS AND LINEUPS**

- a. **Tournament Rosters** - Includes all eligible on-field players. Anyone who plans on participating in tournament games must be listed on this roster. A player shall only play on one team. If a player plays in a game(s) for more than one team, both teams shall forfeit its games and be ineligible for the Playoffs. **This roster is submitted at the captain's meeting the night before the tournament.**
- b. **Batting Line-ups** - Only players from the Tournament Roster can be included in the Batting Line-Up. At least nine (9) players must make-up this list to start the game. If a team cannot field nine (9) players, an out will be recorded in the spot where the said player is absent. Teams submitting a line-up with less than eight (8) players will forfeit. At the opposing teams election, the game can still be played, but will be unscored. The Batting Line-up is submitted to the scorebook keeper and announcer no later than 15 minutes prior to the start of the game.
- c. **Team Roster** - Includes all team members...players and people who have joined the team to fundraise! This roster will be used for all printed material. **Please submit the names and bios of each person one (1) month before the scheduled tournament date.**

## 3. **STANDARD BASEBALL RULES ARE IN EFFECT, WITH THE FOLLOWING EXCEPTIONS:**

- a. Each team may have up to nine (9) fielders on defense including a pitcher and catcher. However, more than nine (9) players can make-up the Batting Line-up (must consist of players from Tournament Roster)
- b. Substitutions may be made freely. However, if a player re-enters the game, that player must re-enter in his/her original batting spot in the lineup.
- c. **No stealing, bunting, leading off-base, or advances on hit-by-pitch.**
  - i. A base-runner cannot leave a base until the batter makes contact with the pitched ball. If a base-runner is determined by the umpire to be leading off-base, the umpire shall warn the base-runner and the team captain. If that base-runner is caught leading off-base again, the umpire may call the base-runner "out".
- d. Batters must take full swings.
- e. Bunts or intentional half-swings are not allowed. On the first such swing, the umpire shall call a strike and may issue a warning to the batter and the team.

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Thereafter, such a swing will be called and automatic out.

- f. There is a hittable speed limit for pitchers, which is judged by the umpire (approximately between 30-35mph). If an umpire judges a pitch to be too fast, it is called a ball and the pitcher is warned. If a pitcher throws an excessive amount of pitches that are judged too fast, then the umpire may issue a base-on-balls. If such pitching continues, the umpire may require the team to replace its pitcher.
- g. Defensive players can get an out by “pegging” a base-runner with the ball, below the head. If a base-runner is “pegged” in the head, it is treated as a miss and the base-runner may continue.
- h. Sliding is allowed, however, a base-runner will be called “out” for any malicious contact with a fielder.
- i. No infield fly rule.
- j. **NO METAL CLEATS ALLOWED. RUBBER MOLDED CLEATS ARE PERMITTED.**
- k. At least four (4) standard yellow Wiffle® bats will be designated as game bats before each game.
- l. If a batted ball is split in two (2), a fielder may play either part of the ball to attempt to make an out.
- m. If a base-runner is contacted by a hit ball, or a split portion of a hit ball, that base-runner is automatically out.
- n. Local ground rules may be communicated by the umpire-in-chief before each game.
- o. Teams may bat more than nine (9) players; designated hitters (DH) are NOT permitted.
- p. Pitchers are not allowed to shape the Wiffle® ball or deface it to enhance its movement.
- q. In order to dispute a call, a player must make a \$50.00 donation to SLAMT1D. The call will be handled by the Head Umpire who may confer with the Tournament Director, Competition Committee and Official Tournament Scorer if he/she desires.



#### 4. **PLAYOFFS**

- a. **To be eligible for the tournament playoffs, a team MUST have fundraised a minimum of \$5,000.** Credit for this amount will be given for sponsorships and program ads.
- b. Ten (10) teams will proceed to the playoffs. **SLAMT1D Power Ranking System** shall determine the standings, seeding, and Wild-Card Lottery allotments for the playoffs. More information can be found in the Power Ranking section.
- c. The eight (8) highest-ranked teams via Power Ranking automatically qualify for the playoffs.
- d. Wild Card Lottery shall determine the remaining two (2) playoff teams.
- e. All teams that do not automatically qualify for the playoffs via Power Ranking are automatically entered into the Wild Card Lottery.
  - i. Teams that do not raise \$5,000 are not eligible for the Wild Card Lottery.

## 5. **WILD CARD LOTTERY**

- a. The 9 and 10<sup>th</sup> playoff spots shall be determined by lottery drawing.
- b. For every \$500 raised, a team shall receive one (1) lottery ticket.
- c. All the allotted tickets for all-remaining teams shall be deposited into a hat or container and the tickets of the Wild Card teams shall be drawn one at a time.

## 6. **PLAYOFF SEEDINGS AND PAIRINGS**

- a. Playoff seeds are based on Power Ranking (1-10).
- b. The top two (2) seeds will have a bye in the first round of the playoffs.
- c. The highest-seeded team in each playoff game shall be the home team. (i.e. in a 10 v. 7 matching, the 7 seed is the home team).
- d. Please note that if teams have the same amount of Power Ranking Points, the team with the most funds raised will be the higher seed.

## 7. **SLAMT1D's Power Ranking System:**

- a. Each team shall be credited with points on the following categories:
  - i. Win a game = 125 points
  - ii. Every \$500 raised = 25 points
  - iii. Team Uniforms that incorporate elements of T1D in the design = 25 Points
  - iv. Team uniforms consisting of 3-matching parts = 25 points
    - o Hat/Visor
    - o Jersey
    - o Shorts/Pants
    - o Socks
    - o Sweatbands

**Need 3 of 5 to earn points**

v. SLAMT1D All Star Home Run Derby Bonus Points

- 1<sup>st</sup> place = 50 points
- 2<sup>nd</sup> place = 25 points
- 3<sup>rd</sup> place = 10 points

8. **The SLAMT1D Home Run Derby consists of the following:**

- i. 15 contestants will represent each of their individual teams in the Home Run Derby. Selection of the participant will be made at the captains meeting prior to the tournament. Teams will receive bonus points based on the following final standings:

1<sup>st</sup> place = 50 pts/team

2<sup>nd</sup> place = 25 pts/team

3<sup>rd</sup> place = 10 pts/team

**The Home Run Derby format is as follows:**

- ii. **Round 1** - Each contestant will have 30 seconds to hit home runs. A home run is any ball hit out of the ball field or bounces off the top of the wall in fair territory. 6 players with the highest Home Run amount advances to round 2. If 2 or more players are tied, each will have an additional 30 seconds of pitches to try to advance.
- iii. **Round 2** – 6 players will have 30 seconds to hit home runs. The top 3 batters will proceed to the Home Run Derby Championship Round.
- iv. **Home Run Derby Championship Round** – 3 batters will have 30 seconds to hit home runs. The player with the most home runs will be crowned this year's home run derby champion and will earn the points as explained for their representing teams.



**Other Awards and Recognition given out at the tournament include:**

- **Best Team Uniform:** A selection committee will determine the winner for the team with the best threads. Uniforms must be comprised of at least three (3) uniform elements including shirt/jersey, shorts, socks, hat/visor.
- **Highest Team Fundraising:** Check out the Fundraising Tips & Tricks sections (Captain's Kit) to get more ideas on how to increase your team's fundraising efforts.
- **Highest Individual Fundraiser:** Check out the Fundraising Tips & Tricks sections (Captain's Kit) to get more ideas on how to increase your team's fundraising efforts.
- **20-20, 30-30, 40-40 & 50-50 Club Members:** Get the details on how to become a member of these special clubs in the Fundraising Tips and Tricks (Captain's Kit).
- **MVP:** Tournament's Most Valuable Player will be recognized.
- **Tournament Champion:** Tournament Champions will be awarded the SLAMT1D's Vermont Summer Classic Championship trophy. This trophy will be engraved with the Champion's team name + will be held by that team, to be returned at the next annual tournament.

