



2021

SHARK BAIT SHOWDOWN



TOURNAMENT RULES

HOME AND AWAY TEAMS DECIDED BY COIN TOSS PRIOR TO EACH GAME. SEMI-FINALS AND FINALS - HIGHER SEED WILL BE HOME TEAM.

NO PRE-GAME INFIELD/OUTFIELD ALLOWED ON THE GAME FIELD.

GAME BALLS WILL BE SUPPLIED BY THE TOURNAMENT.

ALL GAMES WILL BE PLAYED ACCORDING TO NFHS RULES, EXCEPT AS LISTED BELOW...

ONLY ONE PIECE, SOLID WOOD BATS SHALL BE PERMITTED. NO COMPOSITE OR BAMBOO BATS ARE PERMITTED. IF A BATTER TAKES A POSITION IN THE BATTERS BOX WITH AN ILLEGAL BAT, HE WILL IMMEDIATELY BE CALLED OUT UPON PROTEST OF THE OPPOSING TEAM AND CONFIRMATION BY THE UMPIRE AND/OR SITE DIRECTOR THAT THE BAT IS ILLEGAL.

ALL GAMES WILL BE 2 HR. TIME LIMIT. NO NEW INNING MAY START AFTER LIMIT IS REACHED. IF THE TIME LIMIT IS REACHED WITH THE HOME TEAM AHEAD AND BATTING, THE GAME SHALL BE ENDED. GAMES MAY END IN A TIE BUT IF THERE IS TIME REMAINING, EXTRA INNINGS WILL BE PLAYED. ALL GAMES PLAYED TO THE TIME LIMIT WILL BE CONSIDERED OFFICIAL GAMES NO MATTER HOW MANY INNINGS HAVE BEEN PLAYED. THERE WILL BE NO TIME LIMIT IN THE CHAMPIONSHIP GAME. TIES WILL BE AWARDED ½ POINT IN DETERMINATION OF PLAYOFFS/SEEDING.

RUN RULES: 15 RUNS AFTER 3 INNINGS; 12 RUNS AFTER 4 INNINGS; 8 RUNS AFTER 5 INNINGS. THE HOME TEAM WILL NOT BAT ONCE THE RUN RULE HAS BEEN ACQUIRED, IF AHEAD.

THE BATTING ORDER MUST CONSIST OF AT LEAST 9 PLAYERS. TEAMS CAN USE AN EH AND A DH IN THE SAME LINE-UP. TEAMS ALSO HAVE THE OPTION OF USING AS MANY EH'S AS THEY WANT. IF A PLAYER IS INJURED WHILE USING A CONTINUOUS BATTING ORDER AND THAT PLAYER'S SPOT IN THE BATTING ORDER COMES UP, AN OUT IS RECORDED AND THEN THEY CAN CONTINUE WITH THE BATTING ORDER. A TEAM MUST START A GAME WITH 9 PLAYERS BUT CAN FINISH WITH 8 PLAYERS.

STARTERS MAY BE SUBSTITUTED AND RE-ENTER THE GAME ONE TIME, HOWEVER THEY MUST RE-ENTER IN THE SAME PLACE IN THE BATTING ORDER. SUBSTITUTES MAY NOT RE-ENTER THE GAME. BOTH THE SUBSTITUTION AND RE-ENTRY CAN BE MADE ON OFFENSE OR DEFENSE. THE USE OF A COURTESY RUNNER IS ONLY PERMITTED (NOT MANDATORY) FOR THE CATCHER. THE COURTESY RUNNER MUST BE A PLAYER WHO IS NOT OTHERWISE IN THE GAME (INCLUDING EH's).

MUST SLIDE RULE IS IN EFFECT. ANY PLAYER IS OUT WHEN THE RUNNER DOES NOT SLIDE WHEN THE DEFENSIVE PLAYER HAS THE BALL AND IS WAITING TO MAKE A TAG. ALL PLAYERS ARE REQUIRED TO AVOID VIOLENT CONTACT WITH ANOTHER PLAYER WHILE RUNNING THE BASES. FORCE PLAY SLIDE RULE IS ALSO IN EFFECT. PLAYERS RUNNING TO SECOND BASE MUST SLIDE DIRECTLY INTO THE BASE. IF, IN THE OPINION OF THE UMPIRE, THE RUNNER DOES NOT MAKE AN EFFORT TO AVOID COLLISION, HE IS TO BE DECLARED OUT. IF THE ACT IS DEEMED BY THE UMPIRE TO BE MALICIOUS, THE RUNNER WILL BE EJECTED FROM THE GAME.

COACHES WHO ARE EJECTED WILL BE BANNED FOR THE GAME IN WHICH THEY WERE EJECTED ONLY. A COACH WHO IS EJECTED IN TWO SEPARATE GAMES WILL BE BANNED FROM THE REMAINDER OF THE TOURNAMENT. ANY PLAYER WHO IS EJECTED FROM A GAME WILL BE BANNED FROM THE REMAINDER OF THE TOURNAMENT.

TIES WILL BE BROKEN AS FOLLOWS:

- 1.) HEAD-TO-HEAD, IF APPLICABLE (in 3-team ties, head-to-head is only applicable if one team beat both of the other tied teams)
- 2.) IF HEAD-TO-HEAD IS NOT APPLICABLE, THE LEAST RUNS ALLOWED IN POOL PLAY
- 3.) IF HEAD-TO-HEAD IS NOT APPLICABLE, THE TOTAL RUN DIFFERENTIAL IN POOL PLAY
- 4.) DRAW – FLIP OF COIN

IN THE EVENT OF INCLEMENT WEATHER THAT INTERFERES WITH THE TOURNAMENT, THE DIRECTORS RESERVE THE RIGHT TO CHANGE AND/OR REDUCE THE SCHEDULE, AS NECESSARY.