

## **Peach State Classic Rules:**

**The Peach State Classic follows the Roy Hobbs World Series Playing Rules, Official Rules of Baseball, including the MLB sliding rule. The following are the addendums.**

1. Games: The Tournament Director and PSC competition committee have discretion to set the length of games due to the number of teams, weather or other logistical conditions that are beyond human control. This rule states that all games must be played to completion unless there are exceptional circumstances that warrant the tournament director and competition committee to make a different decision. ALL GAMES MATTER!! PLAY TO WIN!

Exceptions include:

Mercy Rule: (Both teams must have the same number of at-bats, unless the home team is leading).

2. Time Limit: No inning will begin after 2:45. Umpires will 'stop the clock' on:
  - a) weather suspensions,
  - b) injuries where a player requires medical attention on the field,
  - c) to handle protests and
  - d) any other unavoidable delay.
3. Weather issues: All games stop immediately if lightning is spotted. Weather-stopped games are suspended pending the decision of the tournament director, regardless of number of innings played. (Umpires may suspend but not declare game over in weather situations).
4. Extra innings: Games where scores are tied at the completion of regulation play shall go into extra innings provided time limits allow. If the score is tied when time limit is out the game will be considered a tie.

Playoffs and Championship games cannot end in a tie and as such will follow the RHBB Shootout rules until conclusion:

Playoff and Championship TIE BREAKER we will use (Roy Hobbs Baseball Shoot Out rules)

**Extra innings:** Games where scores are tied at the completion of 9 innings shall go into extra innings **provided time limits allow**. If the score is tied **when time limit is invoked**, the tie will be resolved by RHBB Shootout rules, which are:

- Play 1 inning at a time, with the last 2 legal batters from the previous inning starting the new inning at first and second base. (International shootout rules.)
- Each hitter comes to the plate with a 2-2 count. If the pitch is a called strike or missed on the swing, the batter is out; if the pitch is fouled off, the count remains 2-2; or the batter hits the ball fair. It takes 2 balls for the hitter to walk.
- Each team gets 3 outs. If the score remains tied after each team has batted, repeat the process until there is a winner.

5. Lineup cards: Both managers, prior to or at the home plate meeting at the start of the game, will give the home plate umpire and the opposing manager a copy of their lineup, which **MUST** include:

- a) First name and last name of all players who potentially could appear in the game.
- b) All players (including all substitutes and relief pitchers) **MUST** be listed on the lineup card, even if they are not starting offensively or defensively, to be eligible to play in the game. (If a player is delayed, make sure player is listed so he can play upon arrival.)

6. Batting order rules: The number of hitters in the batting order is team option; basic batting order is 9 hitters; there is no maximum. Batting order may not be reduced after the umpire receives the lineup.

Team may start a game with 8 players; the ninth batting slot is an “out” each time it comes to the plate; when ninth player shows up, he will be inserted into the ninth spot in the batting order.

7. If the batting or fielding contingent is fewer than 8 at any time, the game is ended with the deficient team forfeiting.

8. If a team begins play with 9-or-more players and all are in the offensive order (therefore, no substitutes available), and a player is forced to leave the game (offensive & defensive lineup) for an injury, no “out” will be declared when that player’s position comes to the plate. However, if the offensive player leaves the lineup for any other reason (i.e., ejection or leaving the playing site), an “out” will be declared for that vacant spot in the batting lineup each time it comes to the plate. Notes: If a player is injured and out of the game, he is removed both offensively and defensively.

9. Exception to the automatic out: A game may not end on the automatic out.

10. Additional hitters may be added to the end of the batting order provided that players are listed on lineup card;

- a) offensive lineup may not be reduced at any time; exception being injury
- b) A team adding to its lineup must communicate addition to umpires and to opposing team/scorebook prior to that player hitting.

11. Each team may have 3 courtesy runners (28 & 45). 60 division *may only use 2 runners if they only have 9 in the lineup, 3 runners if they have 10 in the lineup and 4 runners with 11 or more. The last person in the lineup not on base will be the runner.* In addition, a courtesy runner will be allowed for the catcher of record after 2 outs.

12. The use of an A/B slot in the lineup is allowed. Batters must alternate at bats throughout the game. (There is no limit to A/B slots in the lineup).

13. Defensive substitution: There will be free and unlimited defensive substitutions, without reporting to the umpire, the official scorekeeper (in playoffs) or the opposing team. Exception: Pitching changes must be reported to the umpires and to both team's scorekeepers.

14. Only the starting pitcher may reenter the game to pitch, one time only.

15. Official Scorebook: The home team scorebook is the official scorebook unless the home team cedes the responsibility to the visiting team and informs umpires. During championship games, designated official scorer's book is the official scorebook.

16. Pre-Game meeting: Managers are required to attend pre-game home plate meeting. (In case of protests and/or ruling clarifications, umpires will discuss issues only with those who attended pre-game plate meeting.)

17. Protests: Protests are allowed on misapplication of game rules. Protests on a judgment call by an umpire will be declined. Retroactive protests will not be accepted. Protests must be made at the point at which a rule has been misapplied. To protest a game, a manager must:

- a) Stop the game before the next pitch is thrown.
- b) Notify the umpire and the opposing manager that the game is being played under protest.

c) Write in the HOME team's scorebook the situation and on what grounds the game is being protested. The protesting manager must sign the notations.

d) The umpire must sign the HOME team's scorebook, noting the situation of the game (including the count on the hitter) when the protest was lodged.

e) Protesting team must post \$50 to PSC and give it to the plate umpire (who gives it to Field Manager or event official addressing the protest). (If the protest is upheld, the \$50 will be returned; if not, the \$50 goes to a charity of PSC choosing.)

f) Umpires and managers will meet with PSC representative, who will resolve the protest before resuming the game. Decision of PSC official is final.

18. Ejections: Ejected players must leave the field of play and the vicinity of the playing field upon gathering their belongings. Any further contact with the umpires, even after the game finishes, could bring possible disqualification from the remainder of the event. All ejections carry automatic 1 game suspension for the player.

a) Ejection reinstatement: Ejected players are suspended from further competition until they meet with the Tournament Director or his representative.

b) Any player ejected twice during the event, regardless of reason, is disqualified from further competition. Appeal: Any player ejected twice in one event must file a written appeal to PSC to attend any future PSC event.

## 19. TIE BREAKERS

**Rankings after Pool Play games to set playoff seeds will be done by record, with ties broken as follows:**

1. Head-to-head results in games involving the tied teams. In the case of more than 2 teams tied and not all teams faced each other, head-to-head is bypassed.
2. Runs allowed in all games.
3. Runs allowed in best 3 games.
4. Runs allowed in best 2 games.
5. Runs allowed in best game.
6. Flip a coin.

**Note:** *If multiple teams are tied, and teams are eliminated by one of the tiebreakers, AMBA will go back to step #1 and start again with the remaining teams.*

**Note I:** *If multiple teams are tied, and teams are eliminated by one of the tiebreakers, AMBA will go back to step #1 and start again.*

**Note II:** *Seeds are set by the competition committee and based on above criteria as well as strength of schedule.*

**Note III:** *AMBA reserves the right to adjust tiebreaker guidelines to ensure the competitive spirit of the game.*