

NABA WORLD CHAMPIONSHIP SERIES

2026 TOURNAMENT RULES

1. **Start Times and Runs Assessed:** Game start times will be approximately 8:30 a.m., 12:30 p.m., 3:30 p.m., and 7:00 p.m. unless otherwise published on your schedules. **Each team is responsible for checking its schedule before the first day of the tournament.** Should a team fail to arrive or have a whole team ready to play (8 or more under the 8-man start and finish rule) by the scheduled start time, a maximum 1-hour grace period will be allowed and the exact amount of time given that team will be deducted from the original starting time so that the game will be shortened by that amount of time. (Example: if the game starts 15 minutes late due to one team's being late, no full inning will start after 2 hours and 45 minutes after play has begun.) Assuming the game starts within the 1-hour grace period, the late team will forfeit one run for every 15 minutes to the other team, and the game will start at 1-0, beginning with the first minute. In other words, if the start time is 8:30, the score is 1-0 at 8:31; 2-0 at 8:46; 3-0 at 9:01; 4-0 at 9:16, and a forfeit at 9:31. (However, the actual forfeit score "in the scorebook" for tiebreaker purposes will be 9-0.) This rule will not apply if the late team is coming off a back-to-back game, and games that start late due to the previous game running over (not due to a team's lateness) will not be shortened. If both teams arrive at the scheduled 3:30 p.m. game on time, wait until another game finishes, and do not start until 4:00 p.m., that game will be allowed the full 3-hour Time Limit, provided there is adequate light. **START TIMES WILL BE ENFORCED. ONLY THE TOURNAMENT DIRECTOR CAN ENFORCE THIS RULE. ALL UMPIRES SHOULD CONTACT THE UMPIRE ASSIGNER IF A TEAM IS NOT READY FOR THEIR SCHEDULED START TIME.**

2. **Time Limit:** A 3-hour time limit for all pool play games. No new inning may start after the 3-hour mark. If two teams are tied after nine innings in pool play and have not played 3 hours, they may continue to play up to 3 hours; however, no new inning may start after the 3-hour mark, and all extra innings will use the International Tiebreaker Rule explained in Rule 2A below. All games tied at the end of the 3-hour mark will remain tied. There is a 3-hour time limit for all playoff games. There will be a 3-hour time limit on all Championship games. There is an extra-inning rule for all playoff and championship games.

2A. **Extra Innings Rule:** If two teams are tied at the end of nine innings or 3 hours, whichever comes first, of a playoff or championship game, the teams will use the following rule:

- *The extra inning after the 9th inning will begin with a runner on second base. The runner on second base will be the player in the batting order position previous to the leadoff batter of the inning (or a substitute for that player) By way of example, if the number five hitter in the batting order is due to lead off the 11th inning, the number four player in the batting order (or a pinch-runner for such player) shall begin the inning on second base. Any runner or batter removed from the game who is an original starter in the offensive lineup shall be eligible to return to the game, but only after the substitute has had one at-bat in the game under the Official NABA Baseball Rules.*

3. **Games Called Due to Darkness:** Except for Playoff games, any game that has gone at least (5) complete innings before being called because of darkness (on an unlighted field) will be deemed a "complete game" or "regulation game" for "pool play purposes" by the 2026 Official Baseball Rule (4.10(c)(1)). The NABA will do its best to see to it that travel times between games are minimized so that games can begin on time, and games scheduled in the afternoon on fields without lights can start on time and "be completed with nine innings of play. If a game during pool play has passed (5) complete innings and the game is called due to darkness by an umpire before the bottom of the inning is complete, then the score of the game will revert to the previous inning, and the game will be ruled complete. For Playoff games only, at the discretion of the umpires and the tournament director, games to be "called due to darkness" will either be moved to an available field with lights the same evening (after checking in with the Tournament Directors' office) if a field is available. If a field is not available, then if a playoff game has passed (5) complete innings and the game is called due to darkness by an umpire before the bottom of the inning is complete, then the score of the game will revert to the previous inning, and the game will be ruled complete.

4. **Games Called Due to Rain:** Except for Playoff games and Championship games, any game that has gone at least (5) complete innings before being called because of rain, will be deemed a "complete game" or "regulation game" for "pool play purposes" by the 2026 Official Baseball Rule (4.10(c)(1)). NABA will do its best to ensure that all pool-play games receive every consideration and complete as many innings as possible (as determined by the tournament director) in the event of rain. If a game during pool play has passed (5) complete innings and the game is called due to rain by an umpire before the bottom of the inning is complete, then the score of the game will revert to the previous inning, and the game will be ruled complete. For playoff or championship games only, at the discretion of the umpires and the tournament director, games will be "suspended due to rain. They will be continued at the point where the game was suspended on an available field that is playable the same day or evening. If a field is not available, then if a playoff or championship game has passed (5) complete innings and the game is called due to darkness by an umpire before the bottom of the inning is complete, then the score of the game will revert to the previous inning, and the game will be ruled complete.

5. **Mercy Rule:** There is a 10-run mercy rule after seven innings in effect for all pool play and playoff games. The mercy rule applies to Championship games unless the ground rules specify otherwise, as agreed by both team managers, umpires, and tournament officials before the game.

6. **Protests:** All protests must be filed at the field with the plate umpire at the time in the game the manager believes an umpire's decision violates these rules. We will follow the rules of the 2026 Official Baseball Rules (4.19) of the National Baseball Congress, except for the regulations published in this section. By filing a protest, the manager agrees, per this rule, to submit a \$100 cash, non-refundable fee (refundable only if you prevail) to the umpire at the field. If a protest is made, **please do the following:**

- a. Inform the umpire of the protest and why, giving them \$100 and your cell phone to contact the Head Umpire Assigner.
- b. Ensure the game has stopped from the moment of the protest and note the inning and number of outs. If not, the protest will not be heard.
- c. The home plate umpire will call the NABA Umpire Assigner or the NABA Tournament Office and inform them of the protest. He will give the phone to the manager to explain the protest. Once done, give the phone back to the umpire.
- d. After consulting the tournament rules committee, the umpire assigner, and the tournament director will decide on the protest.

No time will be added to the clock during a protest. The clock will remain running to keep the tournament on schedule. If the protest is upheld, the umpire will return the money to the manager; if the protest is denied, the umpire will retain the funds. Remember, an umpire's "judgment" call cannot be protested, only rules interpretations. PLEASE NOTE: Only the tournament director, if needed, has the authority to stop the clock or add time to the game. If the protest rules are not followed exactly as stated, the protest will not prevail.

7. Eligibility Protest: IMPORTANT: All protests about the identity of a player must be protested on the field to the umpire and opposing team manager with the number of the specific player in question. If a team is caught CHEATING with a player who is not on the roster or who cannot verify their eligibility with a valid driver's license or identification card, the team will be assessed a forfeit for that game.

The NABA rules committee will then determine whether a protest or consequence should apply to the entire tournament for the violating team. If a protest is made, please do the following:

- a. Inform the umpire of the protest and why, giving them \$100 and your cell phone to contact the Head Umpire Assigner.
- b. Ensure the game has stopped from the moment of the protest and note the inning and number of outs. If not, the protest will not be heard.
- c. The home plate umpire will call the NABA Umpire Assigner or the NABA Tournament Office and inform them of the protest. He will give the phone to the manager to explain the protest. Once done, give the phone back to the umpire.
- d. The umpire will ask the opposing manager to provide that specific player's proof of age and identity with a valid driver's license or picture ID.
- e. After consulting the tournament rules committee, the umpire assigner and the tournament director will decide on the protest. Any player unable to produce a valid driver's license or picture ID will result in an immediate forfeit for the team in question for only that game.

All protests regarding age, the ex-pro/college rule, or the must-play rule must be made on the field to the umpire and the opposing team manager, including the specific player's number. Eligibility protests must be filed before the game begins if an opposing team is aware of an infraction. For a protest to be valid during the game, the team's manager must protest before the end of the 3rd inning. The NABA rules committee will then determine whether the game has been tainted and, if so, whether a protest or consequence should be imposed on the violating team. A protest of the age, ex-pro/college rule, or must-play rule by a team after the 4th inning has been completed will not merit protest consideration. We will follow the rules outlined in the 2026 Official Baseball Rules (4.19) of the National Baseball Congress, except as modified by the regulations in this section. If a protest is made, **please do the following:**

- a. Inform the umpire of the protest and why, giving them \$100 and your cell phone to contact the Head Umpire Assigner.
- b. Ensure the game has stopped from the moment of the protest and note the inning and number of outs. If not, the protest will not be heard.
- c. The home plate umpire will call the NABA Umpire Assigner or the NABA Tournament Office and inform them of the protest. He will give the phone to the manager to explain the protest. Once done, give the phone back to the umpire.
- d. The umpire will ask the opposing manager to provide that specific player's proof of age and identity with a valid driver's license or picture ID, or if it is an ex-pro/college rule, the opposing team must submit proof of the violation to the umpire for review. If it is a must-play rule, the opposing team must submit evidence of the violation to the umpire for review.
- e. Any player unable to produce a valid driver's license or picture ID will be ineligible to continue or play in the game. If a player's identity or age makes them ineligible to play, they will not be allowed to continue in the game.
- f. After consulting the tournament rules committee, the umpire assigner, and the tournament director, the protest will be decided on.

If, after the 3rd inning, a team disputes the age, ex-pro/college, or must-play rule for a player on the opposing team, **please do the following:**

- a. Call a timeout and inform the umpire immediately of the player in question
- b. Inform the umpire whether it is an age rule, ex-pro/college rule, or the must-play rule.
- c. The home plate umpire will call the NABA Umpire Assigner or the NABA Tournament Office and inform them of the dispute and provide proof of the dispute. The umpire will ask the opposing manager to give that specific player's proof of age/identity with a valid driver's license or picture ID. If it is an ex-pro/college rule, the opposing team must submit evidence of the violation to the umpire for review. If it is a must-play rule, the opposing team must submit proof of the violation to the umpire for review.
- d. Any player unable to produce a valid driver's license or picture ID will be ineligible to continue or play in the game. If a player's identity or age makes them ineligible to play, they will not be allowed to continue in the game.

- e. After consulting the tournament rules committee, the umpire assigner and the tournament director will decide the dispute; however, no protest will be allowed other than to determine if the player in question will remain in the game or not be allowed to continue to play in the game.

No time will be added to the clock during a protest. The clock will remain running to keep the tournament on schedule. If the protest is upheld, the umpire will return the money to the manager; if the protest is denied, the umpire will retain the funds. PLEASE NOTE: Only the tournament director, if needed, has the authority to stop the clock or add time to the game. If the protest rules are not followed exactly as stated, the protest will not prevail. **THERE ARE NO PROTESTS THAT WILL BE CONSIDERED AFTER A GAME IS COMPLETED.**

8. **Reporting Scores:** Both teams must text their scores to 303-639-9955 within 1 hour of completion of the game to the tournament scoreline. It is the team manager's responsibility to verify their team's score with the official tournament headquarters records. No discrepancies will be altered after seeding for the playoffs. **If there is a discrepancy in the reporting scores, we will use the home team's scorebook as the official score. Make sure your scores match during and after the game.**

9. **Tiebreakers:** See the official NABA Tournament tiebreaker rules attached.

10. **Additional Rules:**

- a. If a team registered for the tournament decides not to come, and does not communicate with tournament officials until after the schedule has been completed, the following rule will apply: The schedule will be played as written, and each team scheduled to play the said team that did not show up for the tournament will receive a forfeit win of 9-0. No pro-rated refund of a team fee will be given as a result of a forfeit win.
- b. If a team who can make the playoffs decides not to play a pool game, or if any team decides to stop playing and complete any game, and leave for any reason the following rule will apply: The game will be called a forfeit loss for the team or teams who decides not to play or decided to leave or stop playing the game regardless of the importance of the game. If the game is a playoff or championship game, the win or championship will go to the remaining team.
- c. **If the weather does not permit championship games to be played, the team with the best overall winning percentage, or if still tied using the NABA Tiebreaker Rules, will be declared the champion. There are no Co-Champions because every game in pool play counts.**
- d. No warming up in the infield or around the dugouts. Use ONLY the outfield area for warm-ups. Do not warm up in front of the dugouts. No SOFT-TOSS or hitting baseballs into the fences. No alcohol on the baseball fields or in the dugouts at all. No smoking on the baseball fields or dugouts at all. No tobacco on the baseball fields or dugouts at all. Use only the restrooms provided. If you are caught not using the restrooms, both the player and the team will forfeit the game, be ejected from the facility, and will not be allowed to play at that facility for the rest of the tournament.
- e. NABA uses a mix-n-match uniform rule in all tournaments for combination teams. You can use the same uniform number with or without the same type of uniform as long as it is declared at the plate meeting with both players' last names and numbers on the lineup card.
- f. All other rules of baseball (outlined in the 2026 Official Baseball Rules published by the National Baseball Congress), amended by the rules outlined in the NABA Official Tournament Rules, Tiebreaker Rules, Tournament Policies, or any other written amended regulations published by the NABA, apply.

11. **Bat Requirements:** NATURAL WOOD BATS, COMPOSITE WOOD BATS, AND METAL/WOOD BATS are permitted for use during play. Unauthorized use of an illegal bat will result in the bat being removed from the game.

12. **Eight-Player Start Rule:** Teams may START AND COMPLETE any game with only eight players and do so without penalty of a forfeit. The team with eight players must record an out in the ninth spot (it must be the ninth spot only) in the order throughout the game unless the missing player arrives. When a game is started with eight players on one team, that team must accept an out for the 9th position in the batting order for the first time that position comes up, and each time thereafter until the 9th player arrives. The out MUST be recorded in the NINTH spot in the order every time it occurs, regardless of where the missing player would normally bat. When the ninth player arrives, he may be added to the line-up only in the ninth batting position. He may also take his position when he arrives, but must wait until the current batter has completed his at-bat. IF NINE PLAYERS ARE AVAILABLE, THE TEAM MUST START WITH ALL NINE PLAYERS AND IS NOT PERMITTED TO "HOLD ONE BACK." ONCE THE 9TH PLAYER ARRIVES, ANY ACTION RESULTING IN A PLAYER EJECTION, EXCEPT FOR THE INJURY RULE, WOULD REDUCE THE NUMBER OF ELIGIBLE PLAYERS TO PLAY UNDER THE EIGHT-PLAYER START RULE AGAIN. FOR FURTHER DETAILS, SEE THE "OFFENSIVE LINEUP RULE" AND THE "INJURY SUBSTITUTION RULE."

13. **Offensive Lineup:** Teams have options in batting their offensive lineups. Teams must select one option before the game and list it on their lineup card. Teams will announce at the plate meeting what option they are using. **Please note that the share batter position rule applies only to the 40, 45, 50, 55, 60, 65, and 68 divisions.**

- **Batting Any Number of Players:** A team may elect, for the entire game, to bat ANY NUMBER OF PLAYERS, including adding to the bottom of the order; however, it must finish the game with a minimum number of 8 players in the order. If any player is ejected during the game for his actions, an out shall be recorded in that spot in the order unless an eligible substitute is available from the bench. A team must immediately (upon request from the opposing manager or home plate umpire), from the time of ejection or departure of a

player from the line-up, indicate which other eligible player is the substitute for the removed player. If a team adds to the bottom of the order, report it to the umpire and, as a courtesy to the opposing team. Not reporting the batter to the opposing team is not batting out of turn. It is treated as an unannounced substitute and will be allowed to bat. Batting out of turn is recognized only when a player bats in the wrong spot, and the defense appeals before the next play.

- **Electing to bat, any number of players and including using the A/B Batting Position Rule:** A team MAY declare at the time that lineups are exchanged before the start of play that any batting order position will be occupied by two (2) players in each such batting position. That is, 3A/3B, 10A/10B, etc. The first time that position 3 gets an at-bat, 3A would hit, and the next time this slot hits, 3B would be up. Then 3A hits the third time this spot in the order comes up, and so on, alternating between these two players throughout the game. Once a team elects to use this A/B system, it must continue using it for the remainder of the game. Hitters in the A/B position from the batting order may be pinch-hit for, just as any other player. An A/B position may be added to the bottom of the lineup at any time during the game. Teams cannot add a "B" batter to an existing lineup spot once the game begins. A player batting in an "A/B" slot may vacate and substitute for an injured player who does not have an "A/B" in the lineup, without an out. Non-runners or courtesy runners can be used for A or B batters, but must be marked on the lineup card before the game.
- **Electing to bat any number of players and include using the Shared Batting Position Rule: Please note that the shared batting position rule can only be used in the 40, 45,50, 55, 60, 65, and 68 divisions.** A team MAY declare a shared batting position at any time during the game and can have up to five "5" batting order positions occupied by the Shared Batting Position rule. The managers must declare at the plate meeting that they will be using the shared batting positions during the game. A manager does not have to declare which positions those are until the time they decide to use the shared batting position during the game. A team using this rule may not use the A/B batting order in its lineup, and it cannot use the courtesy or non-runner rule, because the shared position uses the non-hitting player as the replacement runner. This rule allows two players to share one batting position in the offensive lineup. The managers can use the shared player as a runner, or, after the first batter has had an at-bat, use them as a batter the next time the position in the batting order comes up. When a shared player is used as a base runner for the shared player who just batted, the shared player who ran must have an at-bat the next time the shared position in the order comes to the plate. After that, at bat moving forward, either of the shared runners can bat in this position. The manager has the option to decide who bats each time the batting position comes up. Managers must notify the opposing manager and the scorekeeper whenever players are switched in the offensive lineup. Failure to do so will result in the player batting out of order if the opposing team appeals correctly. A player in a shared lineup position may not be used in any other offensive position in the lineup. If a shared player enters the game as a shared runner in the later innings and his batting position does not come up before the end of the game, no penalty is assessed. Either batter in the shared batting position may be pinch hit for, and only the batter that is pinch hit for will be ineligible to return to the offensive lineup. The pinch hitter assumes the share batting position in the batting lineup, and the manager can decide who bats each time the batting position comes up.

14. **Batting order and offensive starter re-entry rule:** A starter in the batting order may be removed, and a substitute may bat in that player's place at any point during a game. A starter in the batting order may be removed for a pinch runner. It may return to bat again, but only in the original spot in the batting order, and the runner does not need a plate appearance for the starter to return to their original place in the batting. The substitute may not bat again once removed from the batting order or as a pinch runner. This rule does not apply to the shared batter position rule. Please see the shared batting position rules for clarification.

15. **Non-Runner:** Any player may have another player run for them, provided that:

- 1) The player just concluded an at-bat
 - 2) The player is designated on the lineup card as a non-runner
 - 3) A pitch has not been thrown since the non-runner reached base.
- Those players who require a runner are designated as non-runners ("NR");
 - NR status for any player must be designated on the lineup card before the first pitch of the game. No player may be defined as an NR once the game has started.
 - To speed up the game, Catchers who are not non-runners may be run for at any time with two outs. The catcher must be replaced with the last recorded out.
 - The replacement runner will be the last recorded out, and must replace the non-runner before the next pitch to the next batter;
 - If the non-runner reaches base in the first (1st) inning before there have been any recorded outs and he wishes to be replaced, then the runner who replaces him must be the last batter listed on the Offensive Lineup card;
 - Being On Deck is not a valid reason not to run. If that On Deck player was indeed the last recorded out, then he must still replace and run for the NR.
 - Being up to Bat is a valid reason not to run. In this case, the NR would be replaced by the last recorded out before the current batter.

- The number of Non-Runners allowed for each team in each division is as follows:
 - 1) 18+ --- 2 non-runners.
 - 2) 25+ --- 3 non-runners
 - 3) 35+ --- 4 non-runners
 - 4) 40+, 45+, 50+, 55+, 60+, 65+ and 68+ --- 5 non-runners
- There is no "Use it or Lose it" requirement for non-runners. That is, if a non-runner chooses to run for himself during a specific at-bat in which he reaches base safely (and once committed, he may not change his mind), he does not lose his non-runner status for any subsequent at-bats in which he may desire a runner
- If an incorrect runner is put in to run for the Non-Runner---either inadvertently or purposely---this will not be grounds for anything other than replacing the incorrect runner with the correct runner. (An "incorrect" runner for this situation is defined as any player who is currently in the Offensive Lineup, but who was not the last recorded out. This holds even if the incorrect runner has advanced to a base beyond the base he originally acquired for the Non-Runner. That is, if the Non-Runner had gotten a single and was replaced at 1st by the incorrect runner, who has now advanced to 3rd by whatever means, the correct runner will replace the incorrect runner if the opposing manager brings it to the umpire's attention. If an incorrect runner does end up scoring before an opposing manager has brought the issue up to the umpire, the run will still count.

16. **Defensive lineup and Pitchers:** All teams have the option to substitute freely on the field in any defensive position except for the pitcher. A pitcher may leave the mound for another position on the field or the bench, but may return only once to their position as a pitcher. Violating this pitcher's rule does not constitute a forfeit, although the pitcher must leave the mound immediately. Free substitution on the Field does not affect the batting order. Defensive positions need not be listed on the line-up card except for the pitcher. A coach may make one trip to the mound in an inning, but if the coach or his nonplaying representative **goes to the mound a second time in the inning to talk to the same pitcher**, the pitcher must be removed from the pitcher's position. ***Pitchers cannot fake a pickoff attempt to third base while engaged on the pitching rubber. It is a balk.***

17. **Injury Substitution Rule:** If a team is unable to continue to bat the original number of hitters that began the game due to the injury of a player, then to prevent a forfeit or to take an out in that player's batting order, a previously used player not currently in the batting order may take the injured player's place in the order. This switch in the hitting order is contrary to the aforementioned Re-entry Rule and may only be used for an injury, where continuing to play, per the umpires' sole discretion and judgment, would further affect the injury. This is not an ejection; therefore, the rules governing ejection do not apply. If a team has no eligible substitutes or previously used players on the bench, they may shrink their lineup without taking an out in the injured player's spot in the batting order. A team may continue the game down to the 8-man start rule (i.e., an out shall be recorded in the injured player's spot in the order). Once a player is removed under this Injury Substitution rule, they may not re-enter the game under any circumstances, even if they appear to have "recovered."

18. **Roster Limits:** The NABA's maximum roster size is limited to 30 players/managers/coaches. The exception to this rule must be made in writing to the President of NABA and will be presented to the tournament rules committee for consideration and approval.

19. **Home & Away Dugouts:** The home team will occupy the 1st base dugout, and the away team will occupy the 3rd base dugout. An exception to this rule is when a team plays a doubleheader and is the home team in the 1st game and the away team in the 2nd, in which case they may remain in the same dugout.

20. **No Collision/Slide Rule:** The NABA has a No Collision/Slide Rule defined as follows: This rule intends to ensure the safety of the defensive player. This is a safety and an interference rule. Whether the defense could have completed the double play is irrelevant to the applicability of this rule.

1. **The runner must slide on the ground and in a direct line between the two bases.**
 - a. EXCEPTION – A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making deliberate contact or altering the play of the fielder.
 - b. "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground.
 - c. "Directly into a base" means the runner's entire body (feet, legs, trunk, and arms) must stay in a straight line between the bases.
 - d. Example 1 – If a runner goes into a base standing up and does not make contact or alter the play of the defensive player, interference shall not be called.
2. **Contact with a fielder is legal, and interference shall not be called if the runner:**
 - a. Makes a legal slide directly to the base, or
 - b. Is on the ground at the time of contact, and the fielder moves directly down the line between the two bases to attempt a play.
 - c. Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond, the base.
 - d. Example 2 – When the base runner slides beyond the base, but does not (1) make contact with, or (2) alter the play of the defensive player, interference shall not be called.

3. **Actions by a runner are illegal, and interference shall be called if:**

- a. The runner slides or runs out of the baseline in the direction of the fielder,
- b. The runner uses a rolling, cross-body, or pop-up slide and either makes contact with or alters the play of a fielder;
- c. The runner's raised leg makes contact higher than the fielder's knee when in a standing position;
- d. The runner goes beyond the base, and either makes contact with or alters the play of the fielder ("Beyond the base" means any part of the offensive player's body makes contact with or alters the play of the fielder beyond the base.)
- e. The runner slashes or kicks the fielder with either leg;
- f. The runner illegally slides toward or contacts the fielder, even if the fielder does not attempt to throw to complete a play.

Penalties for Illegal Actions or Interference Are:

1. With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out, and no other runner(s) shall advance.
2. With two outs, the interfering runner shall be declared out, and no other runner(s) shall advance.
3. If the runner's slide or collision is flagrant, the runner may be ejected from the contest based on the umpire's judgment.

Note: The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner to crash into the fielder, rather than try to reach the base. This is an umpire's judgment play.

It is the judgment of the umpire whether a collision/slide intentionally violates this rule. This includes using an elbow or lowering a shoulder to cause a fielder to drop a held ball. The umpires may, at any time, eject any player who makes contact with another player with the intent to cause injury.

A player may not block the base path or a base without possession of the ball. For example, a catcher may not block the plate without the ball. The right of way belongs to the runner. Most catchers should know to offer the runner part of the plate to make him slide inside or out. A catcher who is in the process of receiving the ball and moves in front of the plate because of the throw, or when receiving the ball, is not considered to be blocking the plate. Again, this is a judgment call by the umpire on whether the player is blocking the plate or receiving the ball.

21. **Manager, Player, and Fan Conduct Rules:** Unsporting acts shall not be committed, including, but not limited to:

1. Use of words or actions to incite or try to incite arguments or actions from umpires, players, managers, and spectators
2. Use of profanity, intimidation, and/or deceitful tactics, or baiting, or taunting. The NABA disapproves of any form of taunting that is intended or designed to embarrass, ridicule, or demean others under any circumstances, including race, religion, gender, or national origin.
3. Use of behavior in any manner not following the spirit of fair play.
4. Arguing balls and strikes or other umpire judgment calls is prohibited
5. Any team personnel shall not charge an umpire, and only the coach may discuss any calls with an umpire.
6. Team personnel shall not deliberately throw bats, helmets, or any other piece of equipment, and will be held responsible for any damage caused by their actions, both on the field and within the facility grounds.
7. **Team personnel and fans shall not participate in a fight or leave his/her position/bench area when a fight has broken out or may break out. A coach who enters the field to restrain combatants from his/her team shall not be considered to have violated this rule. If a player is involved in a fight in which they personally struck another player, they will be ejected from the game and asked to leave the premises. If the player refuses to leave the premises, the police will be contacted, and the game will be forfeited. The player involved will not be allowed to participate for the remainder of the tournament.**
8. **PENALTY: The umpire may eject the player, manager, or fan offender from the game unless the offense is judged to be minor. If it is a minor offense, the umpire may warn the offender and eject if the offense is repeated. Any player, manager, or fan ejected from a game must obtain approval from the tournament director to continue playing or attending in subsequent games.**

The NABA reserves the right to refuse any player or team permission to participate in a tournament. The NABA reserves the right to add, delete, merge, or create divisions or divisional formats based on the number of teams entered at any time before the tournament, and will make every effort to give teams advance notice; however, NABA may not be able to do so. If a team plans to enter a division that has been deleted, the team may play in another division, receive a refund minus its deposit, or transfer the balance to another NABA National or World Championship Tournament, provided it is at least 5 days before check-in. There will be no refunds after the check-in registration process, regardless of whether players fail to show, and once the roster is finalized. If you cancel payment after the tournament, you will be responsible for the final tournament fee, any incurred collection fees, and an inconvenience fee.

The NABA also reserves the right to make changes to the rules or to prizes and/or giveaways (with a substitute of equal or greater value) that will take effect upon notice to the teams participating in the tournament.

PLEASE NOTE THAT THE NUMBER OF GUARANTEED POOL GAMES WILL BE FIVE (5) FOR ALL THE DIVISIONS (AS PUBLISHED ON PROMOTIONAL FLYERS) AND THERE WILL BE ONE OR TWO ROUNDS OF PLAYOFFS, FOLLOWED BY CHAMPIONSHIP GAMES, FOR EACH SEPARATE DIVISION UNLESS ALTERED BY EVENTS OR HAPPENSTANCE BEYOND THE CONTROL OF THE NABA, INCLUDING, BUT NOT LIMITED TO, INCLEMENT WEATHER, WAR, RIOTS, CIVIL DISORDER, FIELDS BEING OUT OF ORDER, OR ACTS OF GOD.
(UP-01/01/26)