

2016 HWSA World Series - Tournament Rules

Lake Myrtle Sports Complex - Auburndale, Florida

April 25 – April 30, 2016

National Federation Rules Apply with the Following Exceptions/Additions

New for 2016:

- There are 7 pools in the opening round of pool play: 2 four-team pools, 5 three-team pools. All teams will play two games in pool play on Monday.

Game Balls: HWSA will provide all game balls. Each home run ball may be kept by the team/player. Other game balls must be returned to the Field Manager after the game.

Foul Balls: Offensive team retrieves foul balls behind catcher. Both teams retrieve foul balls along fence and out of play on respective side of field. **Coaches:** please advise your fans to help retrieve foul balls outside of the playing area and return them to the field.

Game Times & Time Limits: Most games will have a 2 hour and 10 minute time limit. No new inning may start after time has expired (new inning starts immediately after last out). The plate umpire will keep the time.

Time Limit Exceptions: The time limit does not apply for the Div. I and Div. II semi-final games and all three division championship games. These games are all 7 innings in length, with mercy rules in effect.

Game Schedule: Game times for Tues. and Thurs. are contingent on the number of required tie-breakers and will be set later in the tournament. Refer to www.hwsa.net for updates.

- If back-to-back double headers are required, we will try to give teams a 45 minute break between games.

Ties: There will be no ties. Each game will be played until a winner is determined.

Weather Contingencies: We will use Wednesday as a rain makeup day, if needed. After Wednesday, we will do whatever it takes to get the tournament completed, even if it means shortening games and/or playing at unusual times or places. In the event of rainy conditions, please be flexible and patient as we work out field and time contingencies. Refer to www.hwsa.net for updates. Coaches, please confirm your correct contact information (cell #) with the Tournament Director.

- For schedule changes due to weather, teams should be flexible and prepared to play within 2 hours' notice.
- **Coaches:** check in at the tournament office after each game to confirm your next game time.
- All communication will be made to the cell phone of the head coach.

Home Team: The home team will occupy the First Base Dugout. For three-team Pool Play games and Division III Jackpot games the home (H) and visiting (V) teams are denoted on the bracket. For Q-Games the home team is the lowest numbered seed. For Q-Game Replays, the home team will be the winner of the first Q-Game. For **all** other games in the tournament, a coin flip will determine the home team.

Pre-Game In and Out: Only if allowed by the field maintenance crew and if time allows for both teams to take in and out; 8 minutes maximum allowed per team. Game times will not be altered in order to allow for pre-game infield, so if games are running late, there will be no pre-game practice. Use the outfields while fields are being prepared.

Official Score Book: The home team score book will be the official score book for each game. The official scorekeeper may NOT sit in the dugout, and must be accessible to the plate umpire. It is strongly encouraged that the scorekeepers from each team work together throughout the game.

Scoreboard: The visitor team will provide the scoreboard operator.

Catcher's Helmet: NFHS requires that all catchers' helmets must include dual ear flaps and throat protectors (Rule 1-5).

Courtesy Runners: for catcher and pitcher of record only (not mandatory).

Protests: Protests are allowed on potential rule interpretations only (no protests on judgment calls by the umpire). Protests must be handled at the time of the dispute before the next pitch. Specific and detailed procedures for any protests are reprinted from the HWSA Rules in the 2016 World Series Program.

HWSA Rules of Conduct: The rules of conduct that have been adopted by the Board of Directors will apply. Please refer to the *Rules of Conduct* printed in the program. Remember that all we do and say is to be Christ-honoring.

Fan Control: Head coaches are responsible for the conduct of team fans during the game. If a fan becomes unruly and refuses to control his or her tongue, the Field Manager, Tournament Director, or HWSA Board Member will first ask the head coach to control the fan, and if needed, to remove the fan from the premises. If the fan refuses to leave the premises, the team will forfeit the game.

Ejection: A player or coach who is ejected from a game (for whatever reason) must "sit out" the next game. Depending upon the infraction, HWSA may take additional disciplinary action against an ejected coach. Taking additional disciplinary action against the ejected player is the responsibility of the team.

Pitcher Usage: HWSA does not have "pitch count" rules. It is the responsibility of the individual coaches to be sensitive to the health and welfare of their pitchers' arms.

Mercy Rule: 20 runs after 3 innings, 15 runs after 4 innings, or 10 runs after 5 innings. Mercy rule applies for all games, including the Div. I Championship Game.

Dugout Personnel: Only "rostered" players and coaches are permitted in the dugouts during games. A "bat boy" is permissible only if a helmet is worn by the bat boy at all times. The official scorebook may not be in the dugout. The visitor scorebook may be in the dugout provided that it is kept by a "rostered" player or coach.

Dugout Water: Teams are to provide own water for dugout.

Uniforms: Unless otherwise agreed - home team wears white or their lightest color, and visitor wears darkest color.

Coaching Attire: The head coach (manager) and all base coaches must wear *full uniforms*. Coaches may wear a windbreaker over their uniform jersey. Assistant coaches that are confined to the dugout are exempt.

Official Rosters: The 2016 World Series Program contains the official roster for each team. As a courtesy, any discrepancies in jersey numbers from what is printed in the Program should be brought to the attention of the Field Manager before a game starts.

Lightning: In the event a game is suspended due to lightning, all players must immediately retreat to the dugout.

Litter: Please have your players pick up in the dugout, and have your fans pick up litter in the bleachers. Thank you!

2016 HWSA Seeding and Tie-Breaker Rules

2016 Pre-Tournament Pool Play Drawing: The 7 returning teams from 2015 Division I will each be placed in a different one of the 7 pools by a random drawing. The remaining 16 teams will draw for the remaining positions.

Pool Play Tie-Breaker Rules: In the event that all 3 teams in a pool have identical 1-1 records after Pool Play, the top team will be determined by the following list of tie-breakers and will advance to the Q-Games as the first qualifier. The other two teams will play a tie-breaker game to determine the second qualifier to the Q-Games. The loser of the tie-breaker game moves to Division III.

- TB#1. Highest total run differential (counting a maximum of 10 runs per game)
- TB#2. Least defensive runs total (if TB1 does not determine the top team)
- TB#3. Most offensive runs total (if TB1 & TB2 do not determine the top team)
- TB#4. Coin flip (if TB1, TB2 & TB3 do not determine the top team)

Mid-Tournament Seeding:

After Pool Play and any necessary Pool Play tie-breakers are completed, the following seeding methods will be used for the Q-Games and Division III:

Q Games Seeding: Following pool play, the qualifying teams for the Q-Games will be seeded 1-16. The qualifying teams are first grouped by their number of wins in the opening round (2 or 1), then seeded by the calculation of the average number of runs allowed per defensive inning (lower is better), then by the average number of runs scored per offensive inning (higher is better). Calculations include all games in the Opening Round, including any tie-breakers.

Division III Seeding: Following pool play, the Div. III teams will be seeded A to G. The qualifying teams are first ranked by their number of wins in the opening pool play round (1 or 0), then by the calculation of the average number of runs allowed per defensive inning (lower is better), then by the average number of runs scored per offensive inning (higher is better). Calculations include all games in the Opening Round, including any tie-breakers.

Division III Play-In Game: This will only be played if an extra game is required for the A seed in Division III. Following the determination of the Division III Seeding, the top 2 seeds will play the Play-In game: the winner will become the Division III A seed and the loser will be the B seed.