



2010 HWSA World Series

Lake Myrtle Sports Complex
Auburndale, Florida
April 26-May 1, 2010

National Federation Rules with the Following Exceptions/Additions

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

Game Times & Time Limits: Game times are posted on the brackets. **There will be a 2 hour and 10 minute time limit on all games, except the Platinum Championship Game, which will have no 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.

Home Team: The home team will occupy the First Base Dugout. For all Pool Play (A-F) games and Q-games, the top-bracket team will be the home team. For **all** other games in the tournament, a coin flip will determine the home team (which includes Pool G games).

Pre-Game In and Out: Only if allowed by the field maintenance crew and if time allows, each team is allowed some pre-game 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 "over," 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.

Courtesy Runners: 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 2010 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 the ejected coach. Taking additional disciplinary action against the ejected player is the responsibility of the team.

Pitcher Usage: HWSA has no "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 Platinum Division Championship Game.

Ties: There will be no ties. Each game will be played until a winner is determined. Time limit applies except for the Platinum Division Championship Game, which has no time limit.

Tie-Breaker Game: A *tie-breaker game* is played only for those pools (Pools A-F) in which all three teams have 1-1 records. One of the three teams advances to the Q-games as the first qualifier by virtue of the tie-breaker rules. The other two teams must play a *tie-breaker game* to determine the second qualifier. The loser of the *tie-breaker game* moves to the Silver Division. For Pool G, the Top 4 teams advance to the Q-games. If two (2) teams end up with 0-2 records in Pool G, then those two teams will play a *tie-breaker game* to determine advancement.

Pool Tie-Breaker Rules: In the event that all 3 teams in a pool have identical 1-1 records after Pool Play, the team with the *top run differential* (see list below) among the pool games 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. Here are the tie-breaker determinants for selecting the first qualifier:

1. Top run differential (maximum 10 runs per game)
2. Least defensive runs total
3. Most offensive runs total
4. Coin flip

Example 1: Team Red, Team Blue, and Team White all have 1-1 records in Pool Play. Red def. Blue, 7-4; Blue def. White, 8-5; and White def. Red, 3-0. Since all teams have the same run differential (0), then we determine the first qualifier through “least defensive runs total.” Red allowed only 7 runs, while White allowed 8 and Blue allowed 12. Therefore, Red advances as the first qualifier, and White and Blue must play the *tie-breaker game* on Tuesday to determine the second qualifier.

Example 2: Blue def. Red, 3-2; Red def. White, 3-2; White def. Blue, 3-2. The teams are still “tied” after the first three tie-breaker determinants. Therefore, we must use a coin flip to determine the first qualifier.

Official Rosters: The 2010 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.

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.

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 from this rule.

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 can request their fans to help with foul ball retrieval outside of the playing area.

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. Please confirm your correct contact information (cell #) with the Tournament Director.

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