

2019 HWSA World Series - Tournament Rules

National Federation of High Schools Rules Apply with the Following Exceptions/Additions

New for 2019:

- 19 team tournament: opening round pools are made up of 3 or 4 teams and no tie-breakers are played in pool play; teams advance from the Q games to Div I or Div II (see rules on Seeding page); Div. III will include 3 teams and there will be a Div III champion. Due to an odd number of teams, some doubleheaders will be played late in the tournament week, and some teams may have an additional day off. All teams will play at least 5 games.

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 Schedule: Starting game times for Tues. and Thurs. are contingent on the previous day's results and will be set later in the tournament. Refer to www.hwsa.net for daily updates.

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 always occupy the First Base Dugout. Home (H) and visiting (V) teams are denoted on the bracket for some games. For Q-Games the home team is the top seed (lowest numbered). For Q-Game Replays, the home team will be the winner of the first Q-Game. A coin flip will determine the home team for games not marked (H) and (V).

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.

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.

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 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.

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 their own water for the 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 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.

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

Medical Needs: There is no HWSA medical staff at the tournament. If it is an emergency, 911 should be called. For non-emergencies, the tournament office will have a list of nearby care facilities.

Lightning: In the event of lightning danger, play will be halted on all fields signaled by three blasts from an airhorn. All players and coaches must take shelter in a dugout until given clearance to be back out on the field.

Practice Fields: All batting cages and fields 1 through 8 are available for Practice beginning at noon on Sunday afternoon April 28. Do not practice on the Stadium Field (Field 5). Field use is limited to 90 minutes per team; first come, first served. Fields are NOT available for practice on **Wednesday**—only batting cages.

Number of Games: Weather permitting, teams will play a minimum of 5 games and a maximum of 7 games. The number of games depends on the number of 1-1 teams after pool play, and whether a Q-Game Replays are required.

Two game max per day: There is no possibility of playing 3 games in one day, for any team, and no possibility of playing 8 games.

Final games: Barring changes due to weather, some Division II & III teams will finish their schedule on Friday; most teams will play on Saturday.

Tournament Award Ceremonies: All teams that qualify for medals (Div I – top 4; Div II top 3; Div III – top team) are expected to stay for the tournament award ceremonies that will be held immediately following the conclusion of each division championship game. All-American awards will be presented following each team’s final game and re-presented for all who remain following the Division I Championship Game.

2019 HWSA Seeding and Tie-Breaker Rules

Note from Director: Please keep in mind that 19 teams is a very difficult tournament to structure.

2019 Pre-Tournament Pool Play Drawing: The top 6 returning teams from 2018 Division I will each be placed in different pools by a random drawing. The other 13 teams will go through a random draw for the remaining positions.

No Pool Play Tie-Breakers: if all 3 teams in a pool end up with a 1-1 record there will be no tiebreakers needed. If there are less than three 0-2 teams, some 1-1 teams may have to play a Play-In game to qualify for the Q games.

Mid-Tournament Seeding: After Pool Play is completed, the following seeding methods will be used for the Q-Games and Division III:

Q Games: Following pool play, teams will be seeded 1-19. The top 16 teams play in the Q Games and are seeded in the following order:

- number of wins in pool play (some 0-2 teams may qualify),
- the average number of runs allowed per defensive inning (lower is better),
- the average number of runs scored per offensive inning (higher is better).

Division III: the remaining 3 teams are re-seeded 1-3 by the same method and will play in Div. III.

Exception cases: if more than 3 pools end in a 3-way tie there will be more than 16 teams that have at least one win qualifying for the Q Games. The lowest seeded 1-1 teams will play head-to-head on Tues. morning with the winner qualifying for the Q Games.

Advancing from Q Games: If the top seed wins the first game they advance to Div I and loser moves to Div. II. If the lower seed wins the first game then consult the table:

| Possible Q Match-ups | Result if lower seed wins first game: |
|----------------------|---------------------------------------|
| 2-0 versus 0-2 | Q Game Replay with winner to Div. I |
| 2-0 versus 1-1 | Q Game Replay with winner to Div. I |
| 1-1 versus 1-1 | No Q Game Replay, 2-1 team to Div. I |

Division III Champion: Each team in Div. III will play each other once. The championship scenarios are:

- If one team is 2-0 in Div. III games then they are the Div. III champion and no Saturday playoff game will be required. Teams might still play on Saturday to get a 5th game.
- If there is a three-way tie (all teams at 1-1), the top two teams will play for the championship on Saturday. Those two teams will be selected using the following tie-breakers, in order, until two teams are identified:
 - Highest total run differential in Div. III games (max. 10 runs per game)
 - Fewest total defensive runs allowed in Div. III games
 - Coin flip

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.

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

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 division championship games.

Doubleheaders: All teams will play twice on Monday. When a team plays back-to-back games, 45 minutes, if possible, will be allowed between games. Some teams will play doubleheaders on Thursday if a Q-Game Replay is required, and some teams might play a doubleheader on Friday.