

# **GHCAC & Merlin Foundation Ragball Tournament Rules**

## **1) Sportsmanship**

- a) Managers are asked to review sportsmanship with their teams and to remind them that these events are for charity and community building and that the players are expected to conduct themselves as respectable adults.
- b) The only member of a team who is able to discuss calls with the umpire is the team manager that is in charge of the team. No exceptions. Players other than the designated manager who attempt to discuss calls with the umpire will be warned. A second warning will result in an ejection.
- c) Players and fans are not allowed to be abusive or threatening to the umpires, fans, scorekeepers, or other players. Abusive/offensive language, threatening behavior, or physical altercation will result in an ejection from the tournament. Umpires, scorekeepers, organizers, and concessions workers are volunteers.
- d) Any team that has two players ejected from the same game will forfeit.
- e) Scorekeepers will keep the officials core assisted by the umpires.
- f) Balls and strikes will be kept by the home plate umpire. All on-field decisions by the umpire are final. Do not expect the tournament directors to overturn calls.
- g) If a player is ejected after the 5th inning, he or she is disqualified from the next game.
- h) If a player is ejected only once, then he or she will be allowed to play in future GHCAC/MF tournaments; however, if that same player

is ejected for the second time, he or she is banned from all future GHCAC/MF tournaments.

- i) If players assault any umpire, staff member, or volunteer, they will be banned from all future GHCAC/MF tournaments.
- j) Team captains must sign that his or her team has read and understood ALL rules in the rule book before allowing to play.
- K) Teams who bring and play their music, must cannot play any music noted as 'Explicit'.
- L) TRASH: please be considerate of how your team leaves the fields, concession areas, and bathrooms. Teams found not utilizing trash cans will be asked to forfeit their next game.

## **2) Safety**

- a) Team's must sign a team waiver form at registration.
- b) Any player under the age of 18 must have a minor waiver signed by a parent or guardian prior to participating.
- c) Any boy playing as a girl is expected to show proof of age prior to the team's first game. Players using ineligible boys as girls will forfeit.
- d) Alcohol is going to be treated with a "out of sight, out of mind" mindset. Any participant seen drinking from cans or bottles will be asked to use a tumbler. If that request is ignored, the player will be asked to leave the tournament.
- E) players are not allowed to throw their bats. If a bat is thrown, the player is ejected from the game.

### 3) Rosters

- a) Rosters are limited to 15 players – 10 players in the lineup at a time with up to 5 alternates.
- b) Rosters must be submitted before the first game.
- c) As these are benefit tournament with no circuit weight, pickups are allowed in pool and tournament play.

### 4) Lineups

- a) Free substitution will allow players to enter the lineup during any inning, but they must remain in the lineup for a complete inning, meaning they must take the field for any inning in which they bat and vice versa.
- **b) The batting lineup will be limited to 12 players (6 male / 4 female minimums) and no fewer than 8 players.**
- c) The lineups must include no fewer than 1/2 female players. Each team may substitute female players for a boy age 14 or under at the time of the tournament. Teams found using boys over the age of 14 at the time of the tournament will forfeit that game. Boys substituting for females must provide proof of age.
- d) No exceptions to the lineup rules. If you cannot field enough players or enough female players that are listed on your roster at game time, your team must take an out each time the missing player would come up to bat.

## 5) Batting

- a) The batter begins with a **1 ball and 1 strike count**. Batters receive 1 courtesy foul on strike 2. A second foul on 2 strikes is an out.
- b) Batting orders will rotate male/female/male to best of their abilities. If a team is unable to field four females, they must take an out at the end of each trip through the lineup.
- c) Each team will receive three (3) homeruns. Homeruns hit after this will be treated as a foul ball unless player is banded. If the player has used their courtesy foul and hit a homerun with two strikes, that batter is out.
- d) Two homerun bands will be available for purchase PRIOR to the team's first game, one for a male and one for a female (female band is also base band). \$20 for males and \$10 for females. Female bands must be worn by a biological female. No bands will be available for purchase after the first pitch of a team's first game. Homeruns hit by those who purchase homerun bands are unlimited. Homeruns hit by females will not count against the team's total. In-the-park homeruns will not count against the team's total. Outfield errors that result in the ball going over the fence are considered four base errors and not homeruns and will not count against a team's total.
- e) When a player (male or female) is walked (intentionally or unintentionally) and is followed by a female player (or 14 or younger substitute), that female player also is walked.) Bunting is not allowed.
- g) Teams that hit homeruns are expected to send people to retrieve those balls. Please cooperate.

## 6) Fielding

- a) When female players are batting, male infielders must play between a step behind to a step-in front of the base paths. Players failing to lineup this way will result in a balk. Players making outs when lined up improperly will result in a safe call. Female players are allowed free range when female players bat. There is no requirement to play a certain number of males or females in positions. For example, all four infielders may be female or vice versa. However, 4 of the players on the field and in the lineup must be female.
- b) When female players are batting, male outfielders must play the fence or chalk line in the outfield. Players failing to lineup this way will result in a balk. Players making outs when lined up improperly will result in a safe call. Female players are allowed free range when female players bat.
- c) Pitchers are allowed to cover home plate.
- d) Infielders and catchers are not allowed to block a base or plate.
- E) One (1) female rover per team is allowed but not required.

## **7) Base running**

- a) Pinch runners are allowed once per inning. The player being pinch ran for must be replaced by the last out made by the same sex.
- b) Fielder's interference will be called when a runner fails to avoid a player attempting to field a ball or interferes with a thrown ball – intentionally or unintentionally.
- c) Runners suspected by the umpire of intentionally stepping on an infielder's foot or ankle, or "spiking" an infielder with a slide, will be immediately ejected from that game.

## **8) The game is over when:**

- a) At the completion of 7 innings or 6 1/2 innings if the home team is ahead.

- b) At the inning completion of the 55-minute time limit if the home team has batted in that
- c) The 10-run rule after 5 innings or the 15 run rule after 3 innings.
- d) When a team cannot field 8 players, 3 of which must be female.
- e) When 2 players from the same team have been ejected from the game, that team forfeits.
- f) Game time is forfeit time. If a team is short players, they are automatically the visiting team. If a team is short players and are awaiting a teammate, and both teams agree, the game can be delayed 10 minutes and truncated at the end. If neither team has enough players for the start of the game, the game ends in a 0-0 tie.
- g) During pool play, if the game is tied at the end of regulation, the game is ended in a tie and both teams get 1 point towards pool standings.
- h) Games in the elimination tournament cannot end in ties. If the game is tied after the end of 7 innings, extra innings are played until a winner is determined.

## **9) Pool Play**

- a) During pool play, winning teams receive 3 points and losing teams receive 0 points. In games that end in ties, both teams receive 1 point.
- b) The order of finish in pool play will determine seeding in the elimination tournament. Teams will be seeded as to not meet any other teams from their pool until the semi- finals.
- c) Tie-breakers for seeding are as follows:
  - (1) Total points

- (2) Head to head record
  - (3) Runs scored differential
  - (4) Fewest runs allowed
  - (5) fewest amount of innings played
  - (6) Coin Flip
- d) During pool play, the home team is determined by a coin toss by the home plate umpire with the team managers at game time.

## **10) Elimination tournament**

- a) During this portion of the tournament, games cannot end in ties. If the game is tied after the end of 7 innings (or before if run rules apply), extra innings are played until a winner is determined.
- b) The higher seeded team is the home team. If two teams meet and have the same seeding, the home team is determined by a coin toss with the team managers at game time.

## **11) Uniforms and Equipment**

- a) Open toed shoes, sandals, and bare feet are not allowed, and players will be disqualified until they can find acceptable footwear.
- b) Ragballs will be provided by the tournament. Warm-up balls will not be provided, and tournament balls cannot be used for warm-ups.
- c) Each team will be given four (4) balls for tournament use. Please return all balls back to staff at the end of your team's playing time.
- d) All bats must have the latest stamps: USSA, NSA, ASA. Please adhere to the "spirit of the game" and not use loaded or otherwise illegal bats.

- E) All players are required to play with a shirt or tank top on and at least pair of shorts. No players will be allowed to field or bat without a shirt and shorts.