

Old School Baseball Tournament Rules, 2007

Major League Baseball rules will apply with the following exceptions:

1. All games will be 9 innings or 3:00 hours maximum with no new inning after 3:00.
2. Any pitcher who hits three (3) batters with pitches during a game must be removed from the pitching position immediately upon hitting the third batter. He may continue to hit and /or play defense.
3. Any player who initiates intentional and forceful contact with an opponent shall be called out and ejected from the game. This includes barreling, roll blocks or sliding out of the baseline to initiate contact. Slides will be directly to the bag – defined as being within an arm's length of the bag – and the slide may go to the side or past the bag to break up a double play. No malicious attempt to initiate contact will be tolerated. You must slide or avoid contact. Catchers will not block the plate (or the baseline) unless the ball is in their possession or the catcher has a reasonable opportunity to make a play at the plate. Any less will be obstruction.
4. Decoy tags, inducing a runner to slide unnecessarily, are prohibited. The runner will be awarded at least one and as many bases as he would have made without the obstruction. There will be no warnings.
5. Runners may advance only one base on a wild pitch or passed ball.
6. Ejections: Ejected players must leave the field of play immediately upon gathering their belongings. Any further contact with the umpires, even after the game finishes, could bring possible disqualification from the remainder of the Old School Baseball Tournament event. All ejections carry automatic suspensions for the player and require that a report from the umpire to be submitted to the Chief of Umpires and the Tournament Commissioner immediately upon completion of the game. Ejected players are suspended from further competition until they meet with the Commissioner. Failure to meet with the Commissioner will result in team forfeiture and further disqualification. The standard suspension for an ejection will be one game, although the Commissioner may impose a lesser or greater penalty. Any player ejected twice during the tournament is disqualified from further

participation in the tournament. This sanction may also be appealed to the Commissioner.

7. Protests of Umpires Rulings: Judgment calls are not subject to protest. Rules interpretations are subject to protest. If a team wishes to file a protest of an umpire's rules interpretation, it must do so by informing the home plate umpire before the next pitch is thrown. Before the game can continue, the Commissioner will make a ruling on the protest. That ruling is final.

PLAYING GUIDELINES

1. All games are schedule for 9 innings. The Commissioner has the discretion to shorten the length of games due to weather or other logistical conditions that are beyond tournament officials' control. Other exceptions include:
 - a. 10-run rule: Rule will be in effect after 7 innings (6 ½ if home team leads.) In the case of 7-inning games, the 10-run rule will be in effect at the end of 5 innings of play.
 - b. Time Limit: No new inning will begin after 3 hours of playing time following the first pitch in a scheduled 9-inning game. Time limits will be adjusted if conditions force shortening the number of innings.
2. Extra Innings: Games tied at the completion of 9 innings shall be decided by a "tiebreaker shootout" which will take place as follows:
 - a. The visiting team will place the player who made the last batted out of the ninth inning on second base. The batting order will continue with the next hitter. Each hitter will come to bat with a 3-2 count. The half-inning will continue until the defensive team records three outs. The process will be repeated for the home team's at bat. If the score remains tied, the game will continue under these rules until one team prevails.
 - b. The championship game in each division will be played to completion under the regular rules of baseball.
3. Both managers will give the home plate umpire and the opposing manager a copy of their lineup, which must include first and last names, uniform number, all potential substitutes prior to or at the home plate meeting before the start of each game. Pitchers, catchers, and all substitutes must be listed even if they are not in the batting order. Players **MUST** be listed on the lineup card to be eligible to play in the game. Incorrect numbers will incur the same penalty as

batting out of order, and to challenge, follow the same rules as batting out of order. Umpires will be responsible for lineups during the game to handle eligibility questions, resolve scorebook discrepancies, and to handle incorrect numbers, batting out of order.

4. Teams must bat with at least nine and can bat as many as their entire team.
5. If more than nine players are listed in the batting order, that order may not be reduced or enlarged after the umpire receives the lineup.
6. Teams may start the game with eight players, but the ninth batting slot is an out each time it comes to the plate; when the ninth player shows up, he will be inserted into the ninth spot in the batting order without penalty.
7. If a team begins play with 9 or more players and all are in the offensive order (therefore no substitutes available), and a player is forced to leave the game for an injury, no out will be declared when that player's position comes to the plate. However, if the offensive player leaves the lineup for any other reason (i.e. ejection or leaving the playing site), an out will be declared for that vacant spot in the batting lineup each time it comes to the plate.
8. Offensive substitution: A Shared Lineup position to enter more than one player in any offensive batting order position is unlimited, provided said player stays in the same spot in the lineup once he is placed there (i.e., a batter and a runner for that batter may occupy the same position in the offensive lineup; the manager must declare who is batting at that lineup position if there is a change. Neither player may appear in any other offensive lineup slot). A manager may use an unlimited number of players in any lineup slot, but those players cannot be used elsewhere offensively. A shared position in the offensive lineup may be initiated at any time, at manager's discretion. Managers must notify opposing manager when players in shared-lineup positions are being switched. There are no courtesy runners. Use the shared position rule if a substitute runner is needed.
9. There will be free and unlimited defensive substitutions, without reporting to the home plate umpire, the official scorekeeper or the opponent's scorekeeper. The only exception to this rule...pitching changes must be reported to the home plate umpire and to the scorekeeper. All pitchers are allowed unlimited re-entry as pitchers provided they have remained in the game defensively. One re-entry per inning.

10. Non-uniformed individuals are not allowed in any dugout except a scorekeeper who is over the age of 18.

UNIFORM AND EQUIPMENT

All participating players, coaches, and managers must be in full, numbered, baseball uniforms while within the confines of the field of play.

Uniforms must be buttoned up and tucked in. Vest style jerseys require at least a full short-sleeve T-shirt under the jersey. No cutoff T-shirts are permitted.

Duplicate numbers are legal, but switching jerseys once play has begun is prohibited.

T-shirts as uniform jerseys are prohibited and players in illegal uniforms are disqualified until they are properly attired.

Helmets: Batters and runners are required to wear approved helmets. Batters are required to wear helmets with an earflap toward the pitcher. Catchers skull caps may not be used while hitting or running the bases. No cracked or broken helmets are allowed at any time.

Skull caps: Catchers are required to wear a skull cap or helmet when catching. No exceptions.

Bats: Only wood bats are allowed.

AGE AND ELIGIBILITY REQUIREMENTS

To compete in the Old School Baseball venue a player must have participated in the fantasy camp of the team they are representing within the last 10 years and must be at least 40 years of age within the 2007 calendar year. Each roster may include one player who is at least 38 years of age within the 2007 calendar year, but that player may not pitch.

To verify eligibility at check-in each player must present valid photo identification and a baseball card of the camp they attended.

In order to participate in the Old School Baseball Tournament's playoff round (see schedule, pages 4 and 5), a rostered player must have played in at least three innings during playoff qualifying play. Pitchers must have thrown at least two innings (defined as six eligible to pitch in the playoff round).

FEDERAL DIVISION

In addition to all the rules stated above, the following rules will apply to the Federal (Fantasy Camp Rules) Division:

1. Base runners may not steal unless the pitcher fails to throw from a stretch --umpires WILL call balks. Stealing home is not allowed.
2. Base runners may not advance on passed-balls, or overthrows from the catcher back to the pitcher.
3. A throw from the catcher to an occupied base is a force play, not a tag play.
4. With two outs, a substitute runner may be used for the catcher, but the runner must be the last batted out.
5. Bunting is allowed.
6. Pitchers are limited to four innings (defined as 12 outs) per game.