



WSL Wood Bat World Series

All Rules will correspond with the National Federation of High State High School Associations (NFHS) with the following exceptions as a basis for age issues.

1) TEAM ROSTER DUE BEFORE FIRST TOURNAMENT GAME.

A team roster **MUST** be submitted before a team's first tournament game. Please bring completed roster and proof of insurance to your first game and submit to the tournament director on site. Proof of age eligibility does not need to be turned in, but must be on hand should the need arise to check birth certificates. Age eligibility challenges will cost a \$75 non-refundable fee. Maximum roster size 15 players. Players may not be added to team roster once roster sheet is submitted to the tournament director. Age groups 8U-11U must not reach their next birthday before March 1st. 12U-18U must not reach their next birthday before May 1st. There may be one exception granted per team if applied for before the tournament. If exception is granted that player will only be granted ½ the pitch count limit for the tournament and the per game limit as well.

2) TOURNAMENT FORMAT

4 game guarantee - Pool Play with single elimination round. All age groups will have 2 pool play games with single elimination bracket. After the team is eliminated, they will move to the cancellation bracket if 4th game has not been played. All games will have one umpire except for the championship game will have 2 umpires.

3) DESIGNATED HITTER RULE PERMITTED

A hitter may be (not mandatory) designated for any one starting player (not just pitchers) and all subsequent substitutes for that player in the game. A starting defensive player cannot be listed as the designated hitter in the starting lineup. A designated hitter for said player shall be selected prior to the start of the game, and his name shall be included on the lineup cards presented to the umpire - in - chief and to the official scorer. Failure to declare a designated hitter prior to the game precludes the use of a designated hitter in that game. If a pinch hitter or pinch runner for the designated hitter is used, that player becomes the new designated hitter. The player who was the designated hitter may re - enter as the designated hitter under the re - entry rule. A designated hitter and the player for whom he is batting are locked into the batting order. No multiple substitutions may be made that will alter the batting rotation. The role of the designated hitter is terminated for the remainder of the game when:

- A) The defensive player, or any previous defensive player for whom the designated hitter batted, subsequently bats, pinch - hits or pinch - runs for the designated hitter: or
- B) The designated hitter or any previous designated hitter assumes a defensive position.



4) ROSTER BATTING & EXTRA HITTER (EH) PERMITTED

Teams may choose to Roster Bat and players may enter the game defensively without penalty. If a team is utilizing the roster batting option and there is an injury/illness situation to where a player cannot continue game play, the player may be removed from the batting order free of penalty until the batting order per the minimum number of players' requirement. Teams may also choose to bat 1 extra hitter as an EH. The EH may hit in any place in the batting order and is considered eligible for re-entry under the re-entry rule like any regular position player. The EH rule allows ten (10) individual players to hit in the batting order. Once the EH is indicated on the lineup card the EH cannot be eliminated at the discretion of the coach or manager. The EH is eligible to be put into the game defensively at any time. If this happens, the batting order does not change.

5) MINIMUM NUMBER OF PLAYERS

The minimum player requirement shall apply to all age divisions. A team must start with a minimum of eight (8) players. In no circumstances shall a team start or finish a game with less than eight (8) players. A team failing to field at least eight (8) uniformed players within 5 minutes of the scheduled game start time, or at any time during the game, shall forfeit the game.

Anytime a team plays with eight (8) players the missing player's spot in the batting order shall be skipped without penalty (i.e. the team will not take an out for vacant batting order positions). If a team starts with eight (8) players and an additional (9th) player enters the game, that player shall be placed in the 9th spot in the batter order.

6) FIELD DIMENSIONS: 9u-10U 45/65, 11-12U 50/70, 13U 54/80

7) TRIPS TO THE MOUND.

NFHS rules will be used for this. There is no per inning count. On the third trip to the mound during the game you must change the pitcher. Every trip to the mound after that you must make a pitching change.

8) PITCHING LIMITATION.

A player may pitch a maximum of three (3) innings in a game and a maximum of eight (8) innings for the tournament. A team making it to the championship game may pitch a player a maximum of nine (9) innings for the tournament. One pitch in an inning is one inning pitched. Any pitcher violating the pitching rules by throwing one pitch in excess of any limitation will result in penalty and the team will have all pitchers limited going forward. First violation will cause limits to be shortened for the whole team. Maximum innings becomes two (2) innings per game and eight (8) innings for tournament with no championship bonus. Second violation team is disqualified from further participation in the tournament.



9) LENGTH OF GAME.

No inning can begin after 1 hour and 45 min (Ages 8-16u). If after time limit and last official inning is complete the game is tied during pool play the game will end in a tie. Tie breaker rules apply to determine advancement for tie games in pool play. If a game is complete and tied before time limit, new inning(s) can begin until time limit is reached to break the tie. Time limit will be in effect for all games except for tournament finals. If elimination game is tied extra innings will be played until there is a winner using Shootout Rules (Runners on 1st and 2nd base, 1 out, 1-1 count on the batter). Time limits may be shortened if the tourney format needs to be altered due to inclement weather.

10) RUN RULE.

If either team has a fifteen (15) run lead or more at the end of the 3rd inning, a twelve (12) run lead or more at the end of the 4th inning, or eight (8) run lead or more at the end of the 5th inning, the game shall be ended.

11) REENTRY POLICY.

All starters may reenter once, including the pitcher and the DH per NFHS Rules. Offensively the player must be placed in their original position in the batting order. Defensively, the pitcher must be placed in another defensive position, but is not permitted to return to the mound. Nonstarters are not permitted to reenter. If a team is roster batting there is free reentry for all players.

12) FORFEIT POLICY BECAUSE OF A LACK OF PLAYERS.

a) NOT ENOUGH PLAYERS AT THE START OF A GAME - A team will be allowed a five (5) minute grace period from the scheduled starting time of a game to field a minimum of 8 able bodied players before a forfeit may be declared.

13) METAL SPIKES.

Only permitted in 13u and up age divisions.

14) SLIDE RULE.

Players do not have to slide at any base, but MUST avoid malicious contact. The result of malicious contact will result in runner being called out and player will be ejected for the remainder of that game ONLY. Runners will not be permitted to jump or leap over another player to avoid a tag or play, this will result in the runner being called out.

15) INSURANCE.

Each team is required to provide proof of purchase of General Liability and Participant Accident coverage. This insurance proof must be presented with the Roster prior to the beginning of the teams' first tournament game.

16) SCORE KEEPING AND RECORDING INNINGS PITCHED:

Home team book will serve as the official book for each game. The umpire will record innings pitched during the game and coaches will be required to sign and verify the umpire's record before leaving the field at the conclusion of each game. Total innings pitched will be kept and posted by the tournament director to monitor the Pitching Limitation Rules

17) HOME TEAM.

Will be determined by coin flip prior to pool games. Elimination games will be decided by higher seed. If two equally seeded teams play a coin flip will be used.



18) DISORDERLY CONDUCT.

Any player, coach, or parent/fan whose conduct is unbecoming or "out of place" will be at the least warned, but may be removed from the playing field at the discretion of the tournament officials or the umpires. This includes a team forfeiting or being removed from the tournament, if necessary. Unless an umpire has been physically touched, the umpire will send them to the dugout with a one minute warning that a forfeit is about to occur. Umpires do not have the authority to remove a team from the tournament. Only tournament officials may remove a team from the tournament. If necessary, parents and fans will be removed from the park by legal authorities.

19) MANAGER, PLAYER OR COACH EJECTION.

If a manager, player or coach is ejected from a game, he/she must sit out the remainder of that game and the following game and must be removed from the park for both of these games. It is the responsibility of the manager to see to it that they are removed from both games. Failure to comply with this rule will result in suspension for the remainder of the tournament. If adult supervision is not available as a result, the team may be given the choice of a tournament representative to coach the team until the suspension is over or a forfeit will be declared. If a player is ejected, his place in the lineup will be considered an out, the next time he is due up to bat. The coach may replace that player in the field, defensively.

20) PROTESTS.

No Protests, Umpires decisions will be final. Only interpretation of tournament rules are allowed to be questioned during the game and will be handled by an official assigned as "Umpire In Chief" which will be assigned to one of the fields of play in the complex.

21) SPEEDUP RULE.

Teams may use a courtesy runner for both the pitcher, catcher at any time. The runner may only be used once per inning. A player's reentry status is not affected by this rule. Last batted out will be used or a player who has not entered the game unless at team has multiple extra players are on the bench that not currently entered into the game. If players are on the bench currently not in the entered game, they must be used as the courtesy runners. If all eligible courtesy runners not entered in the game have been used in an inning, then next courtesy runner will go to the last batted out of the inning

22) BASEBALLS.

Teams will supply a case of baseballs, and game balls will be distributed to the umpires by the tournament director. All game balls shall be returned to the tournament director by the umpire at the conclusion of each game and should not be taken by teams participating in the tournament.



23) PROCEDURE FOR BETWEEN INNINGS.

Starting Pitchers (1st inning only) and new pitchers entering the game will receive eight (8) warm up pitches before their 1st inning on the mound. Pitchers will receive five (5) warm up pitches for each additional inning that they are on the mound. The team shall not consume more than one (1) minute of normal throwing the ball among infielders and outfielders between innings. Teams are not allowed to use the bat for infield practice between innings. Pitchers taking excessive time to return to the mound between innings may be penalized warm up pitches at the discretion of the umpire.

24) BALKS. For age's 9u-11u, One warning per pitcher on Balks. Balks will be called straight up for 12U age division and up. Balks should be covered in ground rules with umpires and the head coach before the start of the game.

25) PRE GAME WARM UP PERIOD

There is no guarantee of on field warm ups. Time will only be given if field is available before game time and warm ups will be divided equally between both teams. No warm ups past scheduled game starting time.

26) OFFENSIVE CONFERENCES

Limit of two such conferences per half inning.

27) REFUND POLICY.

In the event of weather related cancellation of games the following will be the policy for refunds:

- a) 1 Game played – Refund will be 50% of Entry Fee.
- b) No Refunds will be permitted once the second game has been started.
- c) Once a team enters the tournament, they can back out of the tournament up to 2 weeks before the tournament is to begin less a \$75 administration charge to be deducted from their entry fee payment. Less than 2 weeks before the tournament, no refunds will be given.
- d) If no games are played entry fee minus a \$50 administration fee will be given.

28) ROSTER SIZE

Maximum Roster should be no more than 15 players.

29) BATS

All bats must have USSSA BPF 1.15 or BBCOR .50 Certified Stamp. It is the head coach's responsibility to check and verify that their team is legally and properly equipped with the umpire during the ground rules of each game. Any bat without this stamp is illegal for game play.

Anyone stepping into box with illegal bat will be called out. Manager will be suspended from next game. If second player from one team is found using an illegal bat in the batter's box will result in team being forfeiting all games and ejected from tournament – No Refund. If tournament is a wood bat event, any and all wood bats will be permitted including composite.



29) SEEDING TIEBREAKERS

a) GAMES WON

b) HEAD TO HEAD

c) RUNS ALLOWED

d) RUN DIFFERENTIAL MAXIMUM (10)

e) COIN FLIP

*THREE TEAMS TIED SKIPS HEAD TO HEAD.