

TOURNAMENT RULES

Rules in General: In general, the tournament will be played using the South St. Louis Corkball League's rules. The Tournament Chairman will settle any dispute over rules. Listed below are the more significant rules.

- **Arguing balls and strikes:** Any player or manager arguing balls and strikes will be ejected from the game by decision of the Tournament Chairman or plate umpire.
- **Disturbances:** Any player or manager using foul language or creating a disturbance will be ejected from the tournament by the decision of the Tournament Chairman.
- **Playing Strength of Team:** The maximum number of players a team can roster is eight (8). The maximum number of players allowed in the game is eight (8). The minimum number of players allowed in a game is four (4) with the fifth (5) batting position being an automatic out. Any number of players under four (4) is a forfeit. No player may play on two different teams or be carried on two different rosters.
- **Official Game:** A game will consist of five (5) innings unless the 5 run rule comes into play. If there is no score after five (5) innings, total bases will determine the winner. If the game is still tied, then sudden death innings will be played based on total bases with the home team always getting its bat. Total bases include: hits, walks, and hit-by-pitches.
- **Five Run Rule:** In order to keep the tournament moving a five run rule has been implemented. Any team that falls behind by five (5) or more runs after three innings have been played will forfeit the game. The home team will always get its bat
- **Removal of Pitcher:** A pitcher who has been relieved of his pitching duties during the game will not be permitted to pitch again during that game.
- **Pitching:** A pitcher is allowed 5 warm up pitches between innings. A new pitcher coming into the game will be allowed 20 warm up pitches. A pitcher is allowed 15 seconds between pitches. A ball will be called after every 15 seconds. Any pitcher caught loading a ball will be removed from the tournament. A pitcher may not wear white sleeves or any other white object below his elbows.
- **Hit by Pitch:** A batter hit by a pitched ball shall be awarded a walk provided said batter **made an honest attempt** to avoid being hit. This call will be made by the plate umpire and cannot be appealed to the scorekeeper. If a batter swings at a pitched ball and it hits him, the batter is out.

- **Ball Hitting Batter's Bat:** Any pitched ball hitting a batter's bat under any circumstance shall be ruled a hit or an out by where the ball ends up.
- **Umpire Appeals:** Any appeal by the pitcher or catcher regarding a swing or pickup must first be made to the home plate umpire. The home plate umpire, at his discretion, may appeal to the scorekeeper. If the plate umpire appeals to the scorekeeper and the scorekeeper cannot make a call, the plate umpire's decision is final.
- **Balls and Strikes:** Five (5) balls constitute a walk. One (1) swinging strike held by the catcher constitutes an out. Two (2) strikes constitute an out provided the catcher holds the second strike.
- **Fifteen Foot Half-Circle:** If any defensive player touches a ground ball before it crosses the fifteen-foot half-circle, it will be considered interference and the batter awarded a hit. Any ground ball hit and not making it out of the 15 ft. half circle is considered an out. Any pop fly bouncing back into the 15 ft. half circle and not crossing the foul line is considered a hit.
- **Official Ball:** Only those balls provided by the scorekeeper can be used. The ball shall be returned to the umpire at innings end for his inspection.
- **Official Bat:** Any standard corkball bat will be allowed provided it does not exceed the maximum of 38 inches in length and a maximum of 1.600 inches in diameter. Any bat exceeding the above dimension is considered illegal. Also, no aluminum bats will be allowed.

Any batter may be called out after at least one pitch is thrown if using an illegal bat. Teams are limited to 2 (two) challenges per game. However, a team is not charged for a challenge if a bat is found to be illegal.

Any bat found to be illegal, will be collected by the tournament Chairman and held until the end of the tournament. Any player refusing to relinquish said bat will be ejected from the tournament.

Fair and Foul Balls: Any ball hit in fair territory (from the foul line to the home run line) is classified a hit as long as the ball has traveled a minimum of 15 feet into fair territory and remains in fair territory. Any ball hit in back of the foul line and remaining in back of the foul line shall be considered a foul ball and an out (it's where the ball ends up). If a defensive player touches a ground ball before it crosses the 15ft half circle, it will be considered interference and the batter awarded a hit. If a foul ball hits anything in foul territory and deflects into fair territory, (ex, a trash can, person, car, etc.) the ball will be ruled a foul ball. Pop flies landing or bouncing back into the 15 ft. half circle but not crossing over the foul line are considered fair balls. Pop flies may be caught within the 15ft circle by any player.

Trees, Other Objects, and Players in Fair Territory: Any fly ball hitting a tree located in fair territory (from the foul line to the home run line) will be ruled a single, double, triple, homerun, or an out by where the ball first lands after hitting the tree. A fly ball is considered "dead" once it hits said tree and therefore cannot be caught for an out.

Objects in fair territory other than trees (ex, a car, picnic table, etc.) are considered part of the field and thus, any fly ball hitting such object will be ruled a single, double, or triple, based on what zone the object is sitting in **not by where the ball first lands after hitting the object.** Fly balls hitting said objects are considered "dead" and cannot be caught for an out.

If a fly ball is caught by a member of another team, hits a member of another team, hits a member of the defensive team, deflects off the glove of the defensive team's member, or regardless of what happens, it will be ruled a hit where the ball is caught or falls, or deflects after hitting said member.