

Sea Otter Baseball Festival

4.0 Game Guidelines

Roy Hobbs follows the Official Rules of Baseball, including the MLB sliding rule. The following are the addendums.

4.01 Games: The Tournament Director has discretion to set the length of games due to the number of teams, weather or other logistical conditions that are beyond human control. Exceptions include:

4.01a 10-run rule: If 9-inning game; mercy rule will be in effect after 7 innings (6½ if home team leads). In the case of 7-inning games, there is no mercy rule in effect, except at the manager and umpires discretion. (Both teams must have the same number of at-bats, unless the home team is leading.)

4.01b Time Limit: No new inning will begin after 3:00 **of playing time** in a scheduled 9-inning game; no new inning will begin after 2:25 **of playing time** in a scheduled 7-inning game, unless time limits waived by Roy Hobbs Officials. *Special Notes: While it is each team manager's responsibility to monitor time issues, umpires are requested to notify both benches at least one full inning ahead of reaching time limits. Umpires will 'stop the clock' on a) weather suspensions, b) injuries where a player requires medical attention on the field, c) to handle protests, and d) any other unavoidable delay.*

4.01c Weather issues: All games stop immediately if lightning is spotted. Weather-stopped games are suspended pending the decision of the tournament director, regardless of number of innings played. (Umpires may suspend but not declare game over in weather situations.)

4.02 Extra innings: Games where scores are tied at the completion of regulation play shall go into extra innings provided time limits allow. If the score is tied when time limit is invoked, the tie will be resolved by RHBB Shootout rules, which are:

4.02a Play 1 inning at a time, with the **last legal batter** from the previous inning starting the new inning at second base.

4.02b Each hitter comes to the plate with a 2-2 count. If the pitch is a called strike or missed on the swing, the batter is out; if the pitch is fouled off, the count remains 2-2; or the batter hits the ball fair. It takes 2 balls for the hitter to walk.

4.02c Each team gets 3 outs. If the score remains tied after each team has batted, repeat the process until there is a winner.

4.03 Lineup cards: Both managers, prior to or at the home plate meeting at the start of the game, will give the home plate umpire and the opposing manager a copy of their lineup, which **MUST** include:

4.03a First Initial or first name and last name of all players who potentially could appear in the game.

4.03b All players (including all substitutes and relief pitchers) **MUST** be listed on the lineup card, even if they are not starting offensively or defensively, to be eligible to play in the game. (If a player is delayed, make sure player is listed so he can play upon arrival.)

4.04 Batting order rules: The number of hitters in the batting order is team option; basic batting order is 9 hitters; there is no maximum. Batting order may not be reduced after the umpire receives the lineup.

4.04a Team may start a game with 8 players; the ninth batting slot is an "out" each time it comes to the plate; when ninth player shows up, he will be inserted into the ninth spot in the batting order without penalty. Exception to automatic out: See 4.04d.

4.04b If the batting or fielding contingent is fewer than 8 at any time, the game is ended with the deficient team forfeiting.

4.04c 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 (offensive & defensive lineup) 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. *Notes: If a player is injured and out of the game, he is removed both offensively and defensively. If an injured player wants to hit in a 9-man scenario, he must also run the bases should he reach safely.*

4.04d Exception to the automatic out: A game may not end on the automatic out.

4.04e Additional hitters may be added to the end of the batting order provided that ...

4.04e.1 players are listed on lineup card;

4.04e.2 players may not have appeared anywhere else in the offensive lineup in;

4.04e.3 offensive lineup may not be reduced at any time; exception being injury (see 4.04c above).

4.04e.4 team adding to its lineup must communicate addition to umpires and to opposing team/scorebook prior to that player hitting.

4.05 Offensive substitution: SOBF uses courtesy runners to substitute players on the bases.

4.05a All players that will be using courtesy runners must be declared on the lineup card before the game.

4.05b Courtesy runner must be the last player batted out.

4.05c Courtesy runner must be inserted as soon as the player needing a runner reaches base, before next pitch is thrown.

4.06 Defensive substitution: There will be free and unlimited defensive substitutions, without reporting to the umpire, the official scorekeeper (in playoffs) or the opponent's scorekeeper (although it is a courtesy to do so). Exception: *Pitching changes must be reported to the umpires and to both team's scorekeepers.*

4.06a All pitchers will follow ORB with regard to re-entry as a pitcher. (One re-entry per inning but must stay on the field on defense.)

4.07 Official Scorebook: The home team scorebook is the official scorebook unless the home team cedes the responsibility to the visiting team and informs umpires. During championship games, designated official scorer's book is the official scorebook.

4.08 Pre-Game meeting: Managers are required to attend pre-game home plate meeting. (In case of protests and/or ruling clarifications, umpires will discuss issues only with those who attended pre-game plate meeting.)

4.09 Dugout access: Non-uniformed individuals are not allowed in open dugouts during the play.

4.10 Protests: Protests are allowed on misapplication of game rules. Protests on a judgment call by an umpire will be declined. Retroactive protests will not be accepted. Protests must be made at the point at which a rule has been misapplied. To protest a game, a manager must:

4.10a Stop the game before the next pitch is thrown.

4.10b Notify the umpire and the opposing manager that the game is being played under protest.

4.10c Write in the HOME team's scorebook the situation and on what grounds the game is being protested. The protesting manager must sign the notations.

4.10d The umpire must sign the HOME team's scorebook, noting the situation of the game (including the count on the hitter) when the protest was lodged.

4.10e Protesting team must write a check for \$50 to RHBB and give it to the plate umpire (who gives it to Field Manager or event official addressing the protest). (If the protest is upheld, the \$50 will be returned; if not, the \$50 goes to the Roy Hobbs Foundation's Challenger fund.)

4.10f Umpires and managers will meet with complex Field Manager and/or RHBB representative, who will contact either the Tournament Director or RHBB President (via phone if not on site) and resolve the protest before resuming the game. Decision of RHBB official is final.

4.11 Ejections: Ejected players must leave the field of play and the vicinity of the playing field upon gathering their belongings. Any further contact with the umpires, even after the game finishes, could bring possible disqualification from the remainder of the event. All ejections carry automatic suspension for the player and require a written report from the umpire to be submitted to the Chief of Umpires and Tournament Director immediately upon completion of the game.

4.12 Ejection reinstatement: Ejected players are suspended from further competition until they meet with the Tournament Director or his representative. Once a report has been given to RHBB, the Tournament Director, or his representative, will meet with player to determine continued eligibility in the event.

4.12a Any player ejected twice during the event, regardless of reason, is disqualified from further competition. **Appeal:** Any player ejected twice in one event must file a written appeal to RHBB to attend any future Roy Hobbs event. Decision of the RHBB committee is final.

Appendix B

SOBF Bat Regulations

The Roy Hobbs Baseball bat policy for the Roy Hobbs Sea Otter BF event is as follows:

- 1) All Bats must be solid wood, single-unit construction and cannot be hollow.
- 2) Bats with wood barrels and handles of a different composition or design are prohibited. (Laminated wood bats are approved as long as they meet the specs of Item #1.)
- 3) There are no requirements that bat companies certify their bats, unless the bat is challenged and Roy Hobbs officials cannot make a determination of the bat's construction with data at hand.
- 4) On Challenged bats during a game, event playing rules take precedence. In absence of written rules, Umpires may either 1) call for a tournament official to make a decision, or 2) confiscate the challenged bat and deliver it to tournament officials at the conclusion of the game.

Please note, while Roy Hobbs Baseball does not mandate local bat policies, Roy Hobbs strongly encourages local leagues and other nctioned Roy Hobbs events to develop bat policies

Bat guidelines completely updated, April 1, 2016