**Rules for the Winnipesaukee Muskrats Fall Baseball Classic 2018**

We will play by Official Baseball League rules, with the following exceptions:

1) Whenever the written rule (as stated below) is in conflict with the intent of the rule, the intent will be enforced -

2) All teams must use the official tournament approved baseballs provided by the Winnipesaukee Muskrats Group.

3) All teams must wear reasonable uniforms for each game (each player must have his own, unique number on the back of his uniform shirt). Uniforms must be consistent with the standards of Official Baseball Rules.

4) All batters, on-deck batters base runners and base coaches must wear helmets.

5) Metal cleats are permitted.

6) Only wood bats- See bat policy.

7) Teams must have eight players for an official game to begin; if a ninth player arrives he must be inserted into the game immediately and must be added to the batting order in the ninth spot. If a team has less than eight players at game time a 15 minute grace period will be allowed, if at the end of the 15 minutes the eighth player has not arrived the game shall be deemed a forfeit.

8) Each manager will be able to bat as many players as he desires, with a minimum of nine. A manager may add batters to the bottom of his lineup at any time. Batters cannot be deleted or skipped over, regardless of their batting position or when they were added to the lineup. If a player is removed from the lineup he may re-enter the game only after his team has completed one rotation through its lineup and one defensive 1/2 inning. It is a manager's option to use an A/B alternating line-up.

9) If a player is forced to leave a game due to injury or prior commitment a reserve player not previously entered into the game as a hitter must hit in his place. If no reserve player is available, an eligible player may re-enter the game in his place (if no other player is available the vacated spot in the batting order is skipped over without penalty). If a player is ejected from a game, and there is no eligible player on the bench to replace him, an out is recorded every time his spot comes up in the batting order.

10) If a pitcher is removed and remains in the game at another defensive position, he may pitch again in the same game, but not in the same inning.

11) Each team will be allowed two courtesy runners. Players requiring a courtesy runner must reach first base safely on their own (these players are able to be thrown out at first base from the outfield). Once the courtesy runner takes possession of the base he is not allowed to move off the base until the ball is put in play by the batter. If the courtesy runner leaves the base early he will be called out, and any other advancement by other players on base is nullified - runners must return to their original base.

On a three ball, two strike, two out pitch the courtesy still must stay on his base until the ball is put in play by the batter.  A courtesy runner may advance to the next base in the event of a balk.

12) All base runners must attempt to avoid a collision with fielders; players must slide, or give themselves up, at any base where there may be a play. The umpire may rule the runner out for not attempting to avoid a collision, and if ruled deliberate, he may eject the player from the game. Additionally, if in the umpire’s judgement, a double play could have been made, a double play may be awarded to the defensive team.

13) For safety reasons, there is no fake bunting (slashing). A batter must either bunt the ball or take the pitch. The batter will be called out if he fakes the bunt and then swings away.

14) Infielders are not allowed to decoy a throw or catch. If a decoy throw or catch is detected, all runners shall be allowed to advance one base beyond the base held after all play stops. If the same player decoys twice in the same game, the player shall be ejected from the game. Decoying is referred to as a false catch or throw done in attempt to get a player to slide unnecessarily.

15) If a pitcher hits four batters in one game he must be removed from pitching immediately after hitting the fourth batter; he may not re-enter the game as a pitcher.

16) No hidden ball trick allowed.

17) All games shall be 7 innings, with a two-hour and 45 minute time limit (no inning can start 2 hours and 45 mins. after the scheduled starting game time). An official game shall be called if the game has completed 4 innings (or 3 1/2 if the home team is leading).

18) Final tourney standings will be determined by a point system – two points for a win, 1 point for a tie, 0 points for a loss.

19) A player is eligible to play in the Winnipesaukee Muskrat Fall Senior Baseball Classic if he is 35 years old or older on or before December 31, 2018. All players are required to submit a copy of a photo ID, as proof of age, along with a waiver form before being allowed to participate in a tournament game (proof of age is verified by a government issued photo ID – e.g., driver’s license, passport, etc.).

20) Immediately after each game, each manager is required to post their lineup for the game along with stats and final score to an official from the Winnipesaukee Muskrats Baseball Group.

21) Each team is allowed one designated hitter in accordance with Official Baseball Rules.  A DH may only be used for a Pitcher all defensive position players (C, 1B, 2B, 3B, SS, LF, CF, RF) must appear in the batting order.  Pitchers do not have to bat regardless of when they enter the game (i.e. a Relief Pitcher enters the game, the preceding Pitcher remains in the game at EH or assumes a defensive position - the RP does not have to be added to the batting order).  If a pitcher assumes another defensive position and is not already in the batting order he must now be added.

22) No player may switch teams during the tournament without the consent of both managers and approval by the tournament officials.

23) The home team shall occupy the dugout of their choice. Clean up your mess – leave the field cleaner than you found it – **BE A GOOD NEIGHBOR!**

24) Fighting before, during or after a game earns immediate forfeit for the team of the player for the tournament.

Winnipesaukee Muskrat Fall Baseball Classic Bat Policy

The Winnipesaukee Muskrat Fall Baseball Classic (WMFBC) bat policy for the Fall Baseball Classic is as follows:

a. All Bats must be solid wood, single-unit construction and cannot be hollow.

b. Bats with wood barrels and handles of a different composition or design are prohibited. (Laminated wood bats and AX Bats are approved as long as they meet the 100% wood and non-hollow specs above.)

c. There are no requirements that bat companies certify their bats.

d. 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.