



# THE OFFICIAL RULES FOR BONEYARD XIV

VERY IMPORTANT!!! DON'T BE TOO SERIOUS, HAVE FUN! It's the only reason we do this. All rules will use the All World Rule Book with the following exceptions.

## CHECK IN RULES

1. All teams must check in between 6:00pm-11:00pm on Friday July 9th.
2. Teams will not be able to play without full payment and rosters.
3. Check in receipts must be presented to umpires at your first game. Without the receipt the umpire will consider the game a forfeit.

## GAME TIMES

*Official Game Times will be kept on universal smart phone time*

1. No New Inning after 50 Minutes.
2. All brackets are considered separate tournaments. We will not hold up a game for players on another team. NO EXCEPTIONS
3. Game clocks will start on time. If a team is not ready at the bracketed start time, it will be ruled a forfeit.

## EARLY START TIMES!!

1. Teams must be at field ready to play 20 minutes prior to scheduled game time. If game will start early it will!
2. Early game times will start on umpires mark.
3. Late teams will become visitor and home team will be rewarded 2 runs per 5 minutes until original bracketed start time.
4. If team is not ready by bracketed start time, it will be ruled a forfeit.

## ROSTERS

1. All teams need to be registered with All World Sports. Unregistered teams may register online or at check-in. All World Registration is \$50.

## PLAYER RANKINGS

1. \*If a player is not listed on our AWS rankings list, we use the current year's most recent USSSA ROSTER to determine what a player is ranked with us. If not on a current USSSA roster we will revert to previous year's highest USSSA roster. Please use link below for more info.

### ALL WORLD PLAYER RANKINGS

<https://playncs.com/slowpitch/rankings>

### NATIONAL USSSA RANKINGS

<http://usssa.com/slowpitch>

## MEN'S GOLD ROSTERS

- It's simple, it's open. There aren't any classification restrictions.

## MEN'S SILVER & BRONZE ROSTERS

- To start in this division you can have one of the following scenarios based the following point system:
  - Can have 4 points max!
  - E or below = 0 points
  - D or D+ = 1 point each
  - C = 2 points each
  - NO B or higher players

*(Gold teams that drop to the Silver division will automatically be eligible to play with their original roster submitted before Boneyard tournament play)*

## ALL COED ROSTERS

- To start in this division you can have one of the following scenarios based the following point system:
  - Can have 6 points max!
  - Women Players = 0 points
  - Men's E or below = 0 points
  - Men's D or D+ = 1 point each
  - Men's C or Higher = 2 points each

## ROSTER VIOLATIONS

1. If a player is caught playing for a team without being listed on their roster, the team will forfeit the game in question.
2. A 2<sup>nd</sup> offense on a team and/or player will result in being eliminated from tournament.
3. If a player is caught on a roster on more than one team in the same division that player will be ejected from tournament play.

### **THE DIVISIONS – BE READY TO PLAY A LOT OF GAMES**

1. Men's D GOLD Bracket - Triple elimination bracket. Teams that go 0-2 will drop to the Silver play-in game. Gold teams must win the play-in game to qualify for the Silver division. Losers of the play-in game will be eliminated from the tournament.
2. Men's SILVER Bracket - Lose two games in the first four rounds & drop to the single elimination Bronze bracket.
3. Coed GOLD Bracket- Lose two games in the first three rounds and drop to Coed Silver and if they lose 1 in next three rounds will drop to Bronze.

### **HOMERUNS**

1. Men's Gold- 4
2. Men's Silver, Coed Gold and Silver- 2
3. Men's Bronze and Coed Bronze – Designated Homerun Hitter Only
4. DESIGNATED HOMERUN HITTER - Each team will designate a homerun hitter who gets unlimited bombs - (does not count toward your team total).
5. If a team walks the Designated Homerun hitter, then your team will receive an extra homerun to hit at any point in the game.

### **DEAD BALL OUTS RULE (UNIQUE TO BONEYARD)**

Dead Ball Outs hit over the fence in fair territory WILL NOT be considered an out. HOWEVER - Dead Ball Outs will clear the bases, no runs will be counted and a run will be given to the opposing team.

### **STRIKEOUT RULE (UNIQUE TO BONEYARD)**

1. Any strikeout or foul out in any division will reward the opposing team 1 run.
2. A run will only count on a foul out if it happens on the final strike.
3. If the player catches the ball in foul territory it will not be considered a foul out, but rather a put out and will not award the opposing team a run. IT MUST DROP.

### **COURTESY RUNNERS**

1 per inning per team per gender - anyone on the roster. However, in Coed, a girl must run for a girl and visa-versa.

### **LAG RULE**

1. Before each game, teams unite with ump to LAG for home or visitor. Closest roll to rubber is home team.
2. Undefeated teams in championship games will receive automatic home team, all IF games will LAG.

### **APPROVED BATS**

Men's GOLD current USSSA and ASA approved bats

ALL OTHER DIVISIONS – current ASA/ USA Softball approved bats

## **APPROVED BALLS**

.52 CORE / 300

## **PROVIDED GAME BALLS**

Boneyard will provide 2 balls per game. All balls must be shagged. If balls are not shagged, then the team who hit the ball out of play must throw in a .52 / 300 replacement ball. We will have a limited number of balls for sale at each field.

## **PITCHING & JUKING**

Men's Gold- 4'-10' WITH Juking

Men's Silver, Bronze and all Coed- 6' – 10' NO JUKING

## **THE COUNT**

Every batter will start with a 1-1 count

Men - no foul to give

Women - one foul to give

## **LINEUP LIMITATIONS**

1. All teams may bat up to 12.
2. COED may bat 9, 10 or 12. May not bat 11. All 10 players in the field must bat.

## **COED FIELDING RULES**

Players may play anywhere as long as guys and girls are equal in number (unless you have to play with 9).

## **COED WALKING RULES**

Whenever a male player is walked, regardless of the outs, the male batter will take second base and the female batter may have the option of taking first base or batting regardless of the number outs.

## **EXTRA INNINGS**

1. Extra inning games will be played after time has expired (or the end of the 7th inning of course).
2. Extra innings will be played under the one pitch rule, with only 1 pitch per batter with NO foul to give. The strikeout rule will not be in effect.
3. Ball = a walk. Strike = out. You will start each inning off with a player on second base (the last BATTER from previous inning).
4. International Tie-breaker Rules (with the exception of other unique tourney rules).
5. A maximum of ten runs per half inning will be allowed in extra innings. If the away team scores 10 runs in the top of the inning, the half inning will stop and home team will have a chance to match.

## **FORFEITS**

If a team forfeits a game to drop to a lower division, then the team that forfeits will be eliminated from tournament play and the opposing team will have the option of staying in the current division or dropping to the lower division.

**RUN RULES**

20 runs after 3 innings

15 runs after 4 innings

10 runs after 5 innings

**ROSTER PROTESTS**

Protests \$300. Both rosters from the team protesting and the team in question will be pulled and subject to penalty if illegal.

**RULES PROTEST**

1. Protests must take place immediately following a play and before the next pitch.
2. If necessary, stop game play and ask one of the tournament directors or UIC onsite for a ruling on a specific tournament rule. Umpire judgment calls may not be protested.

**RAINOUT POLICY**

50% refund if rained out with one game – 25% refund with two games played.

No refund if rained out with three or more games played

**ADDITIONAL RULES**

No Stealing Balls / No Fighting / No Dogs / No Scooters / No Bikes / No Skateboards

No outside food or beverage inside the parks, no glass containers, No BBQ-ing or camping

in parking lot areas. MORE THEN ONE VIOLATION MAY RESULT IN EJECTION FROM TOURNAMENT. THIS APPLIES AT ALL TOURNAMENT COMPLEXES.

**IF FIELDS ARE BEHIND SCHEDULE**

In the unlikely scenario a field falls 45 minutes or further behind, the onsite tournament director will implement one of two rules depending on the situation:

1. One-pitch rule for the next game with no new inning after 30 minutes. The one-pitch rule will remain in effect for the entire game and for each game following until the field falls less than 45 minutes behind. If the game is designated as a one-pitch rule game, the strikeout rule will not be in effect.  
OR
2. The game will end after 4 innings have been played with no new inning after 40 minutes.

**PLEASE NOTE!!**

\*ALL World / Boneyard Blast reserves the right to modify game times or bracket structure due to field conditions, time constraints, team count, injuries, and especially due to inclement weather or field locations.