



THE OFFICIAL RULES BONEVARD XIX

VERY IMPORTANT!!! DON'T BE TOO SERIOUS, HAVE FUN!

It's the only reason we do this. All rules will use the NCS Rule Book with the following exceptions:

CHECK-IN RULES – FOR ALL TEAMS

1. Teams must check in between 6:00pm-11:00pm on Friday July 10th.
2. Teams will not be able to play without full payment and rosters.
3. Team's check-in receipts must be presented to umpires at your first game. Without the team Receipt, the umpire will consider the game a forfeit. **NO EXCEPTIONS**

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.
4. No game at Golden Eagle or Shadow Mountain will start past 11:20pm. If a field is running behind, and if in a bracketing scenario where a game WOULD start past 11:20pm, that game will automatically be moved to 8:00am the next day (same complex, same field). This game and field will be played under the "FIELDS BEHIND SCHEDULE" rule until that field is on schedule.
5. In all scenarios, the game is considered over when the umpire calls the game.

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 umpire's 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 NCS/National Championship Sports. Unregistered teams MUST register online at <https://playncs.com>.
2. Base Coaches AND anyone inside the dugout MUST be a legal rostered player or coach, PERIOD. **NO EXCEPTIONS.** Only two (2) legal rostered batters and base coaches are allowed on the field while on offense. If ball strikes extra batter or base coach during live play, the closest base runner to home will be OUT for said interference.

PLAYER RANKINGS

--NCS Rankings and Info:

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

- *If a player is not listed on our NCS rankings list, we use the current year's HIGHEST USSSA ROSTER to determine what a player is ranked with us. If not on a current USSSA roster we will revert to previous years highest USSSA roster. Please use link above for more info.

--Roster information taken from National USSSA/NCS rankings:

[USSSA | Slowpitch - Athletes Search](#)

MEN'S GOLD ROSTERS

- It's simple, it's open. There aren't any classification restrictions. This bracket gets all the benefits: more homeruns, better games times, triple elimination format and teams will play the majority of their games at Golden Eagle Regional Park (one the highest ranked parks in the country). However, if you can't hang, don't worry. Teams that start 0-2 will battle it out against each other and the winners will drop into the winner's bracket of the Silver Division.

MEN'S SILVER & BRONZE ROSTERS

- All other Men's teams will start here! To start in this division, you can have one of the following scenarios based the following point system:

- Can have 4 points max!
- D or D+ or below = 0 points
- C or C+ = 2 points
- NO B or higher

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

COED GOLD 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
- C or C+ = 2 points
- Men's B or Higher = 3 points each

COED PARTY ROSTERS

- NO C or Higher Players

ROSTER VIOLATIONS

1. If a player is caught playing for a team without being listed on their roster, that team will forfeit the game in question, and that illegal player **AND** the coach of that forfeited team will be ejected and eliminated from the tournament.
2. A 2nd offense on a team will result in that team being eliminated from the tournament.
3. If a player is caught on a roster on more than one team in the same division, that player **AND** the coach of that current team in question will be ejected from the tournament.

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
4. Coed Party Bracket - 3 Game Guarantee.

HOMERUNS

1. Men's Gold- 4
2. Men's Silver, Coed Gold, Silver & Party Division - 2 (Unlimited homeruns for female players.)
3. Men's 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 game total)
5. If your Designated Homerun hitter takes a walk, then your team will receive an extra homerun that ADDS to the team total, during that game only, to hit at any point in that 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/HIT THE GROUND in foul territory.

COURTESY RUNNERS

- **Men's** - 1 per inning. **COED** - 1 per inning per team per gender - anyone on the roster. However, a girl must run for a girl and visa-versa.

LAG RULE --NOTE: HOME TEAM ADVANTAGE FOR ANY GAME THAT GOES INTO EXTRA INNINGS

1. Before each game, teams unite with the umpire at home plate to LAG for Home or Visitor. Closest roll to the rubber/white is Home Team. Closest to the pitching mound period! In front, behind, to the left, to the right . . . **CLOSEST WINS!** If a team's LAG is touching the pitching mound rubber/white, that team will be rewarded 2 RUNS automatically- **BOOM!**
2. Undefeated teams in championship games will automatically be given Home Team.
3. **ALL "IF" games will LAG.**

NEW! APPROVED BATS

- All bats must have a 220 OR 240 thumb print or stamp / USA STAMPED BATS ARE ALSO ALLOWED
- Pure Sports Boneyard & Dublin Dirty branded bats are approved across all divisions – after all, they are USSSA bats

NEW! APPROVED BALLS

- .44 CORE / 375
- *NO ONYX BRANDED BALLS

PROVIDED GAME BALLS

- Boneyard will provide each Men's team two (2) Men's .44/375 balls and each Coed team two (2) Men's .44/375 balls, PLUS one (1) Coed .44/375 ball at tournament check-in. All balls must be shagged during game play. If balls are not shagged, then the team who hit the ball out of play must throw in an approved replacement ball.
- Additional balls will be available for purchase at the merchandise booth at each complex

PITCHING & JUKING

- Men's Gold- 4'-12' WITH Juking- BODY
- Men's Silver, Bronze and all Coed- 6' – 12' NO JUKING - BODY

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.
 - a. If and/or when a team is only batting 9, the 10th spot in the lineup will be considered an automatic **OUT** every time through the lineup.

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 10 runs will be allowed in the top-half of any extra inning. If the away team scores 10 runs in the top of the inning, the half inning will stop and the home team will then have the chance to win the game. IF the home team scores 11 in the bottom-half of that inning, they win and the game is over.

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.
- At the umpire's discretion, if it is believed that a team is intentionally trying to throw a game, that team will forfeit and will be ejected from the tournament. If both teams are intentionally trying to throw the game, then both teams will forfeit and will be ejected from the tournament.

RUN RULES -- Flip Flop Rule is in effect after in the 3rd Inning.

- 20 runs after 3 innings
- 15 runs after 4 innings
- 10 runs after 5 innings

PROTESTS

1. ALL PLAYER PROTESTS WILL BE \$500 CASH PER FULL ROSTER. BOTH the team in question AND your team's roster will be pulled for legitimacy on both rosters. If you lose your protest, you lose the cash. All roster protests MUST take place prior to the conclusion of the 2nd inning, or immediately after the player in question enters the game.
2. ALL PLAYERS MUST HAVE VALID GOVERNMENT ISSUED PHOTO I.D. in any instance where an I.D. is required during play. If valid government issued photo I.D. is not presented, it will result in automatic disqualification from tournament play.
3. ANY RULES PROTESTS MUST OCCUR PRIOR TO THE NEXT PITCH.
4. 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 THAN ONE VIOLATION MAY RESULT IN EJECTION FROM TOURNAMENT, INCLUDING COACH HELD RESPONSIBLE FOR TEAM/PLAYER IN VIOLATION. THIS APPLIES AT ALL TOURNAMENT COMPLEXES.**

FIELDS BEHIND SCHEDULE

In the unlikely scenario a field falls 45 minutes or further behind, as a tournament standard, the tournament will implement the following rule:

- 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.

PLEASE NOTE!!

--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.

