

Section 1- Rosters

1.01 Each team shall have an official name and team captain to be made available for any correspondence from OCWA management.

1.02 Each team shall consist of 2-3 players, with a maximum of 3 in the field at any time (2 fielders and the pitcher).

Section 2- Batting

2.01 A 6-2 count will be used.

2.02 Each team may have 2-3 batters in their lineup. If a team elects to have two fielders (1 fielder and the pitcher) and has a third roster player, he/she may be used as a DH.

2.03 Lineups will be recorded on scoresheets before the game begins.

2.04 Any instance of batting out of order will be an out.

2.05 A tipped second strike into the strike zone is a strikeout.

2.06 Unaltered yellow bats only. Can be taped on the grip.

Section 3- Ground Rules and Fielding

3.01 Any ball put in play that has not come to rest can be fielded cleanly for an out as long as it is before the single arc.

3.02 Double plays can be attempted on any cleanly fielded ball by throwing the ball and hitting the strikezone in a QUICK, FLUID motion in the air or on one hop.

3.03 A foul ball arc with a radius of 10' from home plate will be used.

3.04 A single arc with a radius of 50' from home plate will be used.

3.05 Any ball coming to rest before the single arc will be an out.

3.06 Any ball that bounces off the house and is caught is an out.

3.07 Any ball that bounces off the outfield fence and is caught is an out.

3.08 Any ball that touches the ground past the single arc is a single. Runners move one base.

3.09 Any ball that hits the ball bucket is a single. Runners move one base.

3.10 Any ball that hits the wall of the house or the outfield fence and hits the ground before being caught is a double. Runners move two bases.

3.11 Any ball that hits the middle or high roof, rolls back, and hits the ground before being caught is a triple. Bases are cleared.

3.12 Any ball that hits or gets stuck in the gutter is a triple. Bases are cleared.

3.13 HOME RUNS:

3.13-1 **For Bush Grapes Park, a home run is any of the following:**

3.13-1.1 Ball hits the left field lower roof.

3.13-1.2 Ball is hit over the middle roof.

3.13-1.3 Ball is hit over the high roof or hits the high roof and rolls over.

3.13-1.4 Ball is hit over the outfield fence.

3.13-1.5 Ball hits a side roof and goes over the fence/roof without touching anything else.

3.13-2 **For Monster Field, a home run is any of the following:**

3.13-2.1 Ball is hit over the high roof.

3.13-2.2 Ball is hit onto the high roof and rolls over the top or left side.

3.13-2.3 Ball is hit over the outfield fence.

3.14 If the ball touches a fielder and hits the ground, it is a hit. Runners will advance the number of bases that the hit would have been before being touched.

3.15 If a ball is touched but not caught by a fielder in foul territory, it is a foul ball.

3.16 If a ball is touched but not caught by a fielder before the single arc, it is a single.

3.17 Only balls that are hit over the home run fence are out of play.

3.18 Fair or foul is the batters call. If this becomes an issue officials will be used.

3.19 Trees, chairs, people, and tents are in play. Any balls caught in the air off these will be an out.

3.20 For Bush Grapes Park, any ball hit off the crossbar of the cage is a foul ball. If it is caught it will be an out.

Section 4- Pitching

4.01 The speed limit for this tournament will be 55 mph. The radar gun will be used if issues arise.

4.01-1 First offense of speeding: no pitch and a "heat check"

4.01-2 Second offense: walk

4.01-3 Third offense: pitcher ejection

4.01-4 All heat checks will come from the scorekeeper. A batter can appeal to the scorekeeper for a heat check.

4.02 There are no inning limits.

4.03 Balls will be provided. No scuffing or cutting is allowed.

4.04 The pitching rubber will be at a distance of 43' from home plate.