

2010 NAFA Western World Series TOURNAMENT RULES

(as of 7/20/2010)

For rainout info: **Call 888-852-1115** at 10pm Wednesday, Thursday and Friday night, 6:30 am Saturday morning or 2 hours prior to your first game. For inclement weather, time limits may be shortened at the Director's discretion.

All games will be played using NAFA rulebook with the following exceptions:

1A) Game Run Rule: **(12** run rule after 3 innings, **10** run after 4 innings, **7** RUN RULE after 5 or 6 innings for all games and all ages including the championship games.

1B) For the National Tournament there will be no RUN RULE PER INNING.

1C) **Flip-Flop rule (10U, 12B, 14B) – this is for pool play ONLY.** When the last inning is declared, if the visitors are ahead by 3 runs or more, home and visitors will flip-flop with the home team batting at the top of the inning and visitors at the bottom of the inning. **(FOR ALL AGES)**- the flip flop will be used in any inning where the visiting team is ahead by the run rule).

2) **There is a 90 minute time limit.** **No new inning** can start after 90 minutes. TIED GAMES REMAIN TIED in 3 team pools only. There is no time limit on the championship game **IF** there is no game following on the field. **Exception: there is a 1:45 time limit on 10u championship games if there is no game following. There is NO Drop Dead.**

3) **Lag for home team.** The team that has traveled furthest shall take the 3rd base dugout unless the team is staying for back to back games then they may stay.

4) **Pitching rule. NAFA rule.** 3 warm-up pitches are allowed prior to each inning or one minute, whichever comes first. The **new penalty** for an illegal pitch is a ball on the batter and no forced advancement of baserunners. The coach has the option to take the result of the play or the penalty.

5) **Courtesy Runners.** The team at bat may use a courtesy runner for both the pitcher and/or the catcher anytime after they reach base, **however the courtesy runner will be a player not in the game (if not batting the roster) or the last out at the time they first reached base if batting the roster or if all subs have been used up.** The same runner may not be used for both positions. If using DH/FLEX you must use the substitutes not entered in the game to run as the courtesy runner. **Once those subs are used up or if you are batting the roster, then you may use the last out.**

6) **Batting options:**

- 1) You may bat 9 and play 9.
- 2) You may also bat your roster with free defensive substitutions.
- 3) You may play 10 using a DP/FLEX using the NAFA rule.

7) **Minimum Players to Start or finish.** A team may **start with 7** without taking outs. If a team begins with the allowed number of players, that team may continue a game with less players than it started with for any reason, taking outs in the batting order each time they come up. The only exception to this rule is that if a team is batting the entire roster and a player is injured in the umpire's judgment, then no out is taken and you skip that spot in the order for the remainder of the game. The player who has left the game cannot return to the lineup unless she left due to the blood rule. There is **no minimum to finish** a game.

8) **Unannounced Substitute.** There **is no penalty** for an unannounced legal substitute. Upon notification by either team, the umpire shall announce the legal substitute and make the appropriate lineup card changes. All play prior to the unannounced legal substitute being brought to the umpire's attention shall stand.

9) **Metals cleats** are allowed for only **16U & 18U** Divisions only.