

2019 THANKSGIVING TURKEY TOURNAMENT GENERAL RULES



**Singapore American School
Nov. 28, 2019 – Dec. 01, 2019**

SAS Eagle Club Baseball
2019 Thanksgiving Turkey Tournament
General Rules

1. Rules that are in force if Thanksgiving Turkey Tournament Rules silent

Unless superseded by these Thanksgiving Turkey Tournament (TTT) rules, the Tournament will be conducted according to: Little League (LL) Baseball Tournament Rules (2019) for 10&U and 12&U age divisions; the National Federation of High School (NFHS) Baseball Rules (2019) for 14&U and 18&U age divisions, and the American Softball Association Rules (2019). Exceptions: dugouts dimensions, field sizes and other infrastructure discrepancies will exist. Managers with questions regarding LL and NFHS Rules vs. TTT rules should submit them to the Tournament Director at least 7 days before the tournament.

Note: 8&U Coach Pitch Rules are included in Appendix B

2. Emphasis on Sportsmanship

Coaches, players and spectators must embody good sportsmanship. Umpires must be treated with respect, right or wrong. The Tournament Committee will eject anyone exhibiting poor sportsmanship from the playing fields. **Repeat offenders will be banned for the remainder of the tournament and/or subsequent tournaments.**

3. Tournament Committee may alter the Game Schedule at any time

If weather delays are considerable, the Tournament Committee will consult with Delegation Leaders and Managers of the affected teams, and then adjust the schedule in a manner that is fairest

4. Tournament Specific Data

Division	Age Restrictions
8&Under Baseball	Cannot be 9 before Nov. 28, 2019 *
10&Under Baseball	Cannot be 11 before Nov. 28, 2019 *
12&Under Baseball	Cannot be 13 before Nov. 28, 2019 *
14&Under Baseball	Cannot be 15 before Nov. 28, 2019 *
18&Under Baseball	Cannot be 19 before Nov. 28, 2019 *
18&Under Softball	Cannot be 19 before Nov. 28, 2019 *

*Date to coincide annually with Thanksgiving Day.

5. Summary - Division Specific Data:

	8&U Baseball	10&U Baseball	12&U Baseball	14&U Baseball	18&U Baseball	18&U Softball
Innings - Round Robin & Playoffs	5	5	5	6	6	6
Innings - 3 rd Place & Championships	N/A	6	6	7	7	7
Game time limits - Round Robin & Playoffs (Refer Rule 6)	1 Hr	1Hr 10mins	1Hr 20mins	1Hr 30mins	1Hr 40mins	1Hr 40mins
Game time limits - 3 rd Place & Championships (Refer Rule 6)	N/A	1Hr 20mins	1Hr 30mins	1Hr 40mins	1Hr 50mins	1Hr 50mins
Run limits per innings (Refer Rule 8.14)	5	5	6	9	9	6
Game Regulation After (Refer "Innings" above; Round Robin/3 rd Place & Finals)	2 (1½)	3 (2½)/ 4 (3½)	3 (2½)/ 4 (3½)	4 (3½)/ 5 (4½)	4 (3½)/ 5 (4½)	4 (3½)/ 5 (4½)
Base Paths (ft)	60	60	60	80 *	90	60
Pitching Distance (ft)	N/A	46'	46'	54' *	60.5'	43
Dropped 3 rd Strike in Effect	N/A	No	Yes	Yes	Yes	Yes
Advance from 3 rd base on Pass Ball (Refer Rule 8.8)	No	No	Yes	Yes	Yes	Yes
Infield fly rule in effect	No	No	Yes	Yes	Yes	Yes
Mercy Rule in Effect (Refer Rule 8.15)	None	Yes	Yes	Yes	Yes	Yes
Slap Bunts Allowed	No	No	No	Yes	Yes	No
Leadoff allowed	No	No	No	Yes	Yes	ASA Rule 8, Sec. 4
Designated Hitter Allowed	No	No	No	No	Yes	Yes
Curve Balls Allowed	No	No	No	Yes	Yes	N/A
Head First Slide Allowed	No	No	No	Yes	Yes	Yes
Balk Enforced	No	No	No	Yes	Yes	ASA Rule 6, Sec.1-7
Balls	Diamond NFHS	Diamond D1-NFHS	Diamond D1-NFHS	Diamond D1-NFHS	Diamond D1-NFHS	DUDLEY SY-12 RF FP
Arm Guards	N/A	</= 2.5cm/ 1 inch.	</= 2.5cm/ 1 inch.	</= 2.5cm/ 1 inch.	</= 2.5cm/ 1 inch.	N/A
Metal Spikes Allowed	No	No	No	No	No	No

* For 14&U age division, dimensions differ from NFHS 2017 Rules.

Pitch Count Limits & Special Pitching Rules:

8&U Baseball	Not Applicable	
10&U Baseball	Maximum 160 pitches per the tournament	
	Maximum 80 pitches per day	
	1 – 40 pitches	No Rest
	41 + pitches	1 day rest from pitching
12&U Baseball	Maximum 170 pitches per the tournament	
	Maximum 85 pitches per day	
	1 – 45 pitches	No Rest
	46 + pitches	1 day rest from pitching
14&U Baseball	Maximum 190 pitches per the tournament	
	Maximum 95 pitches per day	
	1 – 50 pitches	No Rest
	51 + pitches	1 day rest from pitching
18&U Baseball	Maximum 210 pitches per the tournament	
	Maximum 105 pitches per day	
	1 – 55 pitches	No Rest
	56 + pitches	1 day rest from pitching
18&U Softball	Maximum Innings Pitched per Tournament	21
	Pitched Innings/Game	Open
	Pitched Innings/Day	Open

Specific Pitch Count Details:

10&U, 12&U, 14&U and 18&U Baseball:

- **Daily limit with no rest day required:**

The pitcher is permitted to finish the batter for which the **DAILY LIMIT REQUIRING 1 DAY** Rest was reached. When the pitcher reaches this limit he/she is permitted to finish the batter. Pitch(es) thrown to complete the batter will be counted against the tournament limit. Any additional pitch(es) thrown after finishing this batter automatically disallows the pitcher to pitch the next day. If the pitcher pitches the next day, this is a violation of the rule, which can result in a protest of the game, in which it occurs, and the removal of the player or Manager from the game and/or tournament.

- **Maximum pitches per day limit:**

The pitcher is permitted to finish the batter for which the **DAILY MAXIMUM** was reached. Pitch(es) thrown to complete the batter will be counted against the tournament limit. Any additional pitch(es) thrown after finishing this batter is a violation of the rule, which can result in a protest of the game, in which it occurs, and the removal of the player or Manager from the game and/or tournament.

- **Maximum pitches per the tournament limit:**

This is a **HARD STOP** limit: When the pitcher reaches the maximum pitches limit for the tournament he/she is not permitted to finish the batter. Any additional pitch(es) thrown after finishing this batter is a violation of this rule which can result in a protest of the game in which it occurs, and the removal of the player or Manager from the game and/or tournament.

- To ensure that pitching rules are followed, each Division will have a scorekeeper or official to track pitch counts as the official pitch-count recorder.
- The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire and notify the Umpire-In-Chief when a pitcher has reached the pitch limit, who in turn will notify the pitcher's manager that the pitcher must be removed.

- Failure of the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager does not relieve the manager of his/her responsibility to remove the pitcher when that pitcher is no longer eligible to pitch.
- Violation of the rule can result in a protest of the game in which it occurs, and the removal of the player or manager from the game and/or tournament. The tournament committee will make the decision.

18&U Softball:

- No pitcher can pitch for more than 21 innings in the tournament (one pitch in an inning will be equivalent to one inning).
- “Crow Hop” or “Leaping Pitch” is not allowed.
 Note: A crow hop is defined as the act of a pitcher who steps, drags or hops off the front of the pitcher's plate, replants the pivot foot, establishes a second impetus (or a starting point), pushes off from the newly established starting point, and completes the delivery.

Bat Specifications:

- **8&U, 10&U and 12&U Baseball:** The bat must meet the USA Baseball bat (USABat) standard as adopted by Little League and shall bear the USA Baseball logo. It shall be a smooth, rounded stick that is made of wood or of material and color tested and acceptable to USABat. It shall not be more than 33 inches in length; nor more than 2 $\frac{3}{4}$ inches in diameter, and if wood, not less than $\frac{15}{16}$ inch in diameter ($\frac{7}{8}$ inch for bats less than 30 inches) at its smallest part. Note: Solid one –piece wood barrel bats do not require a USA Baseball logo.
 - **14&U Baseball:** The bat must meet EITHER: (1) the USA Baseball bat (USABat) standard as adopted by Little League and shall bear the USA Baseball logo; OR (2) the BBCOR standard and shall bear the BBCOR logo. It shall be a smooth, rounded stick that is made of wood or of material and color tested and acceptable to USABat or BBCOR. It shall not be more than 34 inches in length; nor more than 2 $\frac{3}{4}$ inches in diameter, and if wood, not less than $\frac{15}{16}$ inch in diameter ($\frac{7}{8}$ inch for bats less than 30 inches) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end. Note: Solid one –piece wood barrel bats do not require a USA Baseball logo.
 - **18&U Baseball:** It shall not be more than 36 inches in length, nor more than 2 $\frac{3}{4}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter ($\frac{7}{8}$ inch for bats less than 30”) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark.
- Note 1:** Any player using an illegal bat will be called out and the bat will be removed from the field. The use of an illegal bat occurs when a batter steps into the batter's box. If a player is caught twice using an illegal bat, the player will be restricted to the dugout and the coach ejected from the game.

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Note 2: Only bats allowed for the respective age bracket will be allowed in those games. No illegal bats are allowed in or around dugouts. Tournament officials/Umpires will inspect and label bats, but Managers must take responsible for player safety by ensuring only regulation bats are used. Violation after warning may be grounds for Manager or player ejection.

- **18&U Softball:** The bat length versus weight differential must not exceed -13 with a diameter of 2-1/4 inches. All bats must have the USSSA 1.20 BPF stamp and certified by ASA. 

6. Game Time Limits:

The inning in which the time limit is reached will be the “last inning”. **Note: The “Run limits per innings” for this last inning will be in effect (Refer Rule 8.14).** Scorers will keep time starting from the first pitch and shall notify the umpire when the time limit is reached. The clock can be stopped by agreement between the scorers and home plate umpire for weather, injury or umpire time. Refer **Rule 9.2** for games that end in a tie. Umpires, managers, coaches, players and scorers are all responsible for speeding up the game to try and ensure full innings are played. Catchers should be ready as much as possible. Quick changeovers will be highly encouraged. Managers/coaches should not unduly delay the game with between inning substitutions. The umpires are instructed to aggressively move games along.

Game starting time may not allow for infield practice. Teams and umpires should be ready to immediately play at their game time. Warm-ups can and should be done on the Practice Field or space allocated.

7. Weather Delay Rules (For further weather information refer Appendix A):

- **Round Robin: minimum regulation games:**

If a game already played to “regulation” innings (**Refer Rule 5: Division Specific Data**) is subsequently delayed due to weather or poor light, the following will come into effect:

1. If the visiting team has completed their top half of the inning and the home team is ahead, the game is over.
2. If the visiting team is ahead after completing their top of the inning, or are leading and the home team is coming to bat/batting, the game will be suspended and will be resumed (if possible) from the exact point of suspension (the count on a batter will resume and runners will be placed back on the bases they occupied when play was suspended) once the umpire determines the field has become playable again. Completion of this inning in which play was resumed will result in a winner/loser or a tie. If tied, the game will be recorded as a tie in the standings. Tiebreak will not be played in the ordinary Round Robin in games suspended by weather/lighting and subsequently resumed.

- **Round Robin Shortened “Non-Regulation” games will be accounted for in a specific way:**

Games that “do not” make it to regulation innings (**Refer Rule 5: Division Specific Data**) due to weather will be considered a suspended game and will be resumed (if possible) from the exact point

of suspension (the count on a batter will resume and runners will be placed back on the bases they occupied when play was suspended). In such an instance, the following guidelines apply:

- All suspended games that cannot continue will be allocated a make-up game slot for that day or the following day in order of occurrence (i.e., the first delayed game of the day plays in the first available make-up slot for that field, then the second and so on).
- Games once resumed will only be played until completion of the inning that results in regulation innings having been played. Completion of this inning will result in a winner/loser, or a tie. If tied, the game will be recorded as a tie in the standings. Tiebreak will not be played in the ordinary Round Robin in games suspended by weather/lighting and subsequently resumed.

Note: If it is determined by the Tournament Director that suspended game(s) cannot be resumed due to weather conditions, which result in a backlog of games that the tournament schedule cannot accommodate, the game(s) will be recorded as a "Tie" in the standings. Runs scored and allowed will be tallied and counted as of the last completed inning. All pitches thrown in the game, including those in any incomplete innings, count towards the daily and cumulative pitch counts. The incomplete game will be considered as a "game" for purposes of determining the maximum number of games per day a pitcher may pitch.

8. Game Specific Rules:

8.1. The use of bat boys/girls is prohibited during warm-ups, practices and games.

8.2. Teams' rosters shall have a maximum of 16 players per team. A player may be registered on and participate with only one team. **Refer Rule 8.4 below for substitutions.**

8.3. Shorthanded Rule:

- **All Baseball Divisions (Refer LL Rules - 4.16 & 4.17 and NFHS Rule 3 - Sec. 1):**

A game may not start with less than nine (9) players. **Note:** A tournament addendum to **LL Rule - 4.17 and NFHS Rule 3 - Sec. 1** is in effect where a game may continue and finish with, but not less than, eight (8) players should a team not be able to field nine (9) players due to injury/illness.

- **18&U Softball (Refer ASA Rule 4, Section D):**

1. To start a game:

- a) A game may begin or finish with less than nine (9) players to start.
- b) The vacant position must be listed last in the order.
- c) An out will be recorded when then vacant position in the batting order is scheduled to bat.

2. To continue a game once started with a full team listed on the line-up card:

- a) If a team begins play with nine (9) players only listed on the roster due to reasons that were previously approved by the tournament director, that team may continue a game with one (1) less player in the batting order whenever a player leaves the game because of injury/illness other than ejection.
- b) Under no circumstances will a team be permitted to bat less than eight (8).

8.4. Substitutions by Age Bracket: (Note: For 8&U refer Appendix B):

- **10&U and 12&U Baseball:**

Each manager has a option of: 1.) Batting all in the lineup card (maximum of 14 players); or 2.) Batting 9 starters with the remainder of the players named on the lineup card as substitutes (e.g. 9 batters with minimum of no substitutes up to 5 substitutes).

Note:

- If option 1 is selected, follow the below steps:

- a. **Everyone listed in the Manager's line-up card bats, and teams keep the same batting order throughout the game. Tournament allows a maximum of 14 players in the line-up for any given game.** Players on the team's roster but omitted from the lineup card may sit in the dugout, but cannot coach bases or otherwise participate in games in which they are not listed in the lineup card.

- b. Free substitutions allowed in the field for each inning, *except* for the pitcher (the player once removed as pitcher can be switched to another defensive position, or if substituted, can re-enter the game in any defensive position except pitcher **(Refer Rule 8.13)**).

- c. **In the case of an injured or ejected player, his/her position in the batting order will remain vacant and skipped over without penalty, unless the team no longer has the minimum number of players to field a team.**

- If option 2 is selected follow **Little League Rule: 3.03** as modified below. (In summary Rule 3.03 says: If a substitute enters the game, he/she must play 6 defensive outs and have one at bat before the starter can re-enter the game. A starter can reenter anywhere in the lineup. Only starters can re-enter the game). **Our Tournament rules modify Rule 3.03 in that for the substitute entering the game he/she must play only 3 defensive outs.**

- d. Once the batting order in the lineup card has been set at the start of the game, this cannot be changed (order or number) unless due to injury or illness. Players on the team's roster, but omitted from the lineup card, may sit in the dugout but cannot coach bases or otherwise participate in games in which they are not listed in the lineup card.

- e. Free substitutions allowed in the field for each inning, *except* for the pitcher (the player once removed as pitcher can be switched to another defensive position, or if substituted, can re-enter the game in any defensive position except pitcher **(Refer Rule 8.13)**). A substitute entering the game will take the place in the batting order for the player substituted for and must play three (3) defensive outs. Once a substitute is removed from the game, he/she cannot re-enter. A starter can re-enter the game once in any position in the batting order, but only after the substitute has played the mandatory three (3) defensive outs.

- f. For innings shortened due to meeting run limit, players in the field for the entire inning will be deemed to have played 3 defensive outs.

- **14&U and 18&U Baseball:**

- a) Tournament allows a maximum of 14 players in the line-up for any given game. Players on the team's roster but omitted from the lineup card may sit in the dugout but cannot coach bases or otherwise participate in games in which they are not listed in the lineup card.

- b) **Designated Hitter (Player) Rule (18&U Baseball Only):**

NFHS Rule 3- Section 1 –Art. 4: A hitter may be (not mandatory) designated for any one starting player (not just pitchers) and all subsequent substitutes for that player in the game. A starting defensive player cannot be listed as the designated player in the starting lineup. Designated Hitter (DH) for said player shall be selected prior to the start of the game, and his name shall be included on the lineup card presented to the umpire-in-chief and to the official scorer. A team forfeits the use of a DH if it fails to declare a DH prior to the game. If a pinch hitter or pinch runner for the DH is used, that player becomes the new DH. **The player who was the DH may re-enter as the DH under the re-entry rule.** A DH and the player for whom he is batting are locked into the batting order. No multiple substitutions may be made that will alter the batting rotation. The role of the DH is terminated for the remainder of the game when: a.) the designated player, or any previous defensive player for whom the DH batted, subsequently bats, pitch-hits or pinch runs for the DH; or b.) the DH or any previous DH assumes a defensive position.

- c. **Extra hitter (EH) Rule (14&U Baseball Only):**

An extra hitter (EH) is allowed and adds a tenth batter to the batting order if so chosen. Take note that the Designated Hitter (another player batting for the pitcher) will NOT be allowed still in 14&U.

The impetus for the rule is simply to more easily involve a greater number of players in the game. The EH rule stipulates the following:

- **The EH must be declared on the starting lineup.** An EH cannot be added to the lineup after lineups become official at the plate meeting.
- **The EH may bat in any spot in the batting order.** However, the EH spot in the batting order may not change during the game. That is, if you have the EH in the three-hole at the start of the game, the EH remains in the three-hole for the entire game, irrespective of substitutions into and out of the EH slot.
- **The EH is eligible for substitution and re-entry into the game.** The substitution and re-entry rules are in effect and apply equally to the EH. This means you can sub in a new EH during the game, and in most cases re-enter the original EH later in the game
- **The EH may be entered into the game defensively.** Combined with the free re-entry rule, this means that a manager can make defensive moves that include the EH, including swapping a defensive player for the EH, whereupon the defensive player that was just swapped out can become the new EH. In short, the manager can shuffle his ten players in the batting lineup among the nine defensive positions. These are defensive swaps, not substitutions.
- **The EH role may not be eliminated during the game.** Once you start with an EH, you must keep the EH for the entire game. The only exception is if your team drops to only nine players due to injury, ejections, or players leaving early.

- d. **National Federation of High School (NFHS) Rule 3, Section 1: Substituting**, will be in effect for 14&U and 18&U age brackets. **Refer Appendix C.**

- **18&U Softball:**

Follow **LL Rule 3.03** as the substitution rule, all other substitution rules in the LL and ASA rules will be ignored, including **ASA Rule 4, Section 3 (Designated Player)**.

- 8.5. The **Infield Fly Rule** is in effect for 12&U, 14&U and 18&U Baseball.
- 8.6. **Dropped 3rd Strike** is in effect for 12&U, 14&U and 18&U Baseball
- 8.7. **For 8&U, 10&U and 12&U Baseball:** No leadoff is allowed. The base runner cannot leave the base until the ball crosses the plane of home plate. For 18&U Softball follow **ASA Rule 8, Sec. 4**
- 8.8. **Runner Advancing from 3rd Base on a Pass Ball or Wild Pitch:**
 - **For 8&U and 10&U Baseball:** The base runner cannot advance from 3rd base on a "Pass ball" or "Wild Pitch".
 - **For 12&U, 14&U, 18&U Baseball and 18&U Softball:** The base runner can advance from 3rd base on a "Pass ball" or "Wild Pitch".
- 8.9. **For 10&U and 12&U Baseball:** A batter is out for illegal action if he/she fakes a bunt and then takes a full swing (**No slap bunts allowed**).
- 8.10 A **pinch runner** will only be allowed in the case of injury. Any other replacement runner who enters the game for a current runner will be considered a substitute. The pinch runner must come from one of the players on the bench and not from the current line-up.
- 8.11 A **courtesy runner** for the catcher is the player who made the out previous to the catcher's at bat. There shall be no courtesy runner in the top half of the first inning. The catcher for whom a courtesy runner is designated must have caught the previous inning. This applies to all divisions. This is an option of the coach, but highly encouraged to move the game along.
- 8.12 **Playing the position of both pitcher and catcher in a game:**
Any player, who has played the position of catcher in four (4) or more innings for the day, is not eligible to pitch on that day. A pitcher who throws pitches that reach the daily limit requiring 1 day rest (e.g. 51 pitches for 14&U) for the day cannot play the position of catcher for the remainder of that day. Note: For the purpose of tracking catcher innings, an inning is counted as soon as the catcher receives one pitch in that inning. As such, for example, a player can catch a **maximum** of 3 innings if they intend to also pitch for that day.
- 8.13. **Once a pitcher is removed from the mound:**
 - **8&U Baseball:** Not applicable.
 - **10&U and 12&U Baseball:** May not return as pitcher.
 - **14&U and 18&U Baseball:** A pitcher moving to a different position, but remaining in the game, can return as a pitcher any time in the remainder of the game, but only once per game. **Note: this supersedes any reference to this scenario in Appendix C: NFHS Rule 3 – Sec. 1/Art 2.**

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- **18&U Softball:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time (and multiple times if necessary) in the remainder of the game. The

starting pitcher, once removed from the game, may re-enter as pitcher at any point in the game and anywhere in the lineup, provided the re-entrant's substitute has played six (6) consecutive defensive outs and batted at least once.

8.14. Run Limits per inning:

- **8&U Baseball:** The run limit is 5 runs per inning.
- **10&U Baseball:** The run limit is 5 runs per inning.
- **12& U Baseball:** The run limit is 6 runs per inning.
- **14&U and 18&U Baseball:** The run limit is 9 runs per inning.
- **18&U Softball:** The run limit is 6 runs per inning.

8.15. Mercy Rules will be applied as follows:

- **For all Round Robin Games:**

- a. **8&U Baseball:** There is no mercy rule for this age division.
- b. **10&U and 12&U Baseball:** If, at the end of 3 innings (2½ if the home team is ahead), one team leads the game by a score of 15 or more runs, the game will be declared over by the home plate umpire. If, at the end of 4 innings (3½ if the home team is ahead), one team leads by 10 runs or more the game will be declared over by the home plate umpire.
- c. **14&U & 18&U Baseball and 18&U Softball:** If, at the end of 4 innings (3½ if the home team is ahead), one team leads the game by a score of 15 or more runs, the game will be declared over by the home plate umpire. If, at the end of 5 innings (4½ if the home team is ahead), one team leads by 10 runs or more the game will be declared over by the home plate umpire.

Note: In addition, the Tournament Director can invoke the mercy rule or a time limit if warranted by a slow rate or uncompetitive play.

- **For all Playoff, Consolation, 3rd Place and Championship Games:**

- a. **8&U Baseball:** Not applicable.
- b. **10&U and 12&U Baseball:** If, at the end of 4 innings (3½ if the home team is ahead) one team leads the game by a score of 15 or more runs, the game will be declared over by the home plate umpire. If, at the end of 5 innings (4½ if the home team is ahead) one team leads by 10 runs or more the game will be declared over by the home plate umpire.
- c. **14&U, 18&U Baseball and 18&U Softball:** If, at the end of 5 innings (4½ if the home team is ahead), one team leads the game by a score of 15 or more runs, the game will be declared over by the home plate umpire. If, at the end of 6 innings (5½ if the home team

is ahead), one team leads by 10 runs or more the game will be declared over by the home plate umpire

8.16. Balks:

- a. **8&U, 10&U and 12&U Baseball.** There will be no balk calls.
- b. **14&U and 18&U Baseball:** Balk calls are in effect. **Note for 14&U Baseball** only, the first balk call for each new pitcher will be a warning where the umpire will instruct the pitcher as to why the balk call was called. Subsequent balk calls will be enforced per the rules.

8.17. Base Runners:

a) 10&U and 12&U Baseball:

In line with **Little League Rule 7.08 (a) (3)**: Any runner is out when he/she does not slide or attempt to get around or avoid a fielder, who has the ball and is waiting to make a tag or is in the act of receiving the ball such that a tag or attempt to make a tag is possible on the play. Similarly, a fielder without the ball must yield the right of way to all runners or be subject to an obstruction call. The umpires will assess the appropriate penalties, which in this case, is usually the runner being awarded the next base. While it is the runner's responsibility to avoid a collision by either sliding or attempting to get around the fielder, the umpire on top of the particular play in making his call will be guided by the circumstances described above on whether or not the fielder has the ball and is waiting to make a tag, or is waiting to receive the ball and can attempt to make a tag on the same play, or does not have the ball and therefore creating an obstruction to the advancing runner.

b. 14&U and 18&U Baseball:

National Federation of High School; **Rule 8. Baserunning, Sec. 1 - Art 1 and Art 2.**

8.18. Head First Slides:

- For **10&U and 12&U Baseball**, no head first slides are permitted by advancing runners. However, runners are permitted to return to base head first.

8.19. Curve Balls:

- **10&U and 12&U Baseball:** pitchers are not allowed to throw curve balls.

9. General Tournament Specific Rules:

9.1. The outcome of a **Forfeited Game** (both games not started and games underway) is 7-0 for all age groups.

9.2. Tie Breaker Rules:

1. For Round Robin games:

Baseball & Softball:

- Round Robin games that are tied after completion of the final inning (**Refer Rule 5:**

Division Specific Data), but before the game time mark has been reached, play extra inning(s) until: a winner/loser is determined prior to the game time mark being reached; or completion of the inning in which the game time mark has been reached which will result in a winner/loser or tie. Tiebreak will not be played in the ordinary Round Robin games.

2. For Playoffs, Championship and Consolation games:

Play normal innings until game time mark is reached in accordance with the following:

Baseball:

- If tied after completion of the final inning, but before the game time mark has been reached, play extra inning(s) until a winner/loser is determined prior to the game time mark being reached.
- If tied when the game time mark is reached, complete the inning. If still tied, go to the tiebreaker process (refer below).
 - Place a runner on second base, no one out for the first extra inning.
 - Place a runner on first and third, no one out for the second extra inning.
 - Continue the second extra inning process above until a winner is decided.

Softball:

- If tied after completion of the final inning, but before the game time mark has been reached, play extra inning(s) until a winner/loser is determined prior to the game time mark being reached.
- If tied when the game time mark is reached, complete the inning. If still tied, go to the tiebreaker process (refer below).
 - Place a runner on second base, no one out for the first extra inning
 - Continue the process above until a winner is decided.

Note: Baseball & Softball

- The runner(s) are always the last batter(s) from the previous inning.
- Existing line up continues, and regular sub rules remain in effect.
- No run limit/ no mercy rules apply.
- Innings/pitches count against pitching/catching limits.

9.3. Tournament Placing Tie Breaker Process:

Baseball:

If two or more teams are tied in the standings after the round robin games conclude, the following

format (in exact order) will be used to assign rankings for the Playoff Round:

1. Head to head record(s) among the tied teams
2. If still tied, fewest number of runs allowed in the tournament to date
3. If still tied, highest number of runs scored in the tournament to date

4. If still tied, then by a coin flip

Softball:

Team Standings/Ranking Point System	
Win	3 Points
Draw	2 Points
Loss	1 Points
Forfeit/defeat	0 Points

In the event of a tie in the team standings after the round robin games conclude, the following formula will be used to assign rankings for the Playoff Round:

1. Least amount of runs given up.
2. If still, most number of runs scored.
3. If still tied, then by coin toss.

- 9.4. **Overage players:** Teams may request roster exceptions for overage players with the primary purpose of completing minimum rosters (and specifically not to materially improve the team). Teams should do everything possible to find eligible player options before requesting exceptions. Availability of alternative age eligible players will be taken in consideration for allowing an exception. Teams considering exception requests to allow overage players should make the request as soon as the exception is known. **No overage players may pitch or catch in the tournament. Players older than six months overage will NOT be considered.** The Tournament Committee's decision is final, and exceptions may be revoked during the tournament if the accepted player is deemed by the Tournament Committee as being inappropriate for the age group, or inappropriately improving the competitiveness of the team. Any exceptions granted will be communicated to all teams at least 7 days before the Tournament. **Catching or pitching by an overage will result in game being forfeited and the Manager being ejected, and is grounds for disqualification of that player, the Manager and/or the team for the remainder of the tournament at the sole discretion of the Tournament Committee.**
- 9.5. Roster change requests made within 7 days of the tournament will be assessed at the sole discretion of the Tournament Committee.
- 9.6. For all divisions: Uniform numbers must be designated in each team's roster; and these numbers should remain the same on all uniforms for each player throughout the tournament. If an emergency arises due to problems occurring with a player(s) uniform which results in the player(s) wearing a uniform with a number that is different from the respective player(s) number and name listed in the official tournament roster, the Manager of the affected team will, prior to the start of the game, alert the opposing Team Manager, the Plate Umpire and the Score Keeper's table. If there are problems that arise because of this situation, the Tournament Director/Committee member will make the final ruling.
- 9.7. Adult coaches will be allowed to coach the bases from the marked coach's boxes in all divisions. For safety, it is recommended that in this situation the catch wear a catcher's helmet. **Note: For 8&U, 10&U and 12&U, a player is not allowed to coach the base.**
- 9.8. If the batter throws the bat excessively during their turn at bat, that batter shall be warned the first time and thereafter that batter shall be called out. Umpires shall note the first warning with the scorer and coach.

- 9.9. Coaches may visit the mound, but if twice in the same inning they must remove the pitcher from pitching duties for the remainder of the game. The pitcher is, however, permitted to remain in the game in another fielding position. Crossing of the foul base line into the field is considered a "mound visit".
- 9.10. Deliberate or dangerous play will not be tolerated and the offending player will be ejected from the game and possibly the tournament at the discretion of the Tournament Directors
- 9.11 Any player warming up a pitcher must wear a facemask.
- 9.12 All substitutions and player changes on the field must be reported to the umpire and official scoring table at the same time prior to play resuming after the change. Failure to report will result in a warning by the umpire and forfeiture of the team's right to protest official scorers' statistics.
- 9.13 A player with an injury that is bleeding or open must be immediately treated. All contaminated clothing and equipment must be cleansed of any blood prior to the player being allowed to resume play. The wound must be covered. If bleeding re-occurs and cannot be controlled, the player must then be removed from the game. For purposes of this rule the, injured player may re-enter the game as long as their position in the batting order is not altered. The substituted player can re-enter the game in accordance with the normal substitution rule.
- 9.14 At the completion of each inning and game, coaches are encouraged to confirm with the scorer the number of pitches thrown by his respective pitcher(s). The scorer is to advise the umpire if the pitcher is close to or at their pitching limits. The umpire may advise the relevant coach; however, it is the coach's responsibility to ensure that the pitcher does not exceed the limits. **Not applicable for 8&U Baseball.**
- 9.15 In the event of a dispute of playing rules, which cannot be resolved on the playing field, the plate umpire will refer the matter to the Tournament Umpire-In-Charge (UIC) or his/her nominated delegate and the Tournament Director for final determination, as protests will not be accepted.
- 9.16 The team designated as the "Home Team" for the semifinals and finals will be the team with the highest ranking after the round robin. In the case of identical records, head-to-head will determine the Home Team. If they have not played, a coin toss will decide.
- 9.17 Metal spikes **are not allowed**.
- 9.18 Umpires have full authority
- Any umpire can disqualify a Manager, Coach or player for unsportsmanlike conduct. In addition, the home plate umpire may eject spectators displaying poor behavior.
 - No Tournament official or umpire may reverse another umpire's judgment call unless asked to do so by the umpire making the call.
 - Umpires are responsible for checking the following before each game:
 - a) Players Cleats
 - b) All Bats
 - c) Catchers Gear
 - d) Batting Helmets

9.19 First day of the tournament, all bats have to be inspected by tournament officials/umpires and marked (labeled or marked with tape) for tournament use.

9.20 Designation of Manager and Coaches

Each team will designate one "Manager." The Manager is the head coach for the team. "Delegation leader" is a different designation that some regional programs call a "Manager". For the purposes of this tournament, the "Manager" is the in-the-dugout Head Coach. Each team may have up to two other persons designated as "Coaches" on the final team roster submitted to the Tournament Committee no later than 7 days prior to the tournament. Only the Manager and Coaches may be in the dugout during the game.

9.21 Only the Manager may protest umpire decisions:

Only the designated Team Manager may question an umpire's call, and then only with regard to a rules interpretation. **No one may challenge a judgment call.** No other persons, including coaches, delegation leaders, team moms, parents or anyone else may challenge an umpire's call for any reason. Doing so makes the individual(s) liable to ejection from the fields.

9.22 Protests and Appeals limited

- **There are no appeals of judgment calls. (e.g, Ball/Strikes call; Runner called out or not; etc.)**
- The right of appeal to the home plate umpire is limited to rules interpretations. Only the Manager may challenge or discuss umpiring decisions, and then only with the home plate umpire.
- No other appeals will be heard and the home plate umpire's decision is final. A member of the Tournament Committee and/or the Tournament Head Umpire may or may not be on site to assist the home plate umpire with rules-based calls.
- Appeals regarding forfeits must be lodged with the Tournament Committee with any two members forming a quorum.
- Protests must be made on the same day in person to a member of the Tournament Committee. The committee member will confer with at least one other committee member and both Managers before making a decision. Should two Tournament Committee members come to an agreement; the protest is considered resolved without further right of appeal. Decisions regarding reinstatement of disqualified or ejected teams, players, managers, coaches or spectators must be made with a unanimous agreement of the Tournament Committee.

9.23 The official tournament schedule will present the visiting team first and the home team second. The home team will use the dugout on third base line. The visiting team will use the dugout on the first base line. Upon completion of a game, teams are to vacate the dugouts as expeditiously as possible, and to remove all waste as a courtesy to teams playing the next game.

9.24 For game timing purposes, the 'next inning' starts immediately upon recording the last out of the prior inning.

9.25 Spectators may view the game from behind the backstop, but managers and coaches may not. No coaching advice (irrespective of the source) may be offered to players from behind the backstop. This also includes from the score-keeping table directly behind home plate.

- 9.26 Deliberate or dangerous play will not be tolerated. An offending player will be ejected from the game and/or the Tournament at the discretion of the game's home plate umpire or Tournament Director or any two members of the Tournament Committee.
- 9.27 Only bats allowed for the respective age bracket will be allowed in those games. No illegal bats are allowed in or around dugouts. Umpires will enforce this, but Managers must take responsible for player safety by ensuring only regulation bats are used. Violation after warning may be grounds for Manager or player ejection.
- 9.28 Neatly stacked bats and helmets are allowed outside the dugout. No bags, catcher's gear or balls are allowed outside the dugout.
- 9.29 Managers or Coaches may warm up pitchers between innings, but players warming up pitchers *must* wear a regulation facemask.
- 9.30 The strike zone is from midway between the armpits and the belt, and the top of the knees within the width of home plate.
- 9.31 There is no need to throw four balls for an intentional walk. Four pitches are still added to the pitcher's game and cumulative pitch counts and the batter takes first base.
- 9.32 Electronic devices are allowed in the dugout. It is acceptable for those in the dugout to make or receive phone calls and texts.
- 9.33 Ejections - If a Manager, Coach or Player is ejected from a game for any reason, he must leave the field area entirely for the remainder of that game and the following game. This includes the dugout, stands, scoring table, sideline fences and all other areas adjoining the field. If an ejected Manager/Coach/Player remains at the field, this is grounds for the Manager/Coach/Player to be ejected from the tournament and the team forfeiture of the game. Teams are encouraged to have at least 2 manager/coaches designated for each team in case one is ejected from a game.
- 9.34 Substitutions** - Substitutions must be announced to the official scorer and the home plate umpire at or before the time they occur. **(Refer Rule 8.4).**
- 9.35 Batting:
- a) The on-deck position is allowed provided that the on deck batter positions himself/herself in the on deck area located *behind* the batter.
 - b) Protective elbow/arm pads for batters may not be thicker than 2.5cm/1 inch.
 - c) In order for a batter hit by a pitched ball to be awarded first base the player *must* attempt to avoid being hit by the pitch and the pitch in question must be a ball. Players determined by the home plate umpire to have leaned into pitches or made no effort to move away from an inside pitch will not be awarded first base. The umpire will instead make a 'ball' or 'strike' call and the at-bat will continue.
 - d) The home plate umpire will give a warning to a batter and Manager the first time a bat is thrown. The second time a batter throws a bat, he/she is ejected from the game and an out is called.

9.36 Team Banners and Program Banners

No team or program banners, with or without corporate logos, or any other advertising are permitted without prior SAS EAA approval. Teams wishing to hang team banners without advertising may do so with the place determined by SAS EAA staff.

APPENDIX A:

LIGHTNING POLICY:

SAS is connected with the national lightning grid linking to all schools in Singapore. When the weather bureau detects lightning in the school's vicinity, a siren sounds and a rotating light flashes at the football stadium grandstand and the baseball field concession stand. When this happens, **all play ceases with immediate effect with all players and spectators taking shelter in designated areas in accordance with SAS policy.** These designated areas will be identified at the Manager's/Coach's meeting prior to the start of play.

The minimum delay once the siren sounds is typically 30 minutes.

http://www.weather.gov.sg/wip/c/portal/layout?p_l_id=pub.1023.5 provides weather radar maps for all of Singapore.

Play will *CEASE* when lightning constitutes a danger as determined by the home plate umpire, either of the two competing Managers or *any* member of the Tournament Committee, *even if* the lightning detection systems does not activate.

RAIN POLICY:

Play will continue in drizzle or moderate rain unless the pitchers cannot grip the ball and/or batters cannot safely grip the bat as determined by the home plate umpire or any member of the Tournament Committee, at which point the game is suspended.

It is the home plate umpire's call alone whether to begin or resume play when there is standing water in the infield.

HAZE POLICY:

When Singapore experiences compromised air quality as a result of hotspot activity in the region, we are committed to the safety of our team delegations and families, and want to outline the criteria we use for the possible suspension/cancellation of tournament events and activities. We will strictly adhere to the **"SAS Haze Decision Matrix"**.

In summary:

- A. As a tournament, we will monitor the air quality on a daily basis during a period of heightened concern by checking the local government - reported Pollutants Standard Index (PSI) so that we are aware of any changes in air quality. □
- B. The Singapore National Environment Agency (NEA) has introduced bands and descriptors for the 1-hr concentration readings for fine particulate matter (PM2.5). The 1-hr PM2.5 concentration readings will facilitate planning for the immediate activities while the 24-hr PSI reading should be used to plan ahead for the next day activities. □
- C. SAS utilizes both the **24-hr PSI** reading and **1-hr (PM2.5)** in the decision making process. □

D. As a tournament, we will strictly adhere to the Singapore American School "Haze Decision Matrix" which is detailed below:

SINGAPORE AMERICAN SCHOOL

Haze Decision Matrix

updated September 10, 2019

We monitor the air quality on a daily basis by checking the local government-reported Pollutants Standard Index (PSI) so that we are aware of any changes in air quality. The data is collected by the National Environment Agency (NEA) and will be shared with building administrators, school leaders, and nurses.

101-150

When the index reaches 101, minimize prolonged strenuous outdoor physical exertion. For elementary and middle schools, all outdoor physical activities (PE, swimming, competitive matches, etc.) will be stopped and moved indoors wherever possible. For high school, outdoor physical activities is restricted to skills and drills only. (All competitive games will be rescheduled or cancelled.)

151-200

When the index reaches 151, all outdoor activities and community events will be moved indoors or cancelled. Local outdoor field trips will be cancelled unless activities are conducted indoors.

201-300

When the index reaches 201, minimize time outdoors. All outdoor activities will be moved indoors or cancelled. All community events are cancelled. Overseas field trips are cancelled unless travelling to unaffected countries. Distance learning can be offered upon request.

301+

When the index reaches 301, avoid all outdoor activity. All outdoor activities and events are cancelled. The decision, if any, to close the school will be made by the superintendent (or designee). In the event of a school closure, the SAS community will be notified via SMS and announced on the school website and MySAS portal.

- E. When the **24 hrs. PSI is above 100** and the **1-hr PM2.5 is above 57** for 8&U, 10&U, 12&U and 14&U Baseball, and the **24 hrs. PSI is above 150** and the **1-hr PM2.5 is above 100** for **18&U Baseball and Girls Softball**, all games in process will be halted and will follow the process outlined in **Rule 7: Weather Delay Rule**.

Note: If it is determined by the Tournament Director that suspended game(s) cannot be resumed due to haze levels continuing to exceed the threshold defined limits, which result in a backlog of games that the tournament schedule cannot accommodate, the game(s) will be recorded as a “Tie” in the standings. Runs scored and allowed will be tallied and counted as of the last completed inning. All pitches thrown in the game, including those in any incomplete innings, count towards the daily and cumulative pitch counts. The incomplete game will be considered as a “game” for purposes of determining the maximum number of games per day a pitcher may pitch.

- F. Scheduled games not started that are impacted by any/all suspended games will also be rescheduled to available time slots if the haze levels continue to exceed the threshold limits indicated above.
- G. When the **24 hrs PSI is above 151** and the **1-hr PM2.5 is above 101**. All outdoors games will be halted and will follow the above mentioned weather delay rule. All teams, families, umpires, tournament staff and volunteers will be required to move to available indoor spaces until the haze levels fall into acceptable levels.
- H. When the **24 hrs PSI is above 200** and the **1-hr PM2.5 is above 150**. All Tournament games and outdoor activities are cancelled.
- I. If you would like to learn more about air quality, PSI readings, and related information, you may visit the Singapore government’s NEA website at: <http://www.nea.gov.sg/>.

Our tournament location at the Singapore American School on the NEA map will be “North”.

APPENDIX B:

8&Under Baseball - Coach Pitch Rules and Guidelines

Umpires: Umpires will be provided for all games. Coaches are not allowed to umpire.

The length of game time: Game time limit is one hour. The last inning is the inning in which the game time limit has been reached. There will be no more additional innings of play. The umpire is responsible for keeping time and notifying the coaches when the last inning has been reached.

Team Roster: Teams' rosters shall have a maximum of 16 players per team. A player may be registered on, and participate with only one team. Tournament allows a maximum of 14 players in the line-up for any given game. Players on the team's roster but omitted from the lineup card may sit in the dugout,

Everyone in the team's roster present for the game bats, everyone plays the field. Each team will change from offense (batting) to defense (fielding) after three (3) outs have been recorded or after all the offense players (Batters) have batted once through their entire order. Note: in the last inning in which the game time limit has been reached, each team will bat until three (3) outs have been recorded, or the all players in the batting order have batted. Games will end in a win, loss or tie. There will be no tiebreakers

Batters will be pitched to by a coach.

Coach can stand (or kneel) and "must" pitch overhand at a safe distance of at least 20 feet from home plate at which an accurate pitch can be delivered. **NOTE: While delivering a pitch, arm position should be at where a flat trajectory can be achieved.** If the Batter reaches six (6) pitches, or four (4) strikes whichever comes first, there is a change of hitter but no out is recorded. Outs are only recorded on defensive plays from the opposing team in the field.

Only five (5) players (including the pitcher) are allowed in the "infield" area.

Note: Before a ball is hit, the child in the pitchers position must be inside the pitcher's "circle" area (a real or imaginary 5 – foot diameter circle). The catcher position will be a coach/parent, and the player designated as catcher will be placed in safe position at the coach's discretion – remember safety. The player catcher in this situation will make the defensive plays at the plate. There are no limits to the number of outfielders placed on the field.

There is no stealing of bases: Runners are allowed to leave the base once "contact" has been made with the ball.

Runners cannot advance from 3rd base on a pass ball by the catcher

After a ball is hit fair, play will continue until a defense player has the ball in his possession while on the pitching circle or standing on home plate. The player may also raise the ball into the air to signal his desire to end the play. Umpire(s) will then call "time" and if needed place the runners at their correct base. (Next base forward if the runner is more than half way to the next base.)

On any attempted play at a base, the runners may advance on an overthrow situation. The runners run at their own risk, and only 1 base. If the ball goes out of play, 1 base is awarded.

Coaches will be allowed on the field during games. This is a good opportunity for further instruction.

Batter will be given ONE WARNING for throwing his bat, after which the player will be called out.

No infield fly rules.

No bunting.

Weather shortened games: Refer Rule 7.

Field dimensions: Distance that the coach-pitcher feels is safe and at which an accurate pitch can be delivered); 60 feet between bases.

APPENDIX C:

2019 NFHS BASEBALL RULE 3

Rule 3 Substituting—Coaching—Bench and Field Conduct— Charged Conferences SECTION 1 SUBSTITUTING

ART. 1 . . . After the lineup cards are official (1-1-2) prior to the game, the player listed as pitcher shall pitch until the first opposing batter has been put out or has advanced to first base. In any other case, a substitute may replace a player of his team when the ball is dead and time has been called. The umpire-in-chief shall record any reported substitutions on the lineup card and then announce immediately any change(s) to the opposing team. Projected substitutions are not allowed. In each of the following situations, the ball is declared live by the umpire-in-chief. Should there be no announcement of substitutions, a substitute has entered the game when the ball is live and:

- a. a runner takes the place of a runner he has replaced,
- b. a pitcher takes his place on the pitcher's plate,
- c. a fielder reaches the position usually occupied by the fielder he has replaced, or
- d. a batter takes his place in the batter's box.

PENALTY: If the starting pitcher does not face one batter, he may play another position, but not return to pitch.

For discovery of an illegal player (2-36-3) on offense by an umpire or either team, that player shall be called out and restricted to the bench/dugout for the duration of the game. An illegal player discovered on defense shall be restricted to the bench/dugout for the duration of the game. If a restricted player re-enters the game on offense, he shall be called out immediately and ejected upon discovery by an umpire or either team. If he is a defensive player, he shall be ejected upon discovery by an umpire or either team.

The penalty for illegal substitution shall supersede the penalty for batting out of order.

If the player should score a run, advance or cause a play to be made that allows another runner(s) to advance, discovery must be made by an umpire or either team before the first pitch to the next batter of either team. This would invalidate the action of the illegal offensive player. Any out(s) made on the play stands and all other runners return to the base(s) occupied at the time of the pitch.

In a game-ending situation, discovery must be made before all infielders leave the diamond (i.e., all infielders cross the foul lines).

An illegal player on defense shall be replaced immediately upon discovery by the umpire or either team. If an illegal player on defense is involved in a play, and the infraction is discovered by an umpire or either team prior to the first pitch to the next batter of either team, the team on offense has the option to let the play stand or to allow the batter to bat again.

Any player for whom an illegal player substitutes may re-enter only if he is eligible to do so under the re-entry rule (3-1-3).

ART. 2 . . . If a pitcher is replaced while his team is on defense, the substitute pitcher shall pitch to the batter then at bat, or any substitute for that batter, until such batter is put out or reaches first base, or until a third out has been made. To ensure that the requirements of this article be fulfilled, the umpire will deny any coach-defensive player conference that will violate the rule. If a pitcher is incapacitated or guilty of flagrant unsportsmanlike conduct, this rule is ignored. A player may be removed as pitcher and returned as pitcher only once per inning, provided the return as pitcher does not violate either the pitching, substitution or charged conference rule. If the pitcher, because of an injury or being incapacitated, is replaced as pitcher

and the above rule is not satisfied, or if his replacement requires more warm-up throws than permitted in 6-2-2 exception, he cannot return to the game as a pitcher.

ART. 3 . . . Any of the starting players may be withdrawn and re-entered once, including a player who was the designated hitter **(18&U only)**, provided such player occupies the same batting position whenever he is in the lineup. The pitcher is governed by the provisions of Article 2 above. A substitute who is withdrawn may not re-enter. A starting pitcher who is replaced in the top of the first inning while his team is at bat shall be governed by the provisions of Articles 1 and 2 above.

ART. 4 . . . (Note: This applies to 18&U Baseball only).
A hitter may be (not mandatory) designated for any one starting player (not just pitchers) and all subsequent substitutes for that player in the game. A starting defensive player cannot be listed as the designated hitter in the starting lineup. A designated hitter for said player shall be selected prior to the start of the game, and his name shall be included on the lineup cards presented to the umpire-in-chief and to the official scorer. A team forfeits the use of a designated hitter if it fails to declare a designated hitter prior to the game. If a pinch hitter or pinch runner for the designated hitter is used, that player becomes the new designated hitter. The player who was the designated hitter may re-enter as the designated hitter under the re-entry rule. A designated hitter and the -player for whom he is batting are locked into the batting order. No multiple substitutions may be made that will alter the batting rotation. The role of the designated hitter is terminated for the remainder of the game when: a. the defensive player, or any previous defensive player for whom the designated hitter batted, subsequently bats, pinch-hits or pinch-runs for the designated hitter; or b. the designated hitter or any previous designated hitter assumes a defensive position.

ART. 5 . . . Any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional. (See NFHS Suggested Guidelines for Management of Concussions.)

ART. 6 . . . A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgment. The re-entry rule applies to starters. If there is any amount of blood on the uniform, it shall be changed or cleaned before that individual participates again. (See Communicable Disease Procedures.)