

2016 Tigers Classic Men's Tournament Rules.

Teams are to be made up of players of a social nature which can include:

- Players registered below the top grade in the major competitions (i.e Auckland, North Harbour, Hutt Valley, Wellington and Christchurch)
- Players from any team where there is only one grade in their competition (i.e Invercargill, Dunedin, Nelson, Blenheim etc)
- Players who are of an international masters age (35+)

Players do not have to be registered with the team/club that they are playing for in the tournament but need to meet the above criteria.

All players for a team are to be submitted on the first line up of the tournament. Any additional players to a line up will need to be confirmed eligible through discussion with a tournament organizer/s.

Each game will be of 1 hour & 15 minutes duration and will finish on the hooter no matter if the start has been delayed. This includes playoffs and the final.

The winner of each game in section play will be either:

- a. If the game is in the bottom of the inning and the team batting is ahead this team is the winner
- b. If the game is in the bottom of the inning and the team batting is behind the result at the last completed inning is taken.
- c. If the game is in the top of the inning, the result of the last completed inning is taken.
- d. Draws will count in section play.
- e. In post section play, where a game ends in a draw (after 1 hour), and the result can not be determined by section play rules (from a, b, or c above) the current inning will be completed. At the end of that completed inning, if there is still a tie, a tiebreaker inning will commence immediately, until a winner can be decided.

Points

2 point will be issued for a win and 1 point will be issued for a draw.

All SNZ rules will be adhered to with the exemption of bunting and stealing.

Bunting is outlawed

- a. If a player is deemed to have intentionally bunted the ball the play is dead, a strike is added to the count and the batter is to return to the batters box. Where the batter already has 2 strikes the count moves to 3 strikes and the batter is an out.
- b. Bunting is where the batter squares round and there is no swing of the bat to make contact with the ball.

Stealing

- a. Stealing is only allowed on a passed ball or wild pitch
- b. Where a player steals a base outside of these situations the play is dead and all base runners are to return. The batter is to return to the box with the same count.

Pitching

Pitching is to be of a standard to which the batter can compete.

Protests

Protests can be made by submitting \$50 with a protest committee member. Where a protest is unsuccessful the money is non refundable.

If a protest is made during a game the time limit will continue and time will not be taken off for the duration of the protest.

Please remember, when thinking about protesting, that this is a social tournament.

Tied Teams

Where teams are tied on points to determine placing's, the teams will be ranked by the lowest runs conceded in the section play.

Where teams are tied on runs conceded then they will be ranked by runs scored.

Designated Players

Designated players, batters and runners will not be used. If a runner is required for an injury then the last out for that team will be used. This may only be used once per inning. Additional injuries will be deemed as a replacement.

A runner may be used for a catcher (to put his catchers gear on for the next inning) only when there is two outs. The runner will be the player that was the second out of the inning.

Dead Balls

With the exception of the fenced diamond the dead ball area between 1st and 3rd bases will be deemed a dead ball.

If the umpire thinks that any other foul ball may endanger spectators they will call a dead ball immediately. If called the ball will immediately be dead no matter if caught. There will be no protest on this matter.

Umpiring

Each team is required to provide umpires during the tournament. We have tried to have umpiring on the diamond you have just played. We may have blues for some games but not confirmed yet.

Balls

A ball will be issued to each team at the start of that tournament for use in all games that you play.

2016 John Williams Memorial Tournament Rules

Teams are to be made up of players of a social nature which can include:

- Players registered below the top grade in the major competitions (i.e Auckland, North Harbour, Hutt Valley, Wellington and Christchurch)
- Players from any team where there is only one grade in their competition (i.e Invercargill, Dunedin, Nelson, Blenheim etc)
- Players who are of an international masters age (35+)

Players do not have to be registered with the team/club that they are playing for in the tournament but need to meet the above criteria. All players for a team are to be submitted on the first line up of the tournament. Any additional players to a line up will need to be confirmed eligible through discussion with a tournament organizer/s.

Each game will be of 1 hour & 15 minutes duration and will finish on the hooter no matter if the start has been delayed. This includes playoffs and the final.

The winner of each game in section play will be either:

- a. If the game is in the bottom of the inning and the team batting is ahead this team is the winner
- b. If the game is in the bottom of the inning and the team batting is behind the result at the last completed inning is taken.
- c. If the game is in the top of the inning, the result of the last completed inning is taken.
- d. Draws will count in section play.
- e. In post section play, where a game ends in a draw, and the result can not be determined by section play rules (from a, b, or c above) the current inning will be completed. At the end of that completed inning, if there is still a tie, a tiebreaker inning will commence immediately, until a winner can be decided.

Points

2 point will be issued for a win, 1 point will be issued for a draw

All SNZ rules will be adhered to.

Umpiring

Teams will umpire their own games as is done in regular season.

Pitching

Pitching is to be of a standard to which the batter can compete.

Protests

Protests can be made by submitting \$50 with a protest committee member. Where a protest is unsuccessful the money is non refundable.

If a protest is made during a game the time limit will continue and time will not be taken off for the duration of the protest.

Please remember that this is a social tournament

Tied Teams

Where teams are tied on points to determine placing's, the teams will be ranked by the lowest runs conceded in the section play.

Where teams are tied on runs conceded then they will be ranked by runs scored.

Dead Balls

With the exception of the fenced diamond the dead ball area between 1st and 3rd bases will be deemed a dead ball.

If the umpire thinks that any other foul ball may endanger spectators they will call a dead ball immediately. If called the ball will immediately be dead no matter if caught. There will be no protest on this matter.

Balls

A ball will be issued to each team at the start of that tournament for use in all games that you play.