

# *Grizzlies Cornfest Rules*

## **RULES:**

- 1. The purchase and consumption of alcoholic beverages is permitted in the licensed area only.** Any teams or individuals caught drinking in public unlicensed areas (including trunk bars at any Cornfest location) will be ejected from the tournament immediately, with no refund, and could be subject to a fine in accordance with local by-laws.
- Mitchell Slo-Pitch League rules apply, to both Men's and Women's divisions, unless expressly outlined below.
- New USSSA, ASA 2000 and ASA 2004 Bat Rules will apply. The tournament committee reserves the right to declare other bats illegal if necessary. If caught using an illegal bat, the player is an out and ejected from the tournament.
- Umpires will be supplied, and their decision is **FINAL!** Absolutely no protests.
- No steel spikes allowed.
- Home team will be decided by a coin flip; further team to make the call. For playoff games the higher seeded team will be the home team. Undeclared team is home team in Men's.
- The large plate rule will be in effect. Runners must *NOT* touch home plate. There is no tagging at the plate or after the commitment line.
- Twenty (20) foot rule in effect at home plate. Absolutely no sliding at home or first base.
- Pitchers are allowed to pitch anywhere between the 10 ft. line and the rubber. Both feet must start in this area. One step or a jump is allowed.
- Bases will be 70 ft. for Men's and will be 65ft. for Women's.
- No players may play for more than one team. Any team with a player playing for multiple teams will be removed from the tournament with no refund. Each player must play 1 game Friday or Saturday to be eligible to play on Sunday.
- Arc: Minimum of 6 feet from the ground, No maximum arc.
- Foul ball on third strike is an out.
- Home plate is dead.
- No leadoffs until ball is hit.
- All games will have a 70-minute time limit, except 1<sup>st</sup> round games will have a 60-minute time limit. Semi-finals and Finals will have no time limit.
- International tie breaker will be used; except for Round Robin play where a tie will stand. If tied after 7 complete innings or time limit, last out of previous inning will return to second base with one out until a winner is decided. Finals will be played straight up.
- Every member of the team will be in the hitting line-up.
- Each team must have at least 9 players to start and finish the game, or the game will be forfeited. The 10<sup>th</sup> batter is not an out. Fire Calls are an exception!
- An injured player that cannot play must leave the game.
- All teams must be ready to play 20 minutes before scheduled time.
- 10-minute grace period will be allowed before a game is forfeited to the team that is present.
- The mercy rule for all divisions is 15 runs after 3 innings or 10 runs after 5 innings. Mercy rule in the semi-final games is 20 after 3 and 15 after 5. No mercy rule in final games.
- Jewelry can be worn at a player's own risk.
- Three courtesy runners will be allowed per game. Anytime, anywhere.
- The home run rule for all divisions is 'Plus 3'. If at any point during the game 1 team has an advantage of plus 3 homeruns, the next batter who hits a homerun, will be called **OUT**. There are no assisted homeruns. The walk off home run rule will be in effect. All runners may leave the diamond.
- Coaches and Captains are responsible for their players knowing the above rules.
- 28. All players are playing at their own risk.**
- 29. Tournament committee has the final say with potential changes during the tournament.**