## General Tournament Information

The Tournament will be hosted and supervised by the Boca Raton Fire Rescue Services Department, and Boca Raton Firefighters and Paramedics Benevolent. For any further information, go to our website (www.BocaCares.org) or contact one of the following:

Event Director : Chris Carr 954-729-6520
Injuries occurring during regular tournament play are to be reported to the Tournament Director \& the Boca Raton Parks \& Recreation Department The City of Boca Raton does NOT carry insurance covering injuries incurred on the field. Players "play at their own risk".

Unfortunately, the Drinking of Alcoholic Beverages is not permitted in any City of Boca Raton Parks. Please do not bring any alcoholic beverages to the park, as this could result in a forfeiture of games and/or removal from the park.

Fighting on the field of play will result in immediate ejection from the game, and suspension from the tournament for those responsible.

Awards will be made to the $1_{\text {st }}, 2_{\text {nd }}$, \& 3rd Place finishers in each of the Divisions. Awards will be gift certificates to a local establishment \& based on availability.

## First Place: $\$ 300$ Gift Certificate

Second Place: $\$ 150$ Gift Certificate
Third Place: $\$ 50$ Gift Certificate
***A and B divisions all get a Gift Certificate for 1st, 2nd, and 3rd place respectively, along with a trophy.
. Tournament Rules

1. This is a USSSA tournament. USSSA rules, as outlined in its latest publication, will govern play.
2. All the Rules apply to both Pool Play \& Divisional Play-off Brackets.
3. All teams must submit a player roster containing no more than twenty (20) names 30 minutes before their $1_{\text {st }}$ game at the registration table. All team members must have Department ID available throughout the tournament. Fire Department, EMS \& Law Enforcement personnel only, as random team ID checks may be made during the Tournament. Civilians such as Chaplains, Inspectors, Reserves, Explorers, Crime scene techs, etc are eligible as long as they have a current Department Photo ID. If wristbands are used, any player not wearing the wristband will not be allowed to play.

If the player was not listed on the roster then the team will forfeit. Players can play for two teams as long as the player is listed on both rosters by the $2_{\text {nd }}$ Pool Play game; can only play for one team at a time.
4. Bats: This is a supplied bat tournament. If a player steps into the batter's box with an illegal bat, he will become an automatic out. If any players are found to have batted with an illegal bat, the player(s) will be ejected from the game. ( ${ }^{* *}$ see end notes)
5. Games will be played as shown on the official tournament schedule. If a team cannot field nine (9) players at the proper time, the game will be forfeited. Teams will be given a ten-minute grace period for the first scheduled game of the day. A forfeit will be recorded as a 7-0 final score.
6. There will be a 1 hour time limit, unless conditions warrant otherwise. The Semi-finals will be 1:30, and the Championship game has no limit in time. The Tournament Director reserves the right to modify the game time limit and format (ie, One-pitch) in the best interest of completing the tournament in a timely manner.
7. No infield warm-up time will be provided; only 1 minute between innings.
8. The team manager/coach is the only person to discuss calls with the umpire. If another player does, he will receive one warning. After that, he will be ejected from the game.
9. All teams are requested to wear matching Uniform shirts with 4" or Larger numbers on the back. Numbers on jerseys are required...no number, no play
10. The umpire will keep the score on the field. It is the responsibility of both teams to ensure that the correct amount of runs are counted during the game and to check with the umpire after each team bats. The umpire will maintain the game scorecard, confirm with both teams at the end of the game and turn it over to the Tournament Director to record on the Tournament Standings Board.
11. Teams must start and finish all games with at least nine (9) players. Teams may bat up to 12 players, but must inform the umpire \& other team prior to start of game. If a batting position is voided it is an out.
12. Mercy rule: 20 runs after 3 innings, 15 runs after 4 innings, 10 runs after 5 innings.
13. The 3-2 rule will be in effect. There will be no extra foul ball
14. Strike zone: A legally pitched ball that strikes the mat or the plate is considered a strike
15. Home Run Rule: There is a cap of 4 home runs per team per game. After that it is considered an out.
16. Extra Innings or if tied after time limit: One Pitch with last batted out on 2 nd base. Other rules stay in place.
17. Courtesy Runner Rule:

- The courtesy runner must be the last registered out.
- One courtesy runner per inning will be allowed.
- $\quad €$ In addition, a courtesy runner may also be designated for any two players currently in the game as long as the umpire and other Team is notified prior to start of the game. The players must also be designated by their number and/or name.
- **Addendum \& clarification

Illegal Bat Rule: Since this is a "Supplied Bat" tournament this shouldn't be an issue. Players can only use the bats that are supplied by the Tournament Host. The supplied bats will be of the following sizes $(26,27,28)$. Players should leave their bats in their gear bag (no personal bats outside the dugout).

- Screen/net Rules:
- after the ball is released the pitcher must fully step behind the screen and then can move to make a play on a ball. If the pitcher does not first move behind screen before attempting to make a play, it is up to the judgement of the umpire to call a dead ball and award the batter 1st base.
- If the pitcher tries to get behind the screen and is hit by the batted ball, the ball is in play.
- If a ball is hit and hits the screen it is considered a dead ball. If, at the same at bat, the screen is hit again, it is an out. This rule applies consistent if there are 1 or 2 strikes.
- If there is a play at home plate the net may be turned sideways. If the net is knocked over the runners will be
awarded the next base. the net is part of the field.

This will be a 3 game pool play followed by a tiered Divisional play-off bracket. If a team forfeits any pool game they will be the lowest seed in their Pool. The seeding for each Pool will be done as follows: Win-Loss Record, Head to Head, Runs Allowed, Run Differential. If still tied, the teams can agree to flip a coin, play rock-paper-scissors, play flip-cup, etc. The highest seed will be the home team for their $1_{\text {st }}$ play-off game. Divisional Play-off Bracket Seeding *

All 16 teams teams will advance to the Divisional Brackets. 8 Teams (top 2 in each pool) will start in the A Division \& 8 teams will start in the B Division. The higher seed will be the home team for their $1_{\mathrm{st}}$ Play-off Game.

- This year it is double elimination on day 2(sunday).

The top 2 teams form each pool will be in the A bracket - double elimination tournament, and the bottom two teams will be in the B bracket double elimination tournament.

* Unequal Pools

If the pools have unequal amount of teams then the seeding for Bracket placement will consist of Win-Loss Record (0 losses will be ranked highest, 1 loss next), Average of Runs Allowed \& Average of Run Differential

