

Champions Cup Ragball Circuit Rules

1) Rosters

- a) Rosters are limited to 15 players – 10 players in the lineup at a time with up to 5 alternates.
- b) Rosters must be submitted before the first game.
- c) Rosters are “frozen” and players cannot switch teams during the tournament. Teams found using ineligible players in a game will be forced to forfeit that game and the player will be ineligible for the rest of the tournament.

2) Lineups

- a) Free substitution will allow players to enter the lineup during any inning, but they must remain in the lineup for a complete inning, meaning they must take the field for any inning in which they bat and vice versa.
- b) Lineups will be 6 male and 4 female. Teams can bat 12 players so long as 5 of them are female.
- c) The batting lineup will be limited to 12 players (7 male / 5 female) and no fewer than 8 players (4 male / 4 female).
- d) The lineups must include no fewer than 3 female players. Each team may substitute one (1) female player for a boy age 12 or under at the time of the tournament. Teams found using boys over the age of 12 at the time of the tournament will forfeit that game. Boys substituting for females must provide proof of age.
- e) No exceptions to the lineup rules. If you cannot field enough players or enough female players that are listed on your roster at game time, the game ends in a forfeit.

3) Batting

- a) The batter begins with a 1 ball and 1 strike count. Batters receive 1 courtesy foul on strike 2. A second foul on 2 strikes is an out.
- b) Each team will receive 3 homeruns. Homeruns hit after this will be treated as a foul ball. If the player has used their courtesy foul and hit a homerun with two strikes, that batter is out.
- c) Bands
 - i) DHH Bands - Homerun bands will be available for purchase PRIOR to the team's first game for \$20. No bands will be available for purchase after the first pitch of a team's first game. Teams are limited to 2 bands per team. Homeruns hit by those who purchase homerun bands will **NOT** count against the teams available of 3, after which the home run bands will allow unlimited home runs. Homeruns hit by females will not count against the team's total. In-the-park homeruns will not count against the team's total. Outfield errors that result in the ball going over the fence are considered four base errors and not homeruns and will not count against a team's total.
 - ii) DHH Bands can NOT be transferred between players during the tournament, except when a player becomes injured or must leave the event. The player who forfeits the band is ineligible

unless an additional band is purchased. No switching of bands between players in-game or between games.

(1) DHH Band Walk Rule – If a banded hitter is walked (intentionally or unintentionally) the “band” carries over until a homerun is hit, OR until the NEXT DHH batter comes to the plate.

(2) Lady’s Band – Lady’s Bands are available for purchase PRIOR to the team’s first game for \$10. This band allows the bearer to take the next open base at the **conclusion of the play**.

- d) When a player (male or female) is walked (intentionally or unintentionally), and is followed by a female player (or 12 or younger substitute), that female player also is walked.
- e) Bunting is not allowed; all swings must follow-through.
- f) Teams that hit homeruns are expected to send people to retrieve those balls. Please cooperate.
 - i) The tournament director or lead umpire have the authority to suspend play against teams that refuse to retrieve homerun and fouled balls.

4) Fielding

- a) When female players are batting, **ALL infielders** must play between a step behind - to a step in front of the base paths. Players failing to lineup this way will result in a balk.
 - i) Players making outs when lined up improperly will result in a safe call. Female players are allowed free range when male players bat.
 - ii) Only one female “rover” is allowed when females are at bat.
 - iii) There is no lineup requirement when male players are at bat.
 - iv) There is no requirement to play a certain number of males or females in positions. For example all four infielders may be female or vice versa. However, 4 of the players on the field and in the lineup must be female.
- b) When female players are batting, all outfielders (other than the one rover) must play the fence or chalk line in the outfield. Players failing to lineup this way will result in a balk. Players making outs when lined up improperly will result in a safe call.
- c) Pitchers are allowed to cover home plate.
- d) Infielders and catchers are not allowed to block a base or plate.

5) Base-running

- a) Pinch runners are allowed once per inning. The player being pinch ran for must be replaced by the last out made by the same sex.
- b) Fielder’s interference will be called when a runner fails to avoid a player attempting to field a ball or interferes with a thrown ball – intentionally or unintentionally.
- c) Runners suspected by the umpire of intentionally stepping on an infielder’s foot or ankle, or “spiking” an infielder with a slide, will be immediately ejected from that game.

6) The game is over when:

- a) At the completion of 7 innings or 6 ½ innings if the home team is ahead.
- b) At the completion of the 55 minute time limit if the home team has batted in that inning.
- c) The 10 run rule after 5 innings or the 15 run rule after 3 innings.
- d) When a team cannot field 8 players, 4 of which are female, at game time. That team forfeits with a 0-1 score.
- e) When 2 players from the same team have been ejected from the game, that team forfeits.
- f) 5 minutes after game time is forfeit time. If a team is short players, they are automatically the visiting team. If a team is short players and are awaiting a teammate, and both teams agree, the game can be delayed 10 minutes and truncated at the end. If neither team has enough players for the start of the game, the game ends in a 0-0 tie.
- g) During pool play, if the game is tied at the end of regulation, the game is ended in a tie and both teams get 1 point towards pool standings.
- h) Games in the elimination tournament cannot end in ties. If the game is tied after the end of 7 innings, extra innings are played until a winner is determined.

7) Pool Play

- a) During pool play, winning teams receive 3 points and losing teams receive 0 points. In games that end in ties, both teams receive 1 point.
- b) The order of finish in pool play will determine seeding in the elimination tournament. Teams will be seeded as to not meet any other teams from their pool until the semi-finals.
- c) Tie-breakers for seeding are as follows:
 - (1) Total points
 - (2) Head to head record
 - (3) Runs scored differential
 - (4) Fewest runs allowed
 - (5) Coin Flip
- d) During pool play, the home team is determined by a coin toss by the home plate umpire with the team managers at game time.

8) Elimination tournament

- a) During this portion of the tournament, games cannot end in ties. If the game is tied after the end of 7 innings or 55 minutes (or before if run rules apply), extra innings are played until a winner is determined.
- b) There is no time limit for the championship game. The game is over after 7 innings or if run rules apply.
- c) The higher seeded team is the home team. If two teams meet and have the same seeding, the home team is determined by the home plate umpire with the team managers at game time by coin flip.

9) Sportsmanship

- a) Managers are asked to review sportsmanship with their teams and to remind them that these events are for charity and/or community building and that the players are expected to conduct themselves as respectable adults.
- b) The only member of a team who is able to discuss calls with the umpire is the team manager that is in charge of the team. No exceptions. Players other than the designated manager who attempt to discuss calls with the umpire will be warned. A second warning will result in an ejection.
- c) Players and fans are not allowed to be abusive or threatening to the umpires, fans, scorekeepers, or other players. Abusive language or threatening behavior will result in an ejection.
- d) Any team that has two players ejected from the same game will forfeit.
- e) Scorekeepers will keep the official score assisted by the umpires when possible. If not possible, the team captains will review the score with the umpire between innings.
- f) Balls and strikes will be kept by the home plate umpire. All on-field decisions by the umpire are final. Do not expect the tournament directors to overturn calls.
- g) Any boy playing as a girl is expected to be able to show proof of age prior to the team's first game. Players using ineligible boys as girls will forfeit.

10) Uniforms and Equipment

- a) Open toed shoes, sandals, and bare feet are not allowed and players will be disqualified until they can find acceptable footwear.
 - i) Metal cleats are allowed. However, no sliding into bases leading with metal cleats. Metal cleats are NOT allowed when tournaments are played on artificial surfaces.
 - ii) If the umpire determines that a player intentionally "cleats" a fielder or baserunner, that player will be removed from that game. A second removal in one tournament will lead to the disqualification for that player.
- b) Ragballs will be provided by the tournament. Warm-up balls will not be provided and tournament balls cannot be used for warm-ups.
- c) All bats must have the latest stamps: USSA, NSA, ASA. Please adhere to the "spirit of the game" and not use loaded or otherwise illegal bats.

11) Safety

- a) Teams may be asked to sign a team waiver form at registration.
- b) Any player under the age of 18 must have a minor waiver signed by a parent or guardian prior to participating.

12) Other rules not covered here will be covered by the USSSA class C handbook.