



**2009 Battle for the Bell
Tournament Rules & Regulations
NSA World Series Qualifier
May 23rd - 25th, 2009**



Fields

Pennypack on the Delaware

All teams must check in at the Pennypack "River" fields one hour prior to their first game. The directions to the fields are listed below or visit www.philadelphiaspiritsoftball.com.

Tournament Director

Ron Grzywna: 215-341-1005

Format

Saturday: Bracket Play, 3 games

Sunday: Bracket Play, 3 games

Monday: Single elimination games. Teams will be seeded 1 through 6 for 12U and 1 through 10 for 16U based on the results from Saturday and Sunday pool games with the following criteria:

1. Best record (Win = 2 points, Ties = 1 point)
2. Head to Head
3. Fewest runs allowed
4. Most runs scored
5. Coin Toss

7-game guarantee, weather permitting

Note: All teams participating in this tournament must be registered and sanctioned by NSA. Teams must show their approved NSA roster and proof of liability insurance with a minimum of \$2M upon check-in.

Rules

All rules are governed by the 2009 NSA Rule book. In addition, the following guidelines will be followed.

1. All games will be subject to no new inning after 1 hour 30 minutes per game on Saturday and no new inning after 1 hour 20 minutes on Sunday. The official start time is announced by the home plate umpire at the start of each game, and must be written in the home team's scorebook. This should be the same as the "scheduled" start time. If a start time is not established, the "official" start time will be the scheduled start time. The umpire's time (stopwatch) is the official time. No new inning may begin after 90 (80) minutes has expired. When the 3rd out is recorded (in the bottom of an inning), the next inning would officially begin. For example, if your time limit is due to expire at 9:20, and the 3rd out was recorded at 9:19, the game would continue. If the time was 9:20 the game would be completed. Requests for stopping the clock will only be granted after the incident has delayed the game five minutes or more. If there is less than five minutes remaining in the game, then stoppages will be made upon manager's request after one minute.
2. All teams are required to present a copy of their game line-up to the umpire and opposing coach at least ten minutes prior to their scheduled start time. Line-up changes during the game must also be reported to both parties.
3. In pool play on Saturday and Sunday the winner of a coin toss prior to the start of a game will have choice of being home or visitors. In championship play on Monday the higher seeded team will have the choice. Dugout choice is on a first come, first serve basis.
4. Courtesy base runners may be used for the pitchers and catchers at any time. The replacement runner can be the player who made the last recorded out or a player who is not currently in the game. In either case, that player must be ready to "take the base" when the request is made.
5. No infield practice prior to games. If time allows teams may warm up prior to their games on the grass area only. No hitting balls into fences as batting practice.
6. The home team keeps the official "scorebook". The umpire/UIC has the final determination on all scorebook disputes.
7. Unlimited international tiebreaker innings will be used to determine a winner in single elimination games on Monday. For pool games on Saturday and Sunday, one inning of international tiebreaker will only be used in games, where time is still remaining on the clock after completing seven innings. As a result some games may end in a tie.



**2009 Battle for the Bell
Tournament Rules & Regulations
NSA World Series Qualifier
May 23rd - 25th, 2009**



8. In the first inning pitchers are limited to five warm-up pitches. Between innings warm-ups are limited to three pitches or one minute, whichever comes first.
9. Forfeits are scored as 7-0 victory.
10. There will be two umpires provided on all the games. In the event that only one umpire reports on either day, the game will still be played and no protests over this issue will be allowed.
11. Each team must report each game's score (win or loss) to the scoring area, tournament director or their designee.
12. All games will be subjected to the mercy rule as follows:
 - 12 runs after 3 innings
 - 10 runs after 4 innings
 - 8 runs after 5 inningsLosing team must be bat in the inning which the mercy rule is invoked.
13. Everyone involved are expected to show good sportsmanship. If the umpire/UIC determines that anyone who demonstrates any misconduct, he/she may be asked to leave or ejected from the field.
14. Protests on any issue other than an umpire's judgment will require a \$75 cash fee. Protests on an umpire's judgment will not be allowed and no fee will be accepted. Protests on rule or procedural interpretations during a game must be made before the next pitch and will be decided upon before the game is allowed to continue. Protests on rule/procedures that occur at the end of the game must be made before the next game begins on that field. Protests on player eligibility must be made before either team starts their next game and will be decided upon before either team continues play. The protest committee will be made up of any part of the following: tournament director, site director, tournament UIC, site UIC or any of their designees. If the protest is upheld the \$75 will be refunded. If the protest is denied the fee will be forfeited.
15. Forfeit time is game time. Only the UIC of the tournament can declare a forfeit. However, the director's discretion may be used if unique circumstances warrant otherwise.
16. Teams must be prepared to play fifteen minutes prior to the scheduled game time, or one hour ahead of schedule due to inclement weather. Otherwise, a forfeit may be declared.
17. There will be no time limit in the championship games for each age bracket. Games will be played to completion at seven innings, six innings for 10U.
18. In the event of inclement weather, the tournament director will call the manager of each team and/or by e-mail. If a team is still unclear as to their game situation, the team manager only may call Ron Grzywna at 215-341-1005.
19. If inclement weather or other conditions impede the normal progress of the tournament, the director reserves the right to change the tournament format in order to achieve the maximum number of games played or to declare an order of finish.
20. The City of Philadelphia prohibits the use of grills on the premises.

The team manager has the responsibility to verify their standing for Monday elimination games. The results and seedings will be posted in the tournament page at www.philadelphiaspiritsoftball.com/battlebell09.html Sunday evening. All seedings are final.

Best of Luck to all teams! We wish you a safe tournament and season!

Ron Grzywna
President
Philadelphia Spirit

Field Directions

Pennypack on the Delaware "River" Fields – 7900 State Road, Philadelphia, PA 19136
From I-95 North

1. Take Exit 30 toward PA-73/Cottman Ave/Rhawn St. (0.1 miles)
2. At the end of the off ramp, turn right at the traffic light onto Bleigh Ave. (< 0.1 miles)
3. At the next traffic light turn right onto State Rd. (0.3 miles)



**2009 Battle for the Bell
Tournament Rules & Regulations
NSA World Series Qualifier
May 23rd - 25th, 2009**



4. The entrance to the fields is on the right with a blue sign for Riverview Homes. If you come to a traffic light at Rhawn St. you went too far. Proceed straight through the gates to the fields.

From I-95 South

1. Take Exit 30 Cottman Ave/Rhawn St. towards PA-73. (0.2 miles)
2. Turn slight left onto Cottman Ave. (< 0.1 miles)
3. At the traffic light turn right onto State Rd. (0.5 miles)
4. See step 4 above.