## WELCOME

 th Annual SDA Tournament IIIIIIIII

RULES and SCHEDULE

## RULES

One (1) courtesy runner per game. Any injured player must be subbed out as per ASA Rules if not batting unlimited.
Home runs: In an effort to speed up play, when a ball is hit over the fence the batter need not run the bases, but simply return to the dugout. Any runners on base can do the same. We are limiting home runs to 3 and progressive, any in excess are dead-ball outs. This means when one team accumulates 3 home runs, they cannot hit another one until the opposing team also has 3 home runs. From that point, neither team can be more than one home run ahead for the remainder of the game.
10 run rule, will be in effect for all games. Meaning that at any point after 5 innings, when one team goes ahead by 10 runs or more, the game is called. Except championship games ( 1 st \& 2nd place only) will have no 10 run rule.
Must have a minimum of 9 players to start a game.
Teams may bat unlimited, but must declare it to the umpire during the pregame meeting at home plate. Thus any player incurring injury can be dropped from the lineup without being assessed an out when his/her batting position comes up. In addition, defensive positions are completely interchangeable without notification to players, coaches, or umpire.
No Fence jumping. Penalty is ejection from that game.
Game time limits: Sunday 1 hour \& 5 minutes, Monday 1 hour \& 10 minutes. Monday Championship games (1st \& 2nd place only) will play full 7 innings.
Batter starts with a 1-1 count and gets one extra foul ball.
Pitchers mound is $6 \mathrm{ft} \mathrm{floating} \mathrm{and} \mathrm{bats} \mathrm{follow}, \mathrm{ASA/USSSA}, \mathrm{1.20} \mathrm{BPF} \mathrm{or} \mathrm{less}$. No Metal Cleats. No Smoking, Alcohol or pets allowed.
Sunday 7:45 am games may have a 10 minute grace period.
Sunday games - scoring rules. Counting runs for and against there will be a maximum of 20 for or 20 against. Each game must be played for at least 5 innings or the time limit. Sunday games can end in a tie.
Monday's Game Only: International tie-breaker is used throughout the tournament. When the official game time of 1 hour and 10 minutes has expired with the score tied up, the last out from the previous inning is sent to second base, and play commences as usual with both teams getting an at-bat.

| TIME |
| :---: |
| $7: 45$ |
| $8: 55$ |
| $10: 05$ |
| $11: 15$ |
| $12: 25$ |
| $1: 35$ |
| $2: 45$ |
| $3: 55$ |


| F-1 | F-2 | F-3 | F-4 | F-5 | F-6 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1-11 | 2-12 | 3-13 | 4-14 | 5-15 | 6-16 |
| 7-17 | 8-18 | 9-19 | 10-20 | 21-22 | 23-24 |
| 25-26 | 27-28 | 29-30 | 1-2 | 3-4 | 5-6 |
| 7-8 | 9-10 | 11-21 | 12-22 | 14-24 | 13-23 |
| 15-25 | 16-26 | 17-27 | 18-28 | 19-29 | 20-30 |
| 1-21 | 2-22 | 3-23 | 4-24 | 11-12 | 13-14 |
| 15-18 | 5-25 | 6-26 | 7-27 | 16-19 | 17-20 |
| 8-28 | 9-29 | 10-30 |  |  |  |
| Monday Games published Sunday at 8pm |  |  |  |  |  |

## NUMERICAL <br> TEAM LIST

Grey Socks
TBA
Oasis Physical Therapy
Doc's Gang
Adrenaline
Medford Misfits
Shine
Seattle Pilots
9 Bases Loaded
10 Rivergate
11 Willamete Valley Tile
12 Bob's Big Boys
13 Wind Works Blue
14 Tides Electric
15 Magnum RBI
16 4-Fun
17 Haynes
18 Andy's Bases Loaded
19 Liberty Coin
20 Caswell
21 Wind Works Green
22 Search 4 One
23 Dirty Dozen
24 Samson Sport
25 Rivermen
26 Bibbers
27 Walla Walls Sew-Vac
28 Hogs
29 Stateline Chiropractic
30 AZ Timeshare

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26 Bibbers
12 Bob's Big Boys
20 Caswell
23 Dirty Dozen
4 Doc's Gang
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15 Magnum RBI
6 Medford Misfits
3 Oasis Physical Therapy
10 Rivergate
25 Rivermen
24 Samson Sport
22 Search 4 One
8 Seattle Pilots

## 7 Shine

29 Stateline Chiropractic
2 TBA
14 Tides Electric
27 Walla Walls Sew-Vac
11 Willamete Valley Tile
13 Wind Works Blue
21 Wind Works Green


## MONDAY - MIDDLE DIVISION




