

## Fantasy Camp Championship Series Official Rules

Rules are designed to make the entire Series an enjoyable experience for everyone.

1. **TIME LIMIT:** Games are 7 innings. No new inning will begin after 2 hours and 15 minutes from the start of the game. Start of the game shall be when the first pitch is thrown. If the game is tied at the end of the time limit, (7innings or 2 hours and 15 minutes), then one more complete inning will be played. If the game is still tied then the game shall be scored as a tie. Only exception is the Championship game, which shall be 7 innings long and in case of a tie then played until complete.
2. **BATS:** All players will use wood bats. (Includes maple, composite or Baum Bats, or bamboo)
3. **ELIGIBILITY:** All players must have played on a previous Fantasy Camp Team, unless previous exemption has been arranged with Tournament Director. In the case of a complete team registration, the team may have a maximum of 3 players who meet all other eligibility requirements but have not played on a fantasy camp team. All players must be 30 years of age or older by May 1, 2010 in order to play. No player under the age of 40 is permitted to pitch.
4. **LEAD OFFS:** No runner may lead beyond the cutout for the base they occupy. Once the pitcher has committed the throw to home plate then a secondary lead may be taken.
5. **STEALING:** Each team gets five steal attempts per game. A steal attempt is defined as any time the runner is in motion before a pitch that has been delivered is swung at, a delayed steal after the ball crosses home plate or the catcher receives the ball, or if a runner takes off toward the next base immediately when a pickoff throw is made by the catcher. Each team is responsible for keeping track of its opponents' steal attempts and conferring to make sure the numbers match up after each inning. If a runner steals and the batter makes contact with the pitch, it is not considered a steal attempt.
6. **PICKOFFS:** Are permitted by the catcher and the pitcher (from the stretch position), and are played according to MLB rules. The runner must be tagged in order to be out and may advance to the next base on an overthrown ball without tagging up.
7. **PASSED BALLS/WILD PITCHES:** Runners can advance only one base on a passed ball or wild pitch, stealing of home is never permitted – even as part of a double steal – however runners can score from third base on a wild pitch or passed ball.
8. **STRIKE THREE:** A batter can run on a dropped third strike with two outs or with fewer than two outs if no one is on first base.
9. **BATTING ORDER:** Teams with 12 or fewer players must bat all players. Teams with greater than 12 players must bat a minimum of 12 players. A/B slotting is permitted. A/B

slots must be completed before the game starts and no team may use more than 2 A/B slots per game.

10. **SUBSTITUTION:** Defensive substitutions can be made at any time.
11. **INJURIES and LATE ARRIVALS:** Players who are injured during the game and can no longer play will be removed from the batting order and not eligible to play the remainder of the game. It will not be an automatic out if the injured player cannot bat. However if a team has A/B slotted a player(s) then one of the B slotted players must fill the vacated spot in the order. Players who arrive after the start of the game can be added to the bottom of the line-up.
12. **COURTESY RUNNER:** A courtesy runner may be used at anytime once the designated batter reaches base. Batters needing runners should be designated prior to the start of the game unless an injury occurs during the game. A courtesy runner should be the batter who made the last batted out. Courtesy runners must be designated prior to the start of the game. If there are 2 outs and the catcher is a base runner, then a courtesy runner must be utilized.
11. **SLIDE:** Base runners **MUST** slide or get out of the way if there is a play to the base they are advancing to. For example if you are forced to second base you must slide into the bag or veer off to the outfield in order to allow the fielder to make a throw to first base. Failure to do so may result in an interference call by the umpire.
13. **PROTECTIVE GEAR:** All batters **MUST** wear a batting helmet. Catcher's skull cap is not permitted while at bat. First and Third base coaches must wear protective head gear.
14. Prior to the start of the game, managers will exchange line-up cards with each other and the umpires.
15. There will be a 10 run **MERCY RULE** after the 5<sup>th</sup> inning.
16. **COURTESY:** This is a time honored game. There is **NO SMOKING** permitted in the dugout or the dugout area. **ALCOHOL** is not permitted anywhere on the field. **WATCH** you language. Umpires are there to make calls, not to be abused. Disputed calls, involving the rules of the game, may only be argued by the team manager.
17. All players must sign a waiver form which must be done prior to the start of the Series. No player will be permitted to play unless the waiver form is signed.
18. Unless otherwise specified, rules of Major League Baseball shall apply.

*\*Rules are subject to change at the discretion of the camp director*