

# 50+ NJSSA State Tournament Rules

- 1) All players must turn 50 YEARS of age during this calendar year.
- 2) All players must be a current member in good standing of the NJSSA.
- 3) Only NJSSA teams are eligible to compete.
- 4) Tournament rosters must be submitted by 2 weeks prior to the scheduled tournament date with a \$100.00 forfeit check (made out to NJSSA). The check will be returned at the end of the Tournament if the team plays all assigned games. The fee will also be returned if a team withdraws up to one (1) week before the start of the Tournament.
- 5) A maximum of 24 teams will be accepted.
- 6) Seeding and placing of teams will be determined by the Tournament Committee. A league official will assist in determining the classification (A, B, C etc.) for their league teams.
- 7) **BATS** - ASA restricted bat list will be enforced. [www.asa.com](http://www.asa.com)
- 8) **COMMITMENT LINE** - Halfway between 3<sup>rd</sup> and home plate at 32½ ft.
- 9) **HOME TEAM** - Coin flip on Saturday. Sunday - Highest seeded team.
- 10) **TIME LIMIT** - at 1 hour, umpire will notify both teams. Complete the inning being played and the next inning is the open inning. No infield after 1st inning. FORFEIT TIME is game time. Team will lose their entry fee and is eliminated from the Tournament.
- 11) **CHAMPIONSHIP GAME** - No mercy rule or time limit. If best of 3, games 2 and 3 are considered the CHAMPIONSHIP GAMES. Highest seeded team is home for game 1 and 3.
- 12) Ten (10) men in the field. Team can start with 8 players. Team can bat as many players as desired. **SLOT OUT** - player leaves game and is not replaced. Slot out first time his spot comes up. NO slot out for injury. Injured player cannot return.
- 13) **FIGHTING** – Player(s) will be removed from the park for the remainder of the Tournament. If it results in a team having fewer than 9 players, a forfeit will result.
- 14) Striking an **UMPIRE** - Forfeit and team eliminated from the Tournament.
- 15) **RUN RULE** - Even plus 5. Last inning is an open inning.

- 16) **MERCY RULE** - 12 runs after 4 1/2 or 5 innings.
- 17) **ROSTER** - Only NJSSA teams. Roster is the roster submitted to the NJSSA in June. Player can play for 1 team. If a player appears for a 2<sup>nd</sup> team, 2<sup>nd</sup> team forfeits game and is eliminated from the Tournament. Manager IS responsible for his roster.
- 18) **UNIFORMS** - All players should wear the same color shirts with number. No duplicate numbers are allowed.
- 19) **TIE BREAKERS** - (Final Standings)
- A. Head to head
  - B. Least runs allowed between tied teams
  - C. Least runs allowed - all games
  - D. Run differential - all games
  - E. 3 way tie - After 1st tie is broken, remaining 2 teams start over at 'A' above.
- 20) **FLIP/FLOP** - If the home team is trailing by 10 or more runs entering the open inning, the home team will bat and the visitors will remain in the field. If the home team does not tie or go ahead, the game is over. If the home team ties or goes ahead, the visitors will come to bat. In a championship game the flip/flop is 15 runs.