



SIGMA ALPHA EPSILON WORLD SERIES SUMMARY OF THE RULES

Listed below are a summary of rules that are most often inquired about from the tournament participants. The tournament, for the most part, will be conducted in accordance with the official softball rules under the guidance of competent umpires, but with some modifications to accommodate tournament format and to make the games more enjoyable for the majority. It has always been the goal of the tournament to facilitate finding a roster spot for any SAE who wishes to play and easing the rules to achieve greater parity between teams so long as it does not result in an unfair advantage to the other teams. We have never deviated from the purpose of the tournament to provide a way for SAE's from all over the world to meet and share in the SAE SPIRIT. The rules listed below do not cover every contingency, but should give each of you a general idea of the tournament format so you can prepare accordingly. Nevertheless, if you have any questions, do not hesitate to call the tournament director.

RULES OF THE TOURNAMENT

1. **Tournament Format:** The tournament will be a double elimination format. Teams will be seeded based on their finish from the prior year and their strength as determined by the host committee. Teams should *note* the game times and locations with the host committee to minimize confusion.
2. **Schedules:** Playing times and site shall be binding on all teams; subject to change by the chairman at his sole discretion.
3. **Regulation games:** Seven innings or one-hour whichever comes first, provided one team is ahead at the end of the play. In the event of a tie game, extra innings will be played until there is a winner. The ten (10) run rule is not in effect. In the event one team is required to play two games in a row, that team is allowed a 10 minute rest between games. The championship game will consist of a regulation seven (7) inning game with no time restriction.
4. **Team Batting Order:** Winner of coin toss prior to each game will select his team's designation as home or visitor. Any team having to use their 10-minute grace period automatically forfeits team designation to the other team.
5. **Umpires:** Umpires shall be in full charge of all games once play officially begins, and decisions shall be final on all judgment calls. The umpire is in charge from the start of the first game until the end of the last game. Thus, any undue harassment of the umpire may result in a players ejection over which the tournament chairman has no control.
6. **Number of Players:** Teams shall consist of ten (10) fielders, but eleven (11) batters may be used (designate extra hitter). A team must consist of at least eight (8) players on the field at all times. Should that not be possible, that team must forfeit. A ten (10) minute grace period may be involved at the start of the game if they are short players. The time is then deducted from the original game time of one hour.
7. **Protests:** Will not be considered if based on supposed error in judgement by the umpire.

8. Pitcher must use an underhand delivery with an arc of at least six (6) feet and a maximum of twelve (12) feet. The umpire must call the violation while the ball is in flight. If the ball is struck by the batter, the ball will be played. However, a warning will be given to the pitcher for the remainder of the game. Any pitch not swung at is a ball. No balks are allowed by the pitcher.
9. Distances: Bases - 75 feet; Outfield - 300 feet; Pitchers mound - 45 feet.
10. Batting: Four (4) balls constitutes a base on balls and three (3) strikes an out, regardless of whether the catcher catches the ball or not. Each batter will start with 1 and 1 count and the batter will be out after the second foul ball on the third strike.
11. Base Runners (Leads): Leads will not be permitted. A base runner can only leave the base, once the ball is either hit or crosses home plate. A player is out if he leaves the base prior to the ball passing home plate. No balks are allowed.
12. Infield Fly Rule: The rule is in effect.
13. Uniforms and Equipment: Team uniforms are encouraged but not required as a condition of play. Shirts and shoes must be worn at all times as a safety precaution and to maintain decorum. NO STEEL CLEATS will be allowed. NO TITANIUM bats will be allowed. All balls will be supplied by the host committee. Teams are required to use the host committee's game balls but are encouraged to use their own gloves and bats.
14. Team Roster: Once a team commences its first game of the tournament, it cannot supplement or substitute its roster by the addition of players from other teams who have participated in the tournament. However, there is no prohibition of a team supplementing its roster with additional players who have not played in any game. This rule embodies the spirit of the tournament to fairly assist any attendee in finding a roster position so that he may participate in the tournament. Nevertheless, this rule applies to SAE's only; non SAE's are strictly prohibited from participation in the tournament.
15. Weather: In the event of bad weather, alternate sites and/or alternate dates may have to be utilized. It is possible that the entire tournament can be rained out if severe weather is experienced. In the event that the event is rained out, no reimbursements to teams are required by the host committee.
16. Food and Beverages: NO ice chests, food or drink will be allowed in the ballpark. This will be strictly enforced by City Park's Security Force. Alcohol (beer), food and other necessary staples will be available in the concession area.
17. Fair Play and Good Will: This tournament is to promote BROTHERHOOD and FRIENDSHIP. Therefore unsportsmanlike conduct by either players or fans may result in the banning from the ballpark.

LET'S HAVE FUN AND A GREAT TIME... TOGETHER!!!!!!!!!!!!!!