

# Homeschool World Series – Rules for Game-play

**National Federation of High Schools (NFHS) rules apply generally, with these clarifications & additions:**

**Brackets and tournament updates:** The tournament brackets specify the intended game times, fields, and matchups for each game in the tournament. Updates to the brackets (or communicated directly from tournament staff) override previously posted schedules; these may occur due to bracket results, weather or other factors. Teams and families should refer to [hwsa.net](http://hwsa.net) frequently for up-to-date information. We strive to post updates as quickly as possible to allow sufficient advance notice for travel time, etc. Failure of players to note a bracket update will not be cause for a delay or replay of any game.

**Number of games:** Weather permitting, teams registered for the full tournament will play a minimum of 5 games and a maximum of 7 games. D3-direct teams will play a minimum of 3 games in addition to a practice/scrimmage game on Monday. The number of games depends on whether a tie-breaker game is needed after pool play, and whether a Q-Game Replay is required.

**Weather contingencies:** We use Wednesday as a rain makeup day, as needed. After Wednesday, we will do whatever it takes to get the tournament completed, even if it means shortening games and/or playing at unusual times. In the event of rainy conditions, please be flexible as we work out field and time contingencies. In all cases, refer to [hwsa.net](http://hwsa.net) for updates.

**COACHES:** please ensure that your cell-phone is charged and monitored with notifications ON at ALL times.

For schedule changes due to weather, teams should be flexible and prepared to play within 2 hours' notice. In the event of lightning, play is halted on all fields signaled by 3 airhorn blasts; teams must take shelter in a dugout. Games are sometimes suspended and restarted later in the day after rain has passed. If a game is stopped *for the day* due to weather, NFHS game completion rules apply...

- If the game is in its first 4.5 innings, or in the bottom of the 5th tied or with visitors ahead, it will be scheduled for restart the next day, picking up from the last play/pitch.
- If the home team is winning any time after 4.5 innings, the game is complete at the current score.
- If tied or the visiting team is ahead after 5.0 innings, the game result depends on the score after the last completed inning. If this is a tie, the game will be set to restart from the last play/pitch; if not a tie, the game is complete at that last inning score.
- If any game which would normally be restarted based on these rules is unable to be restarted, the winner will be determined by the score at the end of the latest complete inning that is not a tie score; if all innings were tied the game is recorded as a Tie.

**Practice fields:** On Wednesday, batting cages are open, but fields are NOT available for practice. Note: All batting cages and fields 5-8 (not S, 1-4) are available for practice on Sunday prior to the tournament, up to 90 minutes per team; first come, first served.

**Official rosters:** The World Series Program contains the official roster for each team. Only players listed in the program roster AND active for the tournament may participate in tournament games. Inactive alternates or players deactivated from the active roster may *not* take the field for game play or be in full uniform. Any discrepancies in jersey numbers from what is printed in the program book should be brought to the attention of the Field Manager and opposing coach before a game starts.

**Coaching attire:** The head coach (manager) and all base coaches must wear team uniforms or overshirts/windbreakers. We encourage base coaches to consider helmets or helmet-hats. Assistant coaches not on the field during game play are exempt.

**Home & Visitor dugouts:** Home (H) and visiting (V) teams are determined by the teams' position on the bracket – the top team listed is Visitor; the bottom team is Home. (You will bat in the order the teams are listed.) Please check the tournament program book or the Tournament Office bracket board for details on each game.

- When both teams are newly arriving at a particular field, the Home team will occupy the First Base Dugout
- When one of the opposing teams has just completed a game *on the same field*, they will remain in their dugout regardless of which team is Home/Visitor. Signs are used to indicate which team is Home for fans and the umpires.

**Dugout personnel:** Only coaches listed on the roster are permitted in the dugouts during games. “Bat boys” are allowed but must wear a helmet at all times. The Home/official scorebook may not be in the dugout, but the Visitor scorebook may be kept in the dugout. Team photographers are allowed in the dugout, but due to insurance rules, are not allowed on the field during warmup or game play.

**Pre-game infield/outfield:** Infield allowed for either team if time allows for both teams to take it (8 minutes maximum allowed per team). Game times will not be altered in order to allow for pre-game infield. Please use the outfields while fields are being prepared.

**Official score book & scoreboard:** The **home** team score book (or tracking app, if it supports pitch-by-pitch tracking) will be the “official score book” for each game. Their scorekeeper may NOT be in the dugout, and must be accessible to the plate umpire. We encourage both scorekeepers to consult together throughout the game. Any technical difficulties with the home team’s scoring will cause the official book to transfer to the visiting team’s scorekeeper. The **visiting** team will provide the scoreboard operator.

**Time limits:** Pool games have a time limit of 2:10h. Unless noted as unlimited, in other games no new inning begins after 2:30h.

**Ties & extra innings:** There will be no tie games. Games in all rounds are played until a winner is determined, regardless of time limits. In pool play extra innings, an unearned baserunner (from just ahead of the inning’s leadoff batter in the order) begins on 2b.

**Equipment requirements:** Only BBCOR-certified bats and NFHS-approved gear may be used in the tournament. At their discretion, the umpires have the right to inspect equipment and to exclude any non-conforming equipment from play.

**Game balls, balls out of play:** HWSA provides game balls meeting NFHS standards. Home run balls may be kept by the team/player; other game balls out of play must be returned to the field or to the Field Manager. Both teams retrieve foul balls along fence and out of play on their respective side of field. Our Field Managers have candy & toys to exchange for ball returns!

**Courtesy runners:** Are allowed at coach’s discretion (with any number of outs) - only for the catcher and pitcher of record (unless the pitcher has a dual-role as DH – see below. In these situations he is batting as the DH and is not allowed a courtesy runner.)

**Mercy rule:** For all games, if the visiting team is ahead 20 runs after 3 innings (or home after 2.5), 15 runs after 4 innings (home after 3.5), or 10 runs after 5 innings (home after 4.5), a mercy rule is engaged and the game is ended at the current score.

**Pitcher usage:** HWSA does not have “pitch count” rules. Coaches are responsible for monitoring the welfare of their pitchers’ arms.

**Florida-specific Pitcher rules:** A few Pitcher-oriented rules differ state-to-state in high school; we follow the Florida state rules on these topics for tournament play:

**Pitcher substitutions:** A starting pitcher may re-enter after being substituted out of a game, but only to another defensive position and not back to the mound.

**Pitcher/DH dual role:** A Starting Pitcher can also be listed as DH, enabling him to remain in the batting order even if removed from the mound. If this dual-role is used the player may not move to any other position in the field.

**3B-fake Balk rule clarification:** The pitcher is allowed to stride & feint toward an occupied 3B with his foot on the rubber, and then step back off the rubber and throw or fake to 1B.

**Protests:** Protests are allowed on potential rule interpretations only; there are no protests on judgment calls by the umpire. Protests must be handled at the time of the dispute before the next pitch. See the protest section in the Rules of Conduct.

**Ejection:** An ejection of a player or coach is considered a serious incident, but we recognize that umpires are human and sometimes overreact based on a misunderstanding of intentions. The HWSA board reserves the right to investigate these situations and, at our discretion, to suspend any player or coach who is ejected from a game, regardless of the reason, for the following game as well. Depending upon the infraction, the HWSA Board of Directors may take additional disciplinary action against an ejected coach &/or player. (See the Rules of Conduct in the next section for more details).

**Medical needs:** HWSA does not staff medical experts onsite for the tournament. For any emergency issues, 911 should be called. For non-emergencies, the tournament office has a list of nearby urgent care facilities posted.