

42nd ANNUAL FORMOSAN CUP TOURNAMENT

OFFICIAL TOURNAMENT RULES

SPN Rules will apply with the following addenda and amendments:

1. ELIGIBILITY

- a. This is a BY-INVITATION-ONLY tournament.
- b. Each team must be comprised of players of Asian descent but may have **up to 3 non-Asian** players per roster. A fourth non-Asian is allowed IF AND ONLY IF that player has played and signed onto a roster in the previous three consecutive Formosan Cup tournaments. The grandfathered player must be specifically stated on the team roster and the Formosan Cup Committee will determine the legitimacy of the said player's Grandfathered Status before approval is granted. **FAILURE TO DO SO WILL RESULT IN THAT PLAYER BEING DEEMED INELIGIBLE TO PARTICIPATE.** Anyone not on the roster is NOT ALLOWED to play in the tournament.
- c. All players must be at least sixteen (16) years of age by the date of the tournament. For those who are not eighteen (18) years of age, a parent consent form must be completed and submitted as part of the registration.
- d. Teams participating in the Co-Ed Team Pitch division must NOT currently play in other competitive tournaments and/or leagues. Teams in the Co-Ed Team Pitch division can have a maximum of 1 SPN D-ranked player on the roster. Players with a higher ranking than D are NOT permitted to participate in the Co-Ed Team Pitch division.
- e. Male players in the Co-Ed Team-Pitch division are NOT permitted to be on any roster for other divisions in Formosan Cup.
- f. **The Formosan Cup Committee reserves the right to deny any team and/or player, and the right to move teams into higher or other categories if deemed necessary for the betterment of the game.**




2. PLAYING FIELD AND DIMENSIONS

- a. **A mat will be used to help determine the Strike Zone.** The mat is to cover the triangle part of home plate; the strike zone is the **home plate square AND the mat.**
- b. **Commitment Line** is drawn 20 feet from the upper left corner of home plate and perpendicular to the third base line.
- c. **The Scoring Line** is drawn from the upper left corner of home plate, and perpendicular to 3rd base.
- d. **All bases will be 70 ft in distance from each other.**
- e. **Pitching Zone:** The pitching zone is 24" wide located 50 to 65 feet from home plate. A pitcher may choose to pitch from anywhere within this zone. ***Co-ed Team-Pitch Division only:** Pitcher must have both feet **behind** the 40 feet line (40' from home plate) **before and after** the pitch. A pitcher's mask is **STRONGLY RECOMMENDED.**

- f. **Double Bag** is used at first base, where the white portion of bag is in fair territory and the orange (safety) bag is in foul territory. If a batted ball hits ANY PART of the white portion, it is a fair ball and if it hits COMPLETELY on the orange portion, it is a foul ball. If a play is made to first base, the batter-baserunners first attempt to reach first base must be to touch some portion of the entire orange base. If (s)he touches only the white base in these situations, (s)he is to be called out. A defensive player must use only the white or some portion of it at all times. If (s)he touches only the orange, it is the same as not touching the white at all: missed base. Once a batter-baserunner has attained first base and time is called, (s)he must use only the white portion of the base. This includes:
- i. After over-running first base or after rounding first base, if applicable, and the baserunner decides not to advance further, (s)he must return to the white portion,
 - ii. after over-running first base, or after rounding first base, if applicable, and the baserunner touches only the orange portion and decides to advance further, (s)he need not retouch the white portion,
 - iii. When tagging up, the baserunner must use the white portion.

3. EQUIPMENT

- a. **For all divisions: USSSA bats** with the new thumbprint stamp or ASA2000 or ASA2004 approved bats must be used. That is a bat is legal if it has any of the three stamps and not be on the ASA banned list.

USSSA thumbprint stamp	ASA 2000 stamp	ASA 2004 Stamp
		

- b. Any team that is found using a **non-approved bat** or altered bat will be penalized with game suspension of the said game, resulting in a forfeit. The next infraction will result in the team being ejected from the tournament.
- c. **SPN Hot Dots** will be used in all divisions.
- d. **Metal Cleats are NOT allowed.** The following penalties are issued if a player is found wearing a pair:
- i. **Offensive team:** Any player on the field (batter, runner, on-deck) found wearing metal cleat is deemed automatically out and the play is dead. There is a possibility of game ejection if the player does not change out of metal cleats.
 - ii. **Defensive team:** A fielder found with metal cleats need to remove him/herself from the field immediately. The following half-inning (when the team is on the offense) will start with ONE OUT for each fielder found wearing metal cleats.
- e. Teams are required to have similar or like-coloured jerseys or t-shirts.

4. THE GAME

- a. **The Choice of First (Visitor) or Last Bat (Home)** at the start of the game shall be decided by a toss of a coin for Round Robin games. The higher-ranking team decides first or last bat in the playoffs. In an event that both teams share the same rankings, then a coin toss will be implemented.
- b. **Starting Time** of all games must start at the scheduled time except for any delay announced by the organizing committee. There will be NO grace period. The games will be played rain or shine. A team must start with a minimum of 9 players to avoid a default. Defaults will be counted in the win-loss record with the default score being 7-0. Teams must be **READY TO START** the game at the scheduled time. If a team is not ready to start, the game will result in a default of the team not ready.
 - i. **Co-ed divisions:** A team must start with a minimum of 9 players (to a maximum of 10 players) with a minimum of 3 females to avoid a default (a catcher must be fielded.) A maximum of 6 male fielders at any time.
- c. **Batting line-ups** MUST be exchanged prior to the start of the game. Any concern with the line-up is to be brought to the umpire and/or Committee by the captain only.
- d. **Mercy Rule** is **12 runs or more after 5 or more complete innings** (or four and a half innings if the home team has scored the 12 runs to mercy). The mercy rule applies after 4-1/2, 5, 5-1/2, 6, etc. In any inning where the mercy rule applies, a team is allowed to score enough runs to bring them inside the run spread (i.e. a team that is trailing by 18 runs in the 5th inning will be allowed to score up to 7 runs to get inside the 12 run rule).
- e. **Inning Mercy Rule** is also in effect. It is lifted in the 7th inning (or final inning as called by the umpire) and the inning is open.
 - i. **Men's and Co-ed Slo-Pitch:** the batting team can score a maximum of 7 runs per inning.
 - ii. **Co-ed Team-Pitch only:** the batting team can score a maximum of 5 runs per inning.
- f. A full game in **round robin game** is 7 innings OR **70 minutes**. The bottom half of the 7th inning will not be played if the home team is winning after the top half of the 7th inning is completed. **No new inning may start after 60 minutes**, and the umpire will call last inning prior to the top half of the inning starting.
- g. **Game limits in the playoffs** follow same rules as aforementioned round robin games; however, **no new inning can start after 65 minutes**.
- h. **Tiebreaker rule in effect in playoffs only.** If there is a tie after 7 innings are completed (or game time has expired), extra innings will be played until a winner is declared. At the start of the extra inning, the last batter out in the previous inning will be awarded 2nd base, and the inning will start with one out. No courtesy runners are allowed for the last batter that was awarded 2nd base.
- i. **There are no time limits in the Championship game;** however, mercy rules are still in effect.
- j. **Rainouts or cancellations** are up to umpire and the Committee's discretion. Four full innings (or 3 and a half if the home team is leading) completed constitutes a complete game.

- k. **No body contact is permitted in the game.** Fake tags are not allowed. Players MAY be ejected from the game and the tournament based on the discretion of the Committee/Umpire for such infractions.
- l. **Challenges** are to be made by team captains ONLY. Challenges made by players are subject to game ejection at the discretion of the umpire.
- m. A player can be ejected from the game at the discretion of the umpire for **disorderly conduct and/or use of inappropriate/offensive language**, and may be ejected from the tournament at the discretion of the Committee. The captain is responsible for ensuring safe and proper conduct of his/her team and his/her respective fans. Should disorderly conduct and/or language (from either players or fans) continue after warnings from the umpire and/or the Committee, the captain can be ejected from the tournament.
- n. **No jewellery can be worn during the game.** Any player on the field found wearing jewellery will be called out. If the player is on the defensive team is found to wear jewellery, the team starts with one out in their next half inning at bat.
- o. The umpire's decision is FINAL.

5. SUBSTITUTIONS/RE-ENTRY/COURTESY RUNNERS

- a. The players in the starting line-up may be substituted for and may subsequently be re-entered once.
- b. A starting player, if re-entered, must occupy the same position in the batting order.
- c. The starting player and the substitute cannot be in the line-up at the same time.
- d. When **illegal substitutions** (a player who is eligible to be in the game but is entered in the wrong position) or **illegal re-entries** are made (a player who is not eligible to be in the game) while the player is playing offensively, the following penalties will be enforced if an appeal is made:
 - i. While the illegal player is at bat, the illegal player is OUT and the next person in the batting line-up is due up.
 - ii. When the illegal player has completed his/her turn at bat and BEFORE the next pitch, the illegal player is OUT and any advance of baserunners as a result of a walk or base hit by the illegal batter is nullified. The baserunners will return to their original position prior to the illegal players' at bat and the next person in the batting line-up is due up.
 - iii. The illegal player has completed his turn at bat and AFTER the next pitch, illegal player is OUT and any advance by baserunners while the illegal batter was at bat is legal. The illegal batter is out and the next batter in the line-up is due up.
- e. Teams are permitted 3 **Courtesy Runners** per game. Anyone on the roster can run as a courtesy runner. Once a courtesy runner has been utilized, (s)he may not be utilized as a courtesy runner for the remainder of the game. If a courtesy runner who is on base must come to bat, another courtesy runner must be used to replace him. If (s)he team has already used three courtesy runners, the batter is out.
 - i. **Co-ed Divisions:** Where a courtesy runner is used, a male must be placed for a male, a female for a female, or a female for male.

6. INJURIES/ EJECTED PLAYERS

- a. In the case of injuries or ejected players where there are no substitute players available, an automatic out is awarded if a player is not able to take his/her place at bat.

7. PITCHING

Mens and Co-ed Slo-Pitch Divisions:

- a. The pitcher must remain inside the Pitching Zone until the pitch is released
- b. The pitched ball must have a perceptible arc of at least **6 feet** from the ground before it passes any part of home plate and shall not reach a height of more than **12 feet** at its highest point from the ground. A pitch that does not meet these requirements will be deemed illegal and a ball is awarded if the batter does not swing at the pitch. In the event that the batter swings, the ball is deemed alive and in play if hit by the batter.
- c. A **quick pitch** is a pitch made by a pitcher with the intent of catching the batter off guard or off balance. This could be when the batter first takes his position or is off balance from the previous pitch. Pitchers will receive one warning from the umpire for these infractions and a no pitch will be called by the umpire, however, every infraction thereafter, a ball is awarded.
- d. A pitched ball is deemed a strike if all of the above requirements are met by the pitcher and the ball strikes the home plate or the mat.
- e. **Substitute pitchers** are permitted at any time. Relief pitchers are permitted 3 practice pitches when entering the game. If a pitcher has pitched at any point in the game and is returning to pitch in the middle of an inning, no practice pitches are allowed.

Team-Pitch Division:

- f. A player from the batting team must pitch to his/her own team. The pitcher must be on the team roster. All batters are allowed **3 pitches**. Batters are deemed out if they fail to put the ball in play after the allotted number of pitches.
- g. **The pitcher must remain inside the Pitching Zone (40 feet from home plate) before and after the pitch.**
 - i. If the ball is hit, the pitcher must do the following: move away opposite to where the ball is hit OR stay where (s)he is and crouch down.
 - ii. If the batted ball makes any contact with the pitcher, the ball is dead and an automatic out will be called for the batter.
 - iii. If the pitcher interferes with the play in any way, the play is dead, and the umpire will make decisions based on the interference accordingly.

8. BATTING

- a. Homerun rule for **Men's and Co-ed Slo-Pitch**: The **match-plus-two homerun rule** is utilized in all games. A team can have a maximum of two homeruns more than the opposing team at any point in the game (inside the park homeruns do not count as a homerun). Every homerun after that will constitute an **OUT**.

- b. Homerun rule for **Team-Pitch**: Each team is allowed **ONE homerun** per game. The second homerun is an **automatic out**, and any homerun henceforth is an automatic **inning-ending out**.
- c. If a ground rule double is awarded, the batter is awarded 2nd, and all baserunners on base are automatically awarded two bases from their original position at the time of the at-bat.
- d. The batter cannot bunt or chop at the ball (a full swing must be applied.) If (s)he does, the ball is dead and an automatic out will be called.
- e. A third strike foul is an out.
- f. **Foul tips** caught by the catcher are counted as an **out**. The batted ball does NOT have to reach any minimum height.
- g. Batters who don't have both feet in the batter's box and make contact with a pitch and the ball lands in fair territory is automatically deemed out. If it lands in foul territory, it is a strike. If the batter's box is wiped out or not visible, the batter's box is to the discretion of the umpire.
- h. In the event that the **batter throws his/her bat**, both teams will receive one warning from the umpire, and the next infraction by either team, the batter will be called out.
- i. **Co-ed Slo-Pitch only**: When a male batter is **walked (regardless of the count) AND with a female batter on deck**, he and all forced baserunners will move up two bases (i.e. if the male batter is walked with a runner on 1st and 2nd, the runner on 1st will advance to 3rd, the runner on 2nd will be awarded home, with the walked batter awarded 2nd. If the male batter is walked with a runner on 2nd, the batter will be awarded 2nd, and the runner on 2nd will be on 3rd). **The female batter that follows must bat.**
- j. **Co-ed Team-Pitch and Slo-Pitch Divisions**: A "**female rotation line-up**" is allowed, where you can rotate only females through spots in the line-up as long as the ratio remains **AT MOST 2 males: 1 female at all times**. For example, if batting 7 males and 3 females, the line up can be: M1, M2, F1, M3, M4, F2, M5, M6, F3, M7, F1, M1, M2, F2, M3, M4, F3, M5, M6, F1, M7, F2, ... The 3 females can rotate through the F1 to F4 spots and wrap around in the rotation. **The males CANNOT be rotated**. If a team is rotating females, this must be made clear to the opposing team (especially the scorekeeper), before the game starts, with the starting female rotation line-up. (Please ask if clarification is needed.)

9. BASERUNNING

- a. Baserunners who cross the commitment line must proceed home.
- b. **There is no sliding at home plate**. The baserunner is ruled out if (s)he touches home plate.
- c. Baserunners cannot leave the base until the pitched ball **crosses the plate**. If the runner leaves the base before the ball crosses the plate, the runner will be called out (for Lead Off). Therefore, anticipation is allowed once the ball crosses the plate. This will be at the umpire's judgement.
- d. **There is an automatic force at home plate**. The baserunner must cross the scoring line without touching or passing over home plate. A baserunner who crosses the scoring line, with at least one foot touching the ground, before the defensive player is able to force out the runner is ruled safe. Tagging is NOT allowed at home, but is permitted at 1st, 2nd and 3rd base.

- e. If the ball is brought out of play by the defensive team, all baserunners will be awarded the base they are running towards, and an additional base. This is at the umpire's discretion.
- f. A batter may slide into first base provided that the runner touches the orange portion of the First Base safety bag. A batter sliding into the white portion will be an automatic out.
- g. No overrunning of any bag except for first base.

10. DEFENSE

Co-ed Team-Pitch only:

- a. There is to be a **maximum of 6 males** with **at least 3 females** on the field. The maximum amount of defensive players on the field is 10 (not including the opposing pitcher.) Therefore, if you would like to utilize 10 fielders, there must be at least 4 females on the field.
- b. Pitcher DOES NOT have to catch the ball thrown in from the OUTFIELD. ONLY the INFIELDBERS can throw it in to the pitcher.

Co-ed Slo-Pitch only:

- c. There is to be a **maximum of 6 males** with **at least 3 females** on the field. The maximum amount of defensive players on the field is 10, including the pitcher. If you have 10 defensive players, there must be at least 4 females on the field.
- d. If a female pitcher is used, the catcher DOES NOT have to be a male.

For all divisions:

- e. **All the fielders (excluding the catcher) must play behind the first-third encroachment line** (this is an imaginary line that extends across the infield – from first base to third base). They can move past the encroachment line if the ball is hit OR the ball crosses home plate.
- f. There cannot be more than 2 defensive players fielding the ball at home plate at one time. If such is the case, the base-runner who is running from third to home is entitled to come home without liability to be put out.

Co-ed Team-Pitch and Co-ed Slo-Pitch Divisions:

- g. **Batter-runner CANNOT be thrown out directly by an outfielder on their first attempt to reach 1st base.** In the event where a runner does not tag up from first, and there is a fly out to the outfield, the outfielder may attempt to throw out the runner at first.
- h. You can have a maximum of 5 infielders (Catcher, 1B, 2B, 3B, SS).
- i. There will be two markers placed at 170 feet from home plate or the 170 feet arc will be chalked/painted into the outfield grass. All outfielders must start behind the **170 feet defensive arc, until the ball is batted.** Only infielders are eligible to play within that 170' arc.

11. SCORING/RANKINGS

- a. **Score sheets** must be used for each game. Line-ups must be exchanged prior to the start of the game.
- b. Teams must verify the score after EACH HALF INNING of play.
- c. Each team must inform the umpire and the opposing team of any changes in line-up (i.e. substitutions, re-entry, and courtesy runners). The changes must be recorded on the official score sheet.
- d. At the end of each game, **the WINNING team must have the umpire SIGN the score sheet and is responsible for returning the score sheet to the Formosan Cup Headquarter. Preliminary report of score by way of EMAIL with a PHOTO ATTACHMENT of the score sheet is allowed** (email to info@formosancup.ca). If the winning team fails to electronically submit the score **within 1 hour** of the completion of the game, the game will result in a default. However, the hard copy must still be submitted within **3 hours** upon completion of the game.
- e. After round robin play is complete, team rankings will be compiled. Rankings will be based on the following criteria (in this order):
 - i. Win/Loss Records
 - ii. The run differential rating of each team; team with higher plus-minus record is ranked higher. Run differential will NOT be based per inning. Therefore, if the home team wins the game 14-7, the run differential is +7 (regardless if the home team had the opportunity to bat in the last half of the inning.) Regardless of the final score, the maximum run differential a team can obtain is +7 (consequently, the losing team receives a run differential for that game of -7.)
 - iii. Winner of head-to-head matchups between teams (if all tied teams have played each other).
 - iv. Total runs scored by each team, with the team scoring more runs ranked higher.
 - v. A coin-flip, with the correct caller being the higher ranked.

12. PENALTIES, SUSPENSIONS, AND EJECTIONS

- a. Falsification of records:

Falsifying information on the registration form, deliberate attempts to impersonate a valid team member, purposely applying for an improper or lower division – ALL team members (including players, coaches, and captains) are considered responsible and may be held liable. Minimum suspension in Formosan Cup: 1 year.
- b. The Formosan Cup Committee shall have the right to suspend any player and team, without compensation.
- c. If a player or team has been disqualified from Formosan Cup, all members must leave the event/facility/headquarters immediately for the duration of the tournament.