**MindsEye**

**2023 BeepBall Tournament Rules**

# Teams: Each team will:

* Have a maximum of 12 players on its roster per game. Teams are allowed more than 12 players throughout the tournament.
* Play at least 5 blindfolded batters/fielders throughout the game and, when on offense (batting), add a pitcher and catcher (without blindfolds); when on defense add 2 spotters (without blindfolds).
* Designate one team member as Captain. They will represent their team in all communications with the umpire, base operator, spotters and other tournament officials.

**Tournament Officials:** \***Note to players\*** **Please keep in mind that officials are volunteering time for this event. Occasionally they will make mistakes just like professional paid umpires/officials. Please avoid being aggressive towards these individuals. They are doing the best they can and are out here supporting the same mission that you are.**

* **Head Umpire.**

- Be positioned behind home plate.

- Call and count passes (balls), strike and outs.

- Make decisions on the batter/runner (safe, replay, dead ball, interference, obstruction, malfunctioning equipment, etc.).

- Call out "Foul Ball", "Dead Ball" or "Safe", as appropriate.

\*A hit ball is considered fair until called Foul or Dead\*

- Make decisions on called and/or forfeited games.

- Make final decisions on points not specifically covered by these rules.

* **Field Umpire(s).**

- Be positioned so as to provide best coverage of the field.

- Make all decisions in the field, except those reserved for the Head Umpire.

- Rule on the legality of a catch by calling out "Caught" when the ball has been legally fielded.

* **Base Operator.** Will activate the sound device on only one of the bases -- on a random basis -- as soon as the ball is hit. Should the base operator feel a collision between the batter running to the base and a fielder might occur, they will attempt to activate the base across the field from where the ball is traveling.
* **Scorekeeper**. They will be the official scorekeeper of the games and must not be interrupted for any reason.
* **Field General**. Will be there to enforce rules, keep the game on time, and make sure the game is being played fairly. They will also be there as a safety net to the head umpire with difficult decisions. If there is no field general, these responsibilities default to the Head Umpire.

**Field:**

* The field will be laid-out and marked much like a baseball field. It will be a right angle, the sides of which indicate the foul lines. Points of origin will be the rear point of home plate.
* An additional foul line will be marked at a point beginning 40 feet down the first base line from the rear of home plate and extending as an arc across the field to a point 40 feet down the third base line. All points on the arc will be 40 feet from the rear of home plate.
* The distance from the rear point of home plate to the nearest obstruction in fair ground will be at least 100 feet down the foul lines and through the center of the field.
* A 3-foot-long Pitcher’s Mark will be drawn in the middle of the field of play at a distance of 20 feet from the rear point of home plate.
* There will two bases -- one down the right field line, the other down the left field line.
* Bases will be 75 feet from home plate and 10ft off the foul lines.
* A Home-run line will be marked in an arch 100ft from foul line to foul line. If a ball is hit over this line in the air, it will count as 2 runs and the batter does not have to run the bases and cannot be put out by the fielding team.

# Equipment:

* MindsEye will provide the following equipment:

- Two Bases: Each will be a vinyl covered cone-like cylinder that contain a sound device that emits a variable sound frequency (pitch) when activated by the Base Operator.

- Balls: Each will weigh approximately 16 ounces, have a circumference of 16 inches, have a hollow core containing a sound emitting device and a rechargeable power supply. The balls will be similar to a "softball" in that each will be spherical in shape, of solid construction, and shall fly and roll true. The ball will be designed in such a way that the sound emitting device can be switched on and off.

- Blindfolds

- Team uniform shirts

- Generic aluminum/composite softball bats

* Teams can bring and use aluminum/composite softball bats.
* Fielders may use leather softball gloves. However, they are not typically needed. Gloves will be provided by the fielders.
* MindsEye is not responsible for lost/forgotten items but will do our best to locate them.

**Game Rules:**

* A regulation game will consist of six innings (turns at bat) for each team, unless:

- Extra innings are necessary because of a tie score; or,

- A time limit of 45 minutes is reached; or,

- It is shortened due to inclement weather or agreement between the team Captains; or,

- The home team needs less than a complete half-inning at the bottom of the last inning of play to score the winning run.

- No inning may begin after the 45-minute time limit; however, teams will complete the inning before ending the game.

- If at time limit or 6 innings have been completed and there is a tie, the game will go to a “shootout”. A shootout is as follows; each team will have 3 batters. Each batter gets up to 4 pitches. If the batter hits the ball in to fair territory, it counts as 1 point. If the batter fails to hit a ball into fair territory on 4 pitches, then it is not a point. The away team will bat all 3 of their players. Then the home team will bat their 3 players. If there is a tie, teams will alternate players until there is a winner. Teams do not have to go through their order, the same 3 players can be used.

* Each team will bat in its half of the inning.
* Players will bat in accordance with the lineup submitted to the Head Umpire and Scorekeeper.
* Substitutions will be permitted with notice to the Head Umpire and Scorekeeper at the top of each inning.
* The pitcher (a member of the offensive team) will stand on or behind the Pitchers Mark and attempt to pitch so that the batter will be able to hit the ball. He/she will verbally signal the batter as the ball is pitched. The pitcher may not touch a ball in play, one out will be charged against the offensive team for this violation.
* The catcher (a member of the offensive team) will be stationed behind home plate to provide a target for the pitcher and to catch balls missed or not swung at by the batter. The catcher may not touch a ball in play, one out will be charged against the offensive team for this violation.
* Two spotters (members of the defensive team) will be on the field while their team is on defense. They will be stationed behind the defensive players -- one on the right side of the field, the other on the left side. Their job is to call out the names of the players or zones of the filed who should chase after the batted ball. The designated player **cannot** give further instructions to the ball such as “Forward,” “Left,” etc. The spotters may not touch a ball in play, one run will be given to the offensive team for this violation or for calling out more than zones, player numbers or names.
* The offensive team may designate one player who is not a batter to yell “First” or “Third” no more than three times when the ball is hit, and the base is activated. The designated player **cannot** give further instructions to the base such as “Forward,” “Left,” etc.  This player may be the catcher, pitcher, or a player situated outside of the foul lines who is not a batter. All other team members **should not** yell to the batter/ runner while the ball is in play, as this is distracting and disorienting to the batter/runner. The designated player may not touch a ball in play, one out will be charged against the offensive team for using an undesignated caller or for calling more than “First” or “Third” more than three times.
* The term “passed ball” will be used to designate a pitch at which the batter does not swing. **All passed balls will be called strikes,** as will swings and misses, and foul balls. Four strikes will result in an "out". A batter cannot, however, strike out on a foul ball.
* Should the batter hit the ball within the foul lines and beyond the 40-foot arc that runs between first and third base, it will be a "fair" ball. If a batted ball goes outside of the foul lines or does not cross the 40-foot arc, it will be a "foul" ball. Balls that land in fair territory and roll into foul territory will be considered fair if hit past the 40-foot arc first.
* A batted ball will become immediately "dead" and the play will be replayed if it:

- Touches the umpire

- Hits the pitcher, catcher or spotters on either team

- Is struck a second time with the bat; or

- If any piece of audible equipment (bases or balls) fails to emit a sound

* Should the batter reach the base emitting the sound prior to a fielder on the defensive team getting possession of the ball, the Head Umpire(s) (who then calls out "Safe"), a "run" will be scored for the offensive team. The batter will then return to their team’s bench and the next batter will step to the plate. There will be no running of the bases.
* Runners must run toward the base that is turned on. If a runner runs past the 40-foot arc toward the wrong base, the runner will be called out immediately.
* Should a fielder get possession of the ball and show it to the Field Umpire (who then calls out "Caught") before the runner gets to the appropriate base, the runner will be "out".
* The offensive team gets three outs per half inning.
* No player or team will be penalized for calling out to a player who is clearly about to run into an obstruction such as a fence. Teams will be penalized with an out in the event that team members beyond the designated offensive and defensive spotters give any other direction to the runner.
* No team member may be a member of more than one team during the MindsEye Beepball Tournament, unless approved by MindsEye
* All players must be 13 years or older by September 9th, 2023 and them and/or a parent/guardian sign the waiver forms before playing any games.

**Called Games:**

* If a game is called by the umpire before the completion of six innings due to inclement weather, it will be treated as a suspended game.
* The team that had the highest score at the end of the last full inning played, will be the winner of the game.

# Forfeited Games:

# A game will be forfeited to the offended team by the Head Umpire when a team:

* Is thirty minutes late in appearing or in beginning play after the Head Umpire calls “Play” at scheduled game time. This may be set aside if the Head Umpire deems the delay unavoidable; or
* Refuses to continue play after the game has begun; or
* Delays more than a reasonable amount of time in resuming play, or in obeying the Head Umpire’s order to remove a player, coach, or other team personnel for rule violation; or
* Persists in tactics intended to delay or shorten the game; or
* Willfully and persistently violates any of the rules after being warned by the Head Umpire; or
* Cannot provide six players or the necessary support personnel to complete the game.

**Mercy Rule:**

If a team is leading by the following the game will be declared completed

1. 8 or more runs after the completion of three innings
2. 6 or more runs after the completion of four innings