



TOURNAMENT RULES

1. SCOPE

- A. The BFA is the ultimate authority for the Rules and Regulations concerning all tournaments conducted in Asia under the auspices of the BFA.
- B. All Tournaments covered by these Regulations will be conducted under the direction of the BFA Technical Committee in conjunction with the Local Organizing Committee (LOC).
- C. LOC (BFM), Technical Committee, Umpire's Committee and Appeal Committee shall discuss and will have the final decision in this tournament.

2. FORMAT

- A. Tournament Format shall be as follows:-

- i. Six or less teams:

- a) Preliminary Round: One or Double Round Robin.
- b) Semi-final Round: 1 vs 4 : 2 vs 3.
- c) Final Round: Gold/Silver Medal = Winners of Semi-finals.
- d) Bronze Medal = Losers of Semi-finals.

- B. Seven to eleven teams:

- i. Preliminary Round: Two groups, Round Robin in each.
 - ii. Round Two: The two highest finishers in each group play in a round robin, but only against the teams they have not played before, with the relevant result of the Preliminary Round being carried forward.
 - iii. Semi-final Round: 1 vs 4 : 2 vs 3.
 - iv. Final Round: Gold/Silver Medal = Winners of Semi-finals
 - v. Bronze Medal = Losers of Semi-finals.
- or
- vi. Preliminary Round: Two groups, Round Robin in each.
 - vii. Semi-final Round (Super Round): Super Round Robin. The first 2 teams of group A after First Round will play all vs. all with first 2 teams of group B. at the end of this round, the teams to play in Finals will be determined based upon the results of First round between 2 qualified



teams as well as the Super Round games. (1 game from Preliminary Round and 2 games of Super Round). Game results of First Round games between two qualified teams will carry over to Super Round.

- viii. The 3rd & 4th Place of group A after First Round will play all vs. all with the 3rd & 4th Place of group B.
 - ix. Final Round: After Super Round, the top two teams will play for Gold Medal, 3rd and 4th for Bronze Medal.
- C. Twelve to twenty teams:
- i. Preliminary Round 1: Up to four groups, Round Robin in each group.
 - ii. Round 2: The two highest finishers in each group play Round Robin, but only against the teams they have not played before, with the relevant result of the Preliminary Round being carried forward.
 - iii. Semi-finals Round: 1 vs. 4 : 2 vs. 3.
 - iv. Final Round: Gold/Silver Medal = Winners of Semi-finals.
 - v. Bronze Medal = Losers of Semi-finals.
- D. After the Preliminary Round, the highest placed team in each group will be the home team in the following round. The determination of home and visitors in the final games will be established by ballot.

3. TIE-BREAKING

- A. All ties after the Preliminary Round will be settled as follows (in order):
- i. The ranking of the teams after the Round Robin shall be according to the win-loss record of all the games played.
 - ii. All ties after 1st round, 2nd round and Finals shall be settled in the order of the following list.
 - iii. That is, if criteria (a) do not break the tie, then it is no longer considered the criteria capable of breaking the tie, and the next criteria (b) will be used. This logic continues through the list, in order, until the tie is broken:-
 - a) The team that won the game(s) between the teams tied shall be given the higher position.
 - b) Team's Quality Balance (TQB) and game results between teams tied.



Note: If three or more teams are tied and when criterion 1 does not break a tie, a team or teams with lower TQB will be eliminated so that criterion 1 can break the tie between the teams.

- c) The team that has the best Earned Runs Team's Quality Balance (ER-TQB).
- d) Highest batting average in games between the teams tied.
- e) A flip coin.

4. SUSPENDED GAMES

- i. In case a game is stopped because of weather, curfew of other reason, the following conditions apply:-
 - a) Where a game is stopped after it becomes a regulation game as per the rules of Baseball, it shall be ruled a complete game.
 - b) Where a game is tied after it becomes a regulation game, it shall be ruled a "suspended" game and shall be resumed at the exact point of suspension and played to a completion. The scheduling of a "suspended" game shall be given priority by the Technical Committee in order to complete it as soon as possible.
 - c) All suspended, tied or games not played shall be re-scheduled by the Tournament Technical Committee and the Organizing Committee.
 - d) In case of the rescheduling of games and the potential difficulties concerning the closing date, only the important games for the final three first teams placing shall be re-scheduled. No team shall be asked to play more than two games on the same day, unless the case is warranted by exceptional circumstances and agreed upon by both teams affected by this measure.
 - e) If a play is in progress at the moment of a failure of the field's lighting system and any additional play is impossible, the game is considered "suspended".

5. THE LIMIT

- i. There will be 2 hours limits, shall be set for this Tournament or 9 innings or which one come first for each preliminary games.
- ii. Complete 9 innings for final game only.



6. RUN DIFFERENCE RULE (Mercy Rule)

- i. If a team is losing by 15 or more runs after having batted at least in five (5) innings, the game is ended at that point.
- ii. If a team is losing by 10 or more runs after having batted at least in seven (7) innings, the game is ended at that point.
- iii. However, mercy rules do not apply during the Finals while it is enforced for the Bronze Medal game.

7. ALTERNATE DETERMINATION OF CHAMPION

- i. In case a tournament champion cannot be determined for whatever reason, the championship can be determined as follows:-
 - a) If the final round cannot be played, an extra day will be used to permit the two highest finishers of the Preliminary Round (s) to play one game for the title.
 - b) If the Semi-final Round cannot be played, all effort will be made to determine a champion by playing only the game (s) which remain to determined the title. If the decision regarding the bronze medal must be made without playing a game, the third position will be given to both teams.
 - c) If the Preliminary Rounds cannot be played, the Tournament can be re-scheduled.
- ii. During the course of a Tournament, the Tournament Director, the BFM Technical Committee and the Local Organizing Committee have the power to make decisions on any point not specifically covered in these Rules and regulations, according to each tournament. Where there is no mutual agreement, the Tournament Director will be the final authority.

8. GENERAL

- i. In the case of any matter not specifically covered by these regulations, the Tournament Director, the BFM Technical Committee and the L.O.C. have the power to jointly agree on any matter, provided all are in agreement.
- ii. In the absence of a mutual agreement, the final decision shall rest with the Tournament Director.



9. OPERATION OF THE COMMITTEE

- i. Once an appeal has been filed to the Committee, it will meet within three hours after receiving the appeal and, without postponement, will produce the its judgment.

10. MODE OF FILING THE APPEALS

- i. Any appeal to a certain fine or judgment must be filed with the Committee within three hours of the time the judgment has been imposed. The appeal should be accompanied by a copy of the judgment being appealed, together with RM500.00.

11. DELIVERY OF NOTICES

- i. All the organs of the BFM will deliver their fines or judgments to the interested parties with acknowledgement of receipt, making evident the time of delivery.

12. UMPIRES COMMITTEE

- i. For every Tournament, the BFM Executive will appoint an Umpires Committee who will undertake the following functions:
 - a) The Umpires Committee shall be responsible to the Tournament Director and shall work in close consultation with the Technical Committee.
 - b) The Umpires Committee shall comprise one suitably accredited and experienced umpire from each competing nation plus such other umpires from the host country, so as to allow the efficient functioning of the Tournament Game Schedule.

13. OFFICIAL SCORERS

- i. The Host Organizing Committee must be aware of the importance of the scorekeeping and has the responsibility to select capable and trained scorekeepers to assure correct and uniform scoring.
- ii. The group of scorekeepers shall consist of a sufficient number of qualified and trained scorekeepers to cover the tournament under the supervision of the Technical Committee.



- iii. Thirty minutes before the start of the game, the official scorer shall obtain from each manager a tentative line-up including the designation of a starting pitcher as right-handed or left-handed and give a copy of it to the Technical Delegate (s) in charge of the game.
- iv. Each game shall be recorded by an official scorer and an assistant scorer.
- v. At the end of each game, the official scorer shall give game results (box-scorer) to each delegation, the Technical Delegates and the media who may want them.
- vi. It shall be the duty of the official scorer to compile the averages of defense and offense plays for the players of each team, provide a day-by-day account, and circulate these statistics daily to the Technical Delegates, teams and officials within 24 hours after the game.
- vii. At the end of the tournament, in accordance with what has been established, the official scorer shall indicate the name of the players who have excelled individually.

14. BAT BOYS/GIRLS

- i. For all games the bat boys/girls shall be provided by the Local Organizing Committee. The bat carrier of each team shall be kept close to the dugout when the team is at bat. They must wear uniforms and double-ear protective helmets.

15. CAMERAMEN AND PHOTOGRAPHERS

- i. No cameramen shall be allowed to enter the playing field when a game is underway. Cameramen are allowed to enter the playing ground only when opening and closing ceremonies are held and before and after the game is played.
- ii. A special section shall be reserved at the stadium for the cameramen and photographers, preferably to the home plate side of each dugout.

16. FIRST AID

- i. Medical and first aid attendants shall be on duty at all times during the Tournament.

17. GROUND RULES

- i. Ground rules related to the stadium (s) will be proposed by the Host. These rules shall be printed in English and distributed to all coaches and umpires and discussed thoroughly at the



technical meeting prior to the start of the Tournament. In addition, copies of the Ground Rules shall be posted in both dugouts of all competition sites

- ii. As a general all field area are not permitted below activities:-
 - a) No smoking
 - b) No Alcohol
 - c) No Tobacco Use
 - d) No Pets

18. REGISTRATION

- i. Delegation shall be composed of:-
 - a) Players : 20
 - b) Coaches : 2
 - c) Manager : 1
 - d) Head Umpires (if any)
- ii. The team delegate shall present to the Technical Committee at that time the following:-
 - a) Three copies of the final roster on the BFM approved form of a maximum of 17 players with the following information:
 - Full name (family and first name)
 - Date of birth
 - Position played
 - Bat
 - Throw
 - Height
 - Uniform number, home and away
- iii. These lists shall be copied and supplied to each manager, team delegate, technical delegates and secretariat.
- iv. The Technical Committee will obtain from each delegate the colour of uniform(s) to be used as the VISITING TEAM or HOME TEAM at least 1 day in advance of the start of the tournament.
- v. In the event that there may be a clash of uniforms, the home team shall have the final choice and the visiting team will need to change.



- vi. There will be no changes allowed to the established uniforms without prior approval of the Technical Committee.

19. TROPHIES

- i. The LOC will supply and hand over the tournament trophies and awards or replicas as stipulated in these regulations.

- ii. Awards to Teams shall be as follows:-

Individuals:

- a) Champion : Gold Medal (23) + Trophy Replica (1) and RM 3,000.00
- b) Second Place : Silver Medal (23) and RM 2,000.00
- c) Third Place : Bronze Medal (23) and RM1,000.00

20. INSURANCE

- i. The Local Organizing Committee (LOC) will not provide any insurance coverage for any participation team during tournament.

21. ACCOMMODATION

- i. LOC will not provide any accommodation for participation teams. However, LOC will assist to book upon request.

22. TRANSPORT

- i. LOC will arrange a shuttle bus from airport for arrival and departure of each participation team. Shuttle bus will also be available within University compound to the tournament fields.

23. STARTING LINE-UP

- i. Managers shall file a line-up and submit to secretariat at least 30 minutes before the schedule start of the game. This line-up shall include the name, uniform number and field position of each player in the starting batting order plus the pitcher. All other players on the approved roster will be considered as possible substitutes for all the games.
- ii. The official scorer shall have a copy of the approved roster of each team. The official line-up will be given to the umpire-in-chief at the meeting at home plate just prior to the start of the game,



of which a copy shall be given to both the official scorer and the Technical Committee in charge of the game.

24. PRACTICE SCHEDULE

i. Pre-Tournament Practice

- a) The Technical Committee in co-operation with Host Organizing Committee shall set up a pre-tournament practice schedule for all teams. If practical this schedule shall in part be in the main field(s) to be used for the competition.
- b) This practice should be a one hour period and should be arranged one day before tournament started. Assignments can be made based upon arrival time of the competing teams.
- c) Pre Game Practice
 - The site(s) of practice will be determined by the Technical Committee.
 - If held on the field of competition:-

Home Team	:	15 minutes batting practice
Visiting Team	:	15 minutes batting practice
Home Team	:	15 minutes infield practice
Visiting Team	:	15 minutes infield practice
- d) Followed by field maintenance and Umpire/Coached Meeting.

25. PLAYING RULES

i. DESIGNATED HITTER

- a) The designated hitters shall accepted

ii. AMBIDEXTROUS PITCHER

- a) A pitcher must continue to pitch with the same arm for one batter until the batter becomes a runner or is put out.

26. BAT

- i. A non-wooden bat shall be accepted when it conforms to the following:-



- a) The entire bat must be round with a constant radius at any point and the finish of the hitting area must be smooth.
- b) The bat should be a smooth cylinder made of wood, aluminum, magnesium or graphite-composite, with a knob. A non-wooden bat cannot exceed the sound requirement limits of 115 decibels.
- c) Only minus 3 (-3) with BBCOR or BESR approval.

27. PROTECTIVE EQUIPMENT

- i. Helmets – Double ear flap helmets will be mandatory for the hitter, man on deck and base runner.
- ii. A catcher will wear a helmet, mask and cup-type athletic supporter when warming up the pitcher between innings, during the game and in the bullpen.

28. SPEED UP RULES

- i. The need to speed up the play of international tournament games must be constantly stressed to the umpires and coaches, and the following rules must be constantly enforced in an effort to keep the game moving quickly:-
 - a) The 12 second rule for the pitcher must be enforced at all time during the game (without men on base) based on plate umpire judgment.
 - b) The hitter shall be required to remain in the batter's box unless he makes a request for "time" and the umpire feels that the request is responsible. Only then shall the umpire grant time out.
 - c) The pitcher shall be allowed 7 warm-up pitches between innings and the plate umpire shall ensure that the pitches are thrown without undue delay.
 - d) If a team fails to complete the warm up pitches in a reasonable length of time, the umpire may terminate them and call "Play Ball". Teams shall be directed to have a catcher ready to warm up the pitcher as soon as an inning is completed.
 - e) When a batter hits a home run, member of his team shall not be allowed to the contact the hitter until he has passed the home plate. Failure to observe this rule will result in a warning and in it occur again, the manager of the team shall be ejected from the game.



- f) Only one infielder at a time can go to the pitcher's mound and only one such trip per inning shall be allowed.
 - g) Coaches shall be allowed three free trips to the mound during the game to talk with pitcher (a free trip is one in which the pitcher is not removed from the game). These meetings shall be limited to 30 seconds from the moment the umpire calls "Time".
 - h) After the third free trip, each subsequent trip to the mound must result in the removal of the pitcher.
 - i) If the game goes into extra innings, one additional free trip shall be allowed for each extra three innings.
 - j) Two trips to the mound in the same inning to the same pitcher must result in the removal of the pitcher.
 - k) Only one infielder can go to the mound when Coach does and if one infielder goes to the mound at the same time as the Coach, it is considered the "infielder's trip" to the mound for that inning as stated in rule 5.5.
 - l) Teams are allowed a maximum of 3 "offensive meetings" per game. An offensive meeting shall be charge any time a coach delays the game for any length of time to talk with an offensive player, whether it be the hitter, a base runner or an on deck batter going to the plate, or to another coach.
 - m) If the game goes into extra innings, 1 additional "offensive meeting" shall be permitted for each 3 extra innings. If this rule is violated the coach may be ejected.
- ii. No offensive trip will be charged if the offense discussed strategy during a delay for which they are not responsible (e.g. trip to the mound, injury, player change, etc.) providing they cause no further delay.

29. EXTRA-INNING RULE

- i. If the game remains tied after the completion of nine (9) innings, the following procedures will be implemented during extra innings:-
 - a) Each team will begin the 10th inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
 - b) To begin the 10th inning, representatives from each team will meet at home plate and will indicate (at the same time) to the home plate umpire where the team wishes to



begin the batting order. That is, the teams have the option of beginning the 10th inning anywhere in the existing batting order that was in effect when the 9th inning ended.

- ii. Noted that this is not a new lineup (just potentially a different order), and may very well be the same lineup that ended the 9th inning.
- iii. The rationale for doing so is to ensure that both teams have equal chance at having what they consider to be their best hitters and base runners in a position to score in the 10th inning.
 - a) No player re-entry is permitted during extra innings.
 - b) The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.