

LAS VEGAS WORLD SERIES TOURNAMENT

2025 RULE ADDENDUMS AND INFORMATION

The following addendums supersede all present rules established by the National Adult Baseball Association (NABA) and the National Baseball Congress. These addendums will apply only to the Las Vegas World Series Tournament.

1. **Eligibility** - During the 2025 Las Vegas National Championship Tournament in Las Vegas, participants should be at least 48 years old as of December 31, 2025, to play in the 50 and over division. A player must be 58 by December 31, 2025, to play in the 60 and over divisions. A player must be 63 by December 31, 2025, to play in the 65 and over division. The tournament director reserves the right to directly assign both primary and secondary players to a team with 10 players or fewer, as well as to give waivers to specific individuals if needed to maintain the appropriate team levels of the tournament.

Participants who want to play on two teams may do so (NOT GUARANTEED) if they pay a secondary team fee and are age-eligible to participate with both teams. You can also register to play on the TEAM USA organization as long as you are age-eligible to play in that division. To form a TEAM USA, the tournament may need to use some players who are waived and underage to complete the team.

All team managers who do not have a minimum of 10 players registered and paid in full as of September 15th of each year will be required to accept direct player assignments made by the tournament director. Once assigned, those new players will remain on that team's roster, even if late registrants (preferred by the manager) would have completed that team's roster before the start of the tournament.

2A. **Stealing Bases – Lower Division** – Base stealing will not be permitted. Stealing shall be defined as attempting to advance:

- While the pitcher holds the ball on the mound,
- While the pitcher is in the motion of delivering the pitch,
- If the pitch is caught cleanly, i.e., without touching the ground;
- If the cleanly caught ball is returned to the pitcher, missed, dropped, or otherwise errant.

EXCEPTION: Stealing is permitted, and runners MAY attempt to advance under the following cases:

- If a pitched ball makes contact with the ground (wild pitch, passed ball, 55-footer, etc.)
- If a pitcher or catcher attempts to pick off a runner and the pick-off attempt hits the ground

Enforcement:

- If a base runner attempts to steal the runner shall be called out. No-tag/force out needs to be applied.
- During a cleanly executed pick-off attempt, all base runners must return to their bases, but a tag is required for an out.
- If the ball makes contact with the ground during any pick-off attempt or on a pitched ball, regular baseball rules apply.

2B. **Stealing Bases – High Division** – Base stealing is permitted at all higher levels of the tournament.

3. **Dropped 3rd Strikes** - A batter, who has struck out, when the catcher does not catch the ball, may attempt to advance to first base if first base is unoccupied or there are two outs. If runners currently occupy the bases in this situation, they may also attempt to advance.

4A. **Runners – Lower Division** - If a batter, after reaching base successfully and the play is finished, does not wish to run the bases (desires to be a non-runner), that batter may call "time" and have the last batted out in the batting order on his team run for him. (The decision to replace a non-runner must be made immediately after a player reaches base and before the first pitch to the next batter. No changes can be made after that next pitch, except for legitimate injuries determined by the umpires.) If a player acting as a substitute runner is scheduled to be at bat while still on the base path, then the last batted out in the batting order will run for him so that he can take his turn at bat.

4B. **Non-Runner – Higher Division:** Any player may have another player run for him, provided that:

- 1) The player just concluded an at-bat
- 2) The player is designated on the lineup card as a non-runner
- 3) A pitch has not been thrown since the non-runner reached base.

- Those players who require a runner are designated as non-runners ("NR");
- NR status for any player must be designated on the lineup card before the first pitch of the game. No player may be defined as an NR once the game has started.
- To speed up the game, Catchers may be run for at any time with two outs. The catcher must be replaced with the last recorded out.
- The replacement runner will be the last recorded out, and must replace the non-runner before the next pitch to the next batter;
- If the non-runner reaches base in the first (1st) inning before there have been any recorded outs and he wishes to be replaced, then the runner who replaces him must be the last batter listed on the Offensive Lineup card;
- Being On Deck is not a valid reason not to run. If that On Deck player was indeed the last recorded out, then he must still replace and run for the NR;
- Being up to Bat is a valid reason not to run. In this case, the NR would be replaced by the last recorded out before the current batter.
- The number of Non-Runners allowed for each team in each division is as follows:
 - 1) 18+ --- 2 non-runners.
 - 2) 25+ --- 3 non-runners
 - 3) 35+, 45+, 50+, 55+, 60+, 65+ --- 4 non-runners
- There is no "Use it or Lose it" requirement for non-runners. That is, if a non-runner chooses to run for himself during a specific at-bat in which he reaches base safely (and once committed he may not change his mind), he does not lose his non-runner status for any subsequent at-bats in which he may desire a runner

- If an incorrect runner is put in to run for the Non-Runner---either inadvertently or purposely---this will not be grounds for anything other than replacing the incorrect runner with the correct runner. (An “incorrect” runner for this situation is defined as any player who is currently in the Offensive Lineup, but who was not the last recorded out). This holds even if the incorrect runner has advanced to a base beyond the base he originally acquired for the Non-Runner. That is if the Non-Runner had gotten a single and was replaced at 1st by the incorrect runner, who has now advanced to 3rd by whatever means, the correct runner will simply replace the incorrect runner if the opposing manager brings it to the attention of the umpire. If an incorrect runner does end up scoring before an opposing manager has brought the issue up to the umpire, the run will still count.

5. **Offensive Lineup:** Teams have options in batting their offensive lineups. Teams must select one of the options before the game and on their lineup card. Teams will announce at the plate meeting what option they are using. **Please note that the share batter position rule can only be used in the 40, 45,50, 55, 60, 65, and 68 divisions.**

- **Batting Any Number of Players:** A team may elect, for the entire game, to bat ANY NUMBER OF PLAYERS, including adding to the bottom of the order; however, it must finish the game with a minimum number of 8 players in the order. If any player is ejected during the game for his actions, an out shall be recorded in that spot in the order unless an eligible substitute is available from the bench. A team must immediately (upon request from the opposing manager or home plate umpire), from the time of ejection or departure of a player from the line-up, indicate which other eligible player is the substitute for the removed player. If a team adds to the bottom of the order, they must report it to the umpire, or they will be treated as batting out of order in MLB rule 6.07 if the opposing team appeals the batter correctly.
- **Electing to bat any number of players and include using the A/B Batting Position Rule:** A team MAY declare at the time that lineups are exchanged before the start of play that any batting order position will be occupied by two (2) players in each such batting position. That is, 3A/3B, 10A/10B, etc. The first time that position 3 gets an at-bat, 3A would hit, and the next time this slot hits, 3B would be up. Then 3A hits the third time this spot in the order comes up, and so on, alternating between these two players throughout the game. Once a team declares the use of this A/B system, it must continue using it for the remainder of the game. Hitters in the A/B position from the batting order may be pinch-hit for, just as any other player. An A/B position may be added to the bottom of the lineup at any time during the game. Teams cannot add a “B” batter to an existing lineup spot once the game begins. A player batting in a “shared” slot may vacate and substitute for an injured player who does not have a “shared spot” in the lineup, without an out.
- **Electing to bat any number of players and include using the Shared Batting Position Rule:** **Please note that the shared batting position rule can only be used in the 40, 45,50, 55, 60, 65, and 68 divisions.** A team MAY declare a shared batting position at any time during the game and can have up to five batting order positions occupied by the Shared Batting Position rule. The managers must declare at the pre-game meeting that they will be using the shared batting positions during the game. A manager does not have to declare which positions those are until the time they decide to use the shared batting position. A team using this rule may not use the A/B batting positions in their lineup, and they will not be able to use the courtesy or non-runner rule, as the shared position uses the player not hitting as the replacement runner. This rule allows two players to share one batting position in the offensive lineup. During the game, the manager decides who bats each time the batting position comes up. Managers must notify the opposing manager and scorekeeper each time players are being switched in the offensive lineup. Failure to do so will result in the player batting out of order if the opposing team appeals to the batter correctly. A player in a shared lineup position may not be used in any other offensive position in the lineup. When a shared player is used as a base runner for the shared player who just batted, the shared player who ran must have an at-bat the next time the shared position in the order comes to the plate. After that, at bat moving forward, either of the shared runners can bat in this position. If a shared player enters

the game as a shared runner in the later innings and his batting position does not come up before the end of the game, no penalty is assessed. Either batter in the shared batting position may be pinch hit for, and only the batter who is pinch hit for will be ineligible to return to the offensive lineup. The pinch hitter assumes the share batting position in the batting lineup, and the manager can decide who bats each time the batting position comes up.

If a team bats a player not designated on the roster given to the home plate umpire and the opposing team, that player, upon proper protest, will be found illegal and declared out after one pitch is thrown. The opposing team may protest this illegal player at the time of the offense. Penalties will not be retroactive, and teams may not protest the use of this illegal player once the game is completed. If the team feels the player is not on the tournament roster, the protest will be heard.

If a team mistakenly puts the wrong numbers for its players on the lineup given to the home plate umpire and the opposing team, the team will correct the error(s) with no penalty.

The penalty for a team having a player bat out of turn is an out if protested before the first pitch.

5B. Batting order and offensive starter re-entry rule: A starter in the batting order may be removed and a substitute may bat in that player's place at any point during a game. The starter may return to bat again, but only in the original spot in the batting order, and only after the replacement has had at least one plate appearance. The substitute may not bat again once removed from the batting order. This rule does not apply in the shared batting position. This rule does not apply to the shared batter position rule. Please see the shared batting position rules for clarification.

5C. Eight-Player Start Rule: Teams may START AND COMPLETE any game with only eight players and do so without penalty of a forfeit. The team with eight players must record an out in the ninth spot (it must be the ninth spot only) in the order throughout the game unless the missing player arrives. When a game is started with eight players on one team, that team must accept an out for the 9th position in the batting order for the first time that position comes up and each time thereafter until the 9th player arrives. The out MUST be recorded in the NINTH spot in the order every time it occurs, regardless of where the missing player would normally bat. When the ninth player arrives, he may be added to the lineup only in the ninth batting position. He may also take his position when he arrives, but must wait until the current batter has completed his at-bat. IF NINE PLAYERS ARE AVAILABLE, THE TEAM MUST START WITH ALL NINE PLAYERS AND IS NOT PERMITTED TO "HOLD ONE BACK." ONCE THE 9TH PLAYER ARRIVES, ANY ACTION RESULTING IN A PLAYER EJECTION, WITH THE EXCEPTION TO THE INJURY RULE, WOULD REDUCE THE NUMBER OF ELIGIBLE PLAYERS TO PLAY UNDER THE EIGHT-PLAYER START RULE AGAIN. FOR FURTHER DETAILS, SEE THE "OFFENSIVE LINEUP RULE" AND THE "INJURY SUBSTITUTION RULE."

6. Injury Substitution Rule: If a team is unable to continue to bat the original number of hitters that began the game due to the injury of a player, then to prevent a forfeit or to take an out in that player's batting order, a previously used player not currently in the batting order may take the injured player's place in the order. This switch in the hitting order is contrary to the aforementioned Re-entry Rule and may only be used for an injury, where continuing to play, per the umpires' sole discretion and judgment, would further affect the injury. This is not an ejection, and hence, the rules governing ejection do not apply. If a team has no eligible substitutes or previously used players on the bench, they may shrink their lineup without taking an out in the injured player's spot in the batting order. A team may continue the game down to the 8-man start rule, where an out will then be recorded in the injured player's spot in the order. Once a player is removed under this Injury Substitution rule, they may not re-enter the game under any circumstances, even if they appear to have "recovered."

7A. Time and Innings - All games will be seven innings or 2 hours and 30 minutes. No new inning will be started after 2 and 30 minutes have been played. However, once an inning has begun, it must be

completed, even if it extends the game beyond 2 hours and 30 minutes of playing time. In case of inclement weather or poor playing conditions, a game is considered official after four complete innings of play. All games may end in a tie if the scheduled time runs out, except for the pool championship game and playoff games, which will be played to completion to determine a winner.

7B. **Extra Innings Rule:** If two teams are tied at the end of seven innings or 2 ½ hours, whichever comes first, of a playoff or championship game, the teams will use the following rule:

- *The extra inning after the 7th inning will begin with a runner on second base. The runner on second base will be the player in the batting order position previous to the leadoff batter of the inning (or a substitute for that player) By way of example, if the number five hitter in the batting order is due to lead off the 8th inning, the number four player in the batting order (or a pinch-runner for such player) shall begin the inning on second base. Any runner or batter removed from the game who is an original starter in the offensive lineup shall be eligible to return to the game, but only after the substitute has had one at-bat in the game under the Official NABA Baseball Rules.*

8. **Emergency and Secondary Players** - If a team anticipates being short-handed, the manager may recruit players from the emergency substitute list. A listing of all possible volunteers will be provided to each team manager before the tournament begins. Players who volunteer to play extra games (as emergency substitutes) should be notified as soon as possible before the scheduled games by the team manager that needs an additional player. These additional volunteer players should be added to a team for that team to have 9 or 10 available players for the game. On each lineup card, the manager identifies secondary and emergency substitute players by placing an "S" for official secondary players and an "E" for emergency substitute volunteers just to the left of the player's name. All secondary players must be listed after primary players, and emergency substitute players must be listed after the secondary players at the very bottom of the batting order. Emergency volunteer players are not allowed to pitch except when the opposing manager approves, along with that pitcher's manager. During the playoffs, each team should field their players only, even if they have only nine players available. Volunteer players (during the playoffs) may be added to a team with less than nine healthy players, only with the approval of the tournament director.

9. **Avoiding Forfeits** - Extra players from the opponent's team may be utilized (with the permission and approval of the manager and his team, who have more than nine players present, and only with the approval of the tournament director) only as a last resort to avoid a forfeit. No player, however, will be forced to play against his team.

10. **Pitching Restrictions** - The tournament has no restrictions on pitchers. Pitchers may be removed from the mound and be allowed to return. However, once a pitcher has been removed as a pitcher during an inning, that pitcher may not return to the mound until at least the next inning.

11. **Wood Bats** - Only wood (and composite wood) bats and spikes will be permitted.

12A. **Five Run Per Inning Rule – Lowest Division** - Once a team has scored five runs in an inning, play is halted, and the half inning is over. However, if in achieving the five maximum runs allowed per inning, an over-the-fence home run is hit with men on base that results in more than five total runs, all of the runs will be scored. (For example, if the bases are loaded and four runs have already been scored in a half inning, and the batter hits a grand slam over the fence, eight runs will count.) This rule applies to all innings except the last scheduled inning and any extra innings that time allows, during which each team may score as many runs as possible. This is necessary to ensure that the team behind them can catch up during their last inning at bat. In a slowly played game (in which many runs may have been scored), if 2 hours of game time have elapsed and five or less innings have been played, the home plate umpire (in conjunction with the official Las Vegas World Series "Game Field Supervisor") may be forced to designate the 6th or possibly an even earlier inning as the final inning and treat that inning as stated

above for scoring unlimited runs. Such a decision must be made before the 3rd out is made in the top half (visitor's half) of the possible last inning.

12B. Five Run Per Inning Rule – Highest Division - There NO Five Run Per Inning Rule in the Highest Division.

13. **No Collision Rule** - To prevent injuries at all bases, a no-collision rule will be enforced. Base runners must either slide or give themselves up. Players should not be forced to slide, if they wish not to, but a non-sliding player must not interfere with continued play on the field by avoiding the play or giving themselves up.

14A. **Base Hits to the Outfield Rule and Outfield Position Rule – Lowest Division** – If a player hits the baseball and it safely gets to the outfield, even it is touched by a defensive player and then goes to the outfield, the player cannot be thrown out at 1B by any fielder. All outfielders must be positioned at least 60 feet in the outfield from the infield dirt in the outfield grass.

14B. **Base Hits to the Outfield Rule and Outfield Position Rule – Highest Division** – If a player hits the baseball and it safely gets to the outfield, even it is touched by a defensive player and then goes to the outfield, the player **CAN** be thrown out at 1B by any fielder. All outfielders must be positioned at least 60 feet in the outfield from the infield dirt in the outfield grass.

15A. **Mercy Rule – Lowest Division** - There is no mercy-run rule. This will ensure that players on the short end of a big losing score will still get their opportunities to bat.

15B. **Mercy Rule – Highest Division** – The mercy rule is 10 after 5.

16. **NABA Rules** - Additional special rules are covered in the Manager's Rulebook and Guidelines as printed by the NABA. The National Baseball Congress Rulebook determines all other official rules. When in doubt, contact the tournament director. Protests must be addressed by the manager only and directed to the home plate umpire and the opposing manager before play continues. Due to the uniqueness of our rules, the umpires may have no authority over, nor any knowledge of, specific rules and situations. When in doubt, a manager should immediately consult with the opposing manager to determine the legality of a play before the play continues. Since there will be an NABA representative or executive acting as a "Game Field Supervisor" at each game field, rule questions should be directed to them. The game field supervisor will contact the tournament director, and a decision will be made immediately on the field. Otherwise, protests will not be valid and cannot be considered. All team managers are required to possess the "Addendum to the Rules" during all tournament games.

17. **Reporting Scores** - Las Vegas Tournament scores must be reported/confirmed with the "Game Field Supervisor" immediately after the completion of each game. Daily tournament information will also be accessible on the NABA website at www.dugout.org, or on the Tourney Machine App. Please text your scores to 303-639-9955.

18. **Schedules** - A schedule is completed for every team, covering each day of the entire tournament, including the playoffs and championship games. Each player should get the schedule from the NABA website or the Tourney Machine App used by the NABA. If two or more teams are tied in the standings/seedings at the end of pool play or at any time that tied records need to be broken, the traditional NABA tournament tiebreaker rules will apply. Managers should read and be familiar with the NABA tiebreaker rules distributed to them before the tournament.

19. **Dugouts** - The home team always occupies the first base dugout, except in approved special situations. Any multiple-team organizations, such as the Browns/Fossils, Mariners, and Braves, which consist of two teams (one in each age group), will play back-to-back on the same field each day. Those

organizations will stay in one dugout all day, even though each of their teams may not be the same home or visiting team in both games.

20. **Home and Visitors** - The best-seeded team will be the home team during all playoff games and championship games. The decision concerning which team will be assigned as the home team in each pool game will be made by the tournament director, with the intention of providing equality in home team assignments.

21. **Team USA** – If a "Team USA" establishment is created, these teams will play at 3:00 PM or 6:00 PM each day to ensure that players who play on their primary teams at either 8:30 AM or 11:45 AM have the opportunity to play on their assigned Team USA. Team USA is comprised exclusively of secondary players and will play in the division, which makes them age-eligible unless underage players are needed to form Team USA, and allows the tournament director to balance the divisions. **Team USA will not be allowed to participate in the playoffs or championship games.**

22. **Manager, Player, and Fan Conduct Rules:** Unsporting acts shall not be committed, including, but not limited to:

- Use of words or actions to incite or try to incite arguments or actions from umpires, players, managers, and spectators
- Use of profanity, intimidation, and/or deceitful tactics, or baiting, or taunting. The NABA disapproves of any form of taunting that is intended or designed to embarrass, ridicule, or demean others under any circumstances, including race, religion, gender, or national origin.
- Use of behavior in any manner that does not follow the spirit of fair play.
- Arguing balls and strikes or other umpire judgment calls is prohibited
- Any team personnel shall not charge an umpire, and only the coach may discuss any calls with an umpire.
- Team personnel shall not deliberately throw bats, helmets, or any other piece of equipment. It will be held responsible for any damage caused by their actions, both on the field and within the facility grounds.
- **IF A FIGHT BREAKS OUT Instructions For Players and Managers 1. IF YOU ARE ON THE FIELD WHEN A FIGHT BREAKS OUT:**
 - If the fight is nowhere near you, stay in your position and do not move toward the fight.
 - If you happen to be right next to where one of your teammates is fighting, within a few feet of them, whether they are the one throwing punches or getting punched, get them **OUT OF THE FIGHT**. A good way to do this is to grab them and pull them away in the opposite direction. There will probably be a few teammates near you; the ones not fighting need to help the one fighting stop by removing them from the situation.
 - **DO NOT TOUCH ANY OPPONENT** to get your teammate out of there.
 - **ONLY TOUCH YOUR TEAMMATE!** ○ **DO NOT TALK TO ANY OPPONENT.** ○ **DO NOT LOOK AT ANY OPPONENT.**
 - **IGNORE YOUR OPPONENT!**
 - **IF YOU ARE IN THE DUGOUT WHEN A FIGHT BREAKS OUT: (players, managers, others) • DO NOT LEAVE THE DUGOUT!**
 - Team personnel and fans shall not participate in a fight or leave his/her position/bench area when a fight has broken out or may break out. A coach who enters the field to restrain combatants from his/her team shall not be considered to have violated this rule. If a player is involved in a fight where they have personally struck another player, they will be ejected from the game and asked to leave the premises. If the player refuses to leave the premises, the police will be contacted for trespassing, and the game will be forfeited. The player or players involved will be disqualified from participating for the remainder of the tournament.
- **PENALTY for Manager, Player, and Fan Conduct Rules:** The umpire may eject the player, manager, or fan offender from the game unless the offense is judged to be minor. If the offense is minor, the umpire may warn the offender, confine the offender to the dugout only, and/or eject the player if the offense is repeated. Any player, manager, or fan ejected from a

game must obtain the approval of the tournament director to continue playing in subsequent games.

The NABA reserves the right to refuse any player or team permission to participate in a tournament. The NABA reserves the right to add, delete, merge, or create divisions or divisional formats based on the number of teams entered at any time before the tournament, and will make every effort to provide teams with advance notice; however, the NABA may not be able to do so. Suppose a team is entered into a division that has been deleted. In that case, the team may be placed in another division, receive a refund minus the deposit, or transfer the balance to another NABA National or World Championship Tournament, provided it is at least 5 days before check-in. There will be no refunds for players after the check-in registration process, regardless of whether players fail to show up, once your roster is established and finalized. If you cancel payment after the tournament, you will be responsible for the final tournament fee, the collection fees incurred, and an inconvenience fee.

The NABA also reserves the right to make changes to the rules or modify prizes and/or giveaways (with a substitute of equal or greater value), which would take effect upon notice to the teams participating in the tournament.

PLEASE NOTE THAT THE NUMBER OF GUARANTEED POOL GAMES WILL BE FIVE (5) FOR ALL THE DIVISIONS (AS PUBLISHED ON PROMOTIONAL FLYERS) AND THERE WILL BE ONE OR TWO ROUNDS OF PLAYOFFS, FOLLOWED BY CHAMPIONSHIP GAMES, FOR EACH SEPARATE DIVISION UNLESS ALTERED BY EVENTS OR HAPPENSTANCE BEYOND THE CONTROL OF THE NABA, INCLUDING, BUT NOT LIMITED TO, INCLEMENT WEATHER, WAR, RIOTS, CIVIL DISORDER, FIELDS BEING OUT OF ORDER, OR ACTS OF GOD. (UP-01/01/25)