

2008 AUSTIN INVITAIONAL RULES

1. GOOD SPORTSMANSHIP WILL BE EXERCISED AT ALL TIMES BY PLAYERS, COACHES AND FANS.
2. ALL GAMES WILL BE 7 INNINGS OR 2 HOURS. NO NEW INNING WILL START AFTER 2 HOURS.
3. RUN RULE: TEN AFTER FIVE INNINGS; EIGHT AFTER SIX INNINGS.
4. DH AND EH ARE ALLOWED.
5. HIGH SCHOOL SUBSTITUION RULE. PLEASE KEEP YOUR BATTING ORDER RIGHT.
6. EACH TEAM WILL CONTRIBUTE TWO BALLS TO START EACH GAME. TEAMS WILL CONTRIBUTE ADDITIONAL BALLS AS NEEDED BY THE UMPIRE.
7. TEAMS ARE RESPONSIBLE FOR RETRIEVING FOUL BALLS ON THEIR SIDE.
8. RUNNERS CAN BE USED FOR THE PITCHER AND CATCHER.
9. SLIDE RULE: RUNNERS MUST GO DOWN (SLIDE DIRECTLY TO BASE), OR GIVE UP ANY BASE (INCLUDING HOME PLATE), ON A DOUBLE PLAY OR ATTEMPTED TAG WHEN THE FIELDER HAS THE BALL IN POSSESSION. IF THE PLAYER LOWERS HIS SHOULDER (IN THE UMPIRE'S JUDGEMENT) GOING INTO A FIELDER, THE PLAYER WILL BE CALLED "OUT" AND EJECTED FROM THE GAME.
10. 90 SECONDS AND FIVE WARMUP PITCHES BETWEEN INNINGS. PLEASE KEEP THE GAME MOVING AT A REASONABLE PACE.
11. TEAMS WILL FLIP FOR HOME TEAM. HOME TEAM WILL BE IN THE THIRD BASE DUGOUT.
12. BRING WATER AND CUPS FOR YOUR TEAM.
13. CLEAN DUGOUTS AFTER YOUR GAMES.
14. CONTACT: KIT KETTERMAN 512/470-6887
BEN GITTINGER 512/736-5261
SKIP RICHARDSON 512/680-1791
15. THANKS AND GOOD LUCK TO ALL.