



Dublin Dirty “THE MAIN” Official 2024 Rules:

NATIONAL CHAMPIONSHIP SPORTS (NCS) Standard Rules with the following exceptions:

VERY IMPORTANT!!!! MUST READ

This tournament is packed! ALL GAMES WILL START ON TIME. We did our best to keep Coed and Men’s from conflicting, but at some point, it will - especially if games run behind. The Men’s and Coed divisions will be treated as separate tournaments. We will NOT hold one division to wait for another game in the other division to finish. Games go on as scheduled. If you can’t field a legal lineup at original game time the game will be considered an immediate forfeit.

Must SPIN WHEEL 20 MINUTES BEFORE GAME TIME! If you don’t, you will lose your homeruns for that game. Time will be kept by universal iPhone time. Games can begin up to 15 minutes early. See rules below for further explanation.

ALL PROTESTS WILL BE \$600 CASH PER FULL ROSTER. BOTH the team in question AND your team’s roster will be pulled for legitimacy on both rosters. If you lose your protest, you lose the cash. All roster protests must take place prior to the conclusion of the 2nd inning, or immediately after the player enters the game. Any protest is for that single current game in question only.

FINALLY, this tournament has ridiculous rules. The Arseway Wheel has several insane rules and we can’t wait for you to see them. They will be revealed when you spin. It is a blast! Have fun!

BASIC RULES

1. No new inning after 50 minutes.
2. IF any games begin at the 11pm hour: Automatically revert to 1-pitch rules – Arseway AND strikeout rules no longer apply – No new inning after 11:45pm – If the current inning ends in a TIE at or after 11:45pm, the game will be decided by LAG rule (closest to the pitcher’s mound in any direction – the ball can go over – this isn’t the “Price is Right”!!)
3. Men start with a 1-1 count with **no** foul to give.
4. Women start with a 1-1 count with a foul to give.
5. Each team will be allowed 2 homeruns per game- women’s homeruns will not count toward the homerun count.
6. COED Walking Rules: Whenever a male player is walked, regardless of the outs, the male batter will take second base and the female batter may have the option of taking first base or batting, regardless of the number outs.
7. Before each game your team will designate a player as the “Unlimited Homerun Hitter”. That player may hit as many homeruns without penalty and it will not count against your team’s homerun total. Your designated HR hitter is a non-transferable designation for that game no matter the circumstance (i.e. injury, substitution, etc.). If your designated HR hitter is walked, your team receives +1 HR added to that game’s total HRs allowed. **COED:** If your (male) designated HR hitter is walked, no matter how many outs, the following girl has the option to walk.
8. **!!IMPORTANT!! GET PINCHED RULE! HIT A DEAD BALL OUT (DBO) OVER THE FENCE AFTER YOUR TEAM’S HOMERUNS ARE USED UP, AN OUT WILL BE RECORDED, THE OPPOSING TEAM WILL RECEIVE ONE RUN AND THE BASES WILL CLEAR ... PINCH ... OUCH! HOWEVER, IF THE MAD HATTER RULE IS IN EFFECT AND THE MAD HATTER HITS A DBO, THE OPPOSING TEAM WILL RECEIVE 2 RUNS PLUS DOUBLE THE # OF RUNNERS ON BASE...DOUBLE PINCH....DOUBLE OUCH!! DON’T HIT A DBO. IF YOUR TEAM HITS BACK-TO-BACK DBOs . . . IT ENDS THAT ½ OF THE INNING.**
9. Mercy Rule- 20 after 3 - 15 after 4 - 10 after 5 - NO FLIP FLOPS
10. Any player caught using a modified bat will be ejected from the tournament, and subject to all future Boneyard Blast events.
11. One courtesy runner per inning- per gender – can be anyone in the lineup – gender specific.
12. ONLY CURRENT ASA BATS WILL BE ALLOWED – Can be dual-stamped.
13. **COED ROSTER RANKINGS** based on the following point system: **Total of 2 points max per valid team ROSTER** - Women Players = 0 points ; D or below = 0 points ; Men C = 2 points each ; NO B or higher male players
14. **MEN’S ROSTER RANKINGS** based on the following point system: **Total of 4 points max per valid team ROSTER** - D or below = 0 points ; C = 2 points each ; NO B or higher players allowed



15. Roster ranking information is taken from National Championship Sports* lists. - <https://playncs.com/slowpitch/rankings>
*If a player is not listed on the NCS ranking's list, we use the current year's HIGHEST USSSA ROSTER to determine what a player is ranked with. If not on a current USSSA roster we will revert to previous years highest USSSA roster. Please use link above for more info.
16. If a player is caught playing for a team without being listed on their roster, the team will forfeit the game in question.
17. If a player is caught being rostered on more than one team in the same division, that player will be ejected from tournament play.
18. If a player is ejected, he/she must gather their belongings and leave the field and dugout immediately. For every one (1) minute that the player has not left the field and dugout after ejection, the opposing team will be awarded one (1) run.
19. ALL PLAYERS MUST HAVE VALID GOVERNMENT ISSUED PHOTO I.D. in any instance where an I.D. is required during play. If valid government issued photo I.D. is not presented, it will result in automatic disqualification from tournament play.
20. **VERY IMPORTANT!** After you turn in your roster and registration fee before your first game, you will be given a receipt. This receipt **MUST** be presented to the umpire before your **FIRST** game. If you do not have your receipt, your game will not begin and it will be considered a forfeit. **YOU MUST HAVE FULL PAYMENT IN BEFORE YOUR FIRST GAME.**
21. Your portion of the lineup card must be completed/filled out and given to the umpire prior to the end of your 1st ½ inning on offense for **EVERY** game played.
22. Teams must spin the Arseway Wheel before each game. If the Arseway Wheel is not spun, penalty will occur (see Arseway Rules)
23. Men's & Coed teams may bat up to 12 players. Coed may NOT bat 11. Coed can bat 9, 10, or 12.
24. COED Defensive alignment: Must have max of 5 women or max of 5 men... can play ANYWHERE.
25. Teams must be ready to play 15 minutes early as Umpires have the right to start 15 minutes early. If a game can start early, 1 Run will be awarded to the team that is ready per five minutes that your team can't field a legal lineup. If a team can't field a legal lineup at the original start time (as determined by the umpire), the games will be considered an immediate forfeit.
26. The Tournament has the right to modify game start times and rules pending on weather or any miscellaneous incidents whatsoever.
27. Base Coaches AND anyone inside the dugout **MUST** be a legal rostered player or coach, **PERIOD**. No exceptions.
28. Pitching is NCS rules with **NO JUKING!** Pitch height is 4' from the ground up to 10' height max.
29. Per NCS rules, **ALL PITCHERS MUST WEAR A PROTECTIVE HELMET NOT JUST A FACE MASK!** Pitchers are strongly encouraged to also wear full protective gear including shin guards, wrist guards, and chest/heart protection. Covid masks, Halloween masks, and any non-sport related masks are not a valid mask while in the field of play. The pitcher cannot pitch without a protective helmet. The game will be considered a forfeit if the pitcher refuses to wear a protective helmet while in the field of play while on defense.
30. Do not bring in any outside alcohol. Violations with City Officials may result in being eliminated from the tournament.
31. We will provide balls to each team at the beginning of the tournament. Men's teams will be provided with two (2) Men's balls. Coed teams will be provided with two (2) Men's Balls & two (2) Women's balls. Any additional balls needed during the tournament need to be provided by the teams that are playing. Each ball not retrieved by the team that lost the ball will have to be replaced by that team. New balls will be provided for the Championship Games. Each team **MUST** give proper necessary game balls to the umpire pre-game. It becomes the pitchers' responsibilities to manage balls throughout the game.
32. ALL balls used to start the game, along with ALL balls thrown in during each game, **MUST** be given to the umpire prior being given to the pitcher.

THE ARSEWAY WHEEL

- a. Before each game, each team spins the big Irish wheel for luck. Could be prizes, advantages, disadvantages- You'll see...it's a surprise. (examples include: extra homeruns, defensive players, etc.)
- b. You will receive the benefits or non-benefits for that game only.
- c. The last team to spin will receive the game card from tourney staff that will then be handed to the umpire before the game begins.



- d. Each team's representative, spinning the wheel, must be at the wheel no later than 20 minutes prior to game time on bracket (remember, games can begin 15 minutes early...BASIC RULES #20). **WE ADVISE** completing the spin 30 minutes prior to bracket scheduled game time.
- e. **IMPORTANT-** if a team representative is not present to spin the wheel 20 minutes before game time, that team will get **ZERO HOMERUNS FOR THAT NEXT GAME, THIS INCLUDES WOMEN'S HOMERUNS IN COED.** Tournament staff will then walk game card up to field and hand to Umpire. **AGAIN, WE ADVISE** completing the spin 30 minutes prior to bracket scheduled game time. Time kept at Arseway Wheel via universal iPhone time.
- f. **TEE TIME** – when a team lands on “Tee Time” on the wheel, the opposing team's defense must abide by the following: The pitcher must stay within the 6' pitcher's box prior to the batter swinging at the ball on the tee. Once the batter begins their swing, the pitcher is allowed to move about the infield as needed. Defense must also have a catcher present pre-swing of the bat.
- g. Arseway Wheel rules are **NO LONGER VALID/IN-EFFECT** when games begin under 1-pitch rules due to time constraints

LAG RULE! Before each game, teams unite with Ump to Lag for home or visitor. If a team's LAG is touching the pitching mound rubber (white), that team will be rewarded 2 RUNS automatically- **BOOM! Zero coin-flips allowed** regardless of if all parties agree...**100% LAG RULE.** Closest to the pitching mound period. In front, behind, to the left, to the right . . . **CLOSEST WINS!**

THE MULLIGAN

- a. Mulligans need to be purchased at the main tournament registration booth at either Golden Eagle Park or Shadow Mountain. You can purchase Mulligans on a game-by-game basis, or purchase the Weekend Mulligan to be covered without hesitation.
- b. Every team can use (one) 1 pre-purchased \$15 Mulligan Chip per game. Before the start of the game, at the time of pre-game LAG, each team will need to hand over a game Mulligan or the Weekend Mulligan to the umpire. With the “Weekend Mulligan”, teams are still only allowed 1 Mulligan per game, and must give the Umpire their “Weekend Mulligan” chip (team names written in Sharpie) at the time of the LAG. **ONLY the NEW mulligan chips are in play for 2023 Dublin Dirty tournaments.** Any prior year's mulligan chips are no longer valid.
- c. On offense, if you are dissatisfied with your at-bat, you may use your mulligan chip to hit again. The Umpire will then hole-punch the single game mulligan chip and hand it to the opposing team (see Mulligan rule j.) Or, if you have a Weekend Mulligan Chip, you can use your 1x per game mulligan option to exercise your mulligan, the Umpire will then hand the opposing team a green shamrock raffle ticket (see Mulligan rule j.).
- d. On defense, if you are dissatisfied with the outcome of the previous play, you may use your mulligan chip to make their batter hit again. The Umpire will then hole-punch the single game mulligan chip and hand it to the opposing team (see Mulligan rule j.). Or, if you have a Weekend Mulligan Chip, you can use your 1x per game mulligan option to exercise your mulligan, the Umpire will then hand the opposing team a green shamrock raffle ticket (see Mulligan rule j.).
- e. In both cases (c & d above) the play will reset & any base runner will return to their previous position & the pitch count will start over.
- f. Again, you must hand over your single game mulligan chip OR Weekend Mulligan to the umpire before the start of the game. The Weekend Mulligan will be handed back to the rightful team owners' post-game whether that team exercised their mulligan during gameplay. Single game mulligan chips will only be handed back to that team IF they did not exercise the use of that mulligan during gameplay. IF that chip was used during gameplay, it is hole-punched and handed to the opposing team.
- g. **YOU MAY NOT TRUMP A MULLIGAN CHIP.** Mulligan chips may not be used to erase a previous mulligan chip. For example, if the offense uses a mulligan chip and improves their at-bat, the defense may NOT use a mulligan chip to make the batter hit for a third time or visa- versa.
- h. If you do not use your single-game mulligan chip, you may return at the main booth for a \$5 refund, or keep for use in your next game if still in the tournament. There are no refunds on Weekend Mulligan purchases.
- i. Mulligans May NOT be used for any Strikeouts/Foul-outs PERIOD!



- j. **IMPORTANT:** Any use of a Mulligan **MUST** be announced within approximately :15 seconds (Umpire's discretion) of the end of a play/at-bat or the Mulligan can not be used for that previous play/at-bat.
- k. **REDEMPTION:** Once you have received a used/'hole-punched' Mulligan chip OR a 'green shamrock raffle ticket' from the Umpire since your opponent "mulligan-ed" a play during the previous game, you can take that chip or raffle ticket and redeem it upstairs at Red's Golden Eagle Grill for a FREE 12oz. Coors Light, or redeem at the Shadow Mountain tournament booth/staff for a FREE small Coors Light certificate.

THE IRISH INNING (MAD HATTER)

- a. The Irish inning is the 3rd inning.
- b. After the second out is recorded, the very next batter (called the Mad Hatter) will count as two (2) runs if they score. If the "Mad Hatter" hits a legal homerun over the fence, each base runner on at that time, including the batter (Mad Hatter), will count as two (2) runs each.
- c. The "Mad Hatter" **MUST** wear a visibly noticeable **Irish themed Hat** for the rule to count. Each team will receive one (1) free Irish Hat at check-in. You do not need to use the tournament-provided Irish hat, but it **MUST** be **Irish-themed**.
- d. Mulligan chips **MAY** be used for this at bat.
- e. Mad Hatter (if he/she reaches base) **MAY** use a courtesy runner if still available. Courtesy runner must wear the Mad Hatter hat.
- f. DBO Mad Hatter Rule applies if Mad Hatter hits DBO. (see Basic Rules #6 for these implications to the game)

THE BRUTAL RULE

- a. If the batter, male or female, strikes out or fouls out, the opposing team will receive one run.
- b. If the foul out is caught... it will not count as a strike out ... ball must hit the ground.
- c. If the Mad Hatter is the batter that strikes out, the opposing team receives 2 runs (vs. 1 for any other batter).
- d. **A MULLIGAN CHIP MAY NOT BE USED FOR ANY STRIKEOUTS/FOUL-OUTS PERIOD!!**

EXTRA INNINGS

- a. Extra-inning games will be played **after time has expired** (or the end of the 7th inning, of course).
- b. Extra innings will be played with only 1 pitch per batter with NO foul to give. The strike out rule (Brutal rule) will NOT be in effect. Ball = a walk. Strike = out. You will start each inning off with a player on second base (the last BATTER from previous inning – courtesy runner rule applies).
- c. International Tie-breaker Rules (with the exception of other unique tourney rules).
- d. A maximum of ten runs per half inning will be allowed in extra innings. (IF the away team scores 10 runs in the top of the inning, the half inning will stop and home team will have a chance to match.)

NEW !! THE GAME ENDING ORANGE DOUBLOONS OF GLORY!!!

- a. Every field will have one (1) or two (2) "Game Ending Orange Doubloons of Glory" signs secured on the outfield fence.
- b. If at ANY point, during ANY at-bat, during ANY game ... if the batter hits a ball that subsequently hits a Game Ending Orange Doubloon of Glory, on the fly, with zero interference from an outfielder, they . . .
... **IMMEDIATELY WIN THAT GAME ... THE GAME IS OVER!!! NO MULLIGANS CAN BE USED.**
- c. **IMPORTANT! -- SHADOW MOUNTAIN ONLY!!!** – Also secured on the outfield fences are BONUS RUNS target signs. If at ANY point, during ANY at-bat, during ANY game ... if the batter hits a ball that subsequently hits a BONUS RUNS sign, on the fly, with zero interference from an outfielder, they . . .
... **IMMEDIATELY GAIN THE NUMBER OF RUNS ON THE SIGN FOR THEIR TEAM DURING THAT GAME!!! NO MULLIGANS CAN BE USED.** (Example: Hit a "+4" sign on the fly, you add 4 runs to your score)