

# SANDBAG BASEBALL

**For Samboree tournament**, 6 to 9 players are required for a team. You may register as a team or sign-up to play unassigned. We would like a tournament of 16 teams. Those who sign up singly will be assigned a team by draw. All teams will play two full games. The winners of the first round will go into the Championship bracket or Event A, and the losers will play in a Consolation bracket or Event B. Thereafter it is a single elimination tournament. Only teams that win will continue to play in their bracket. If not 16 teams, byes are necessary and they will be played in the second round after the teams are divided into Event A and Event B teams. A team should appoint a Captain who will fill out the batting order for the first two rounds. The batting order should remain the same throughout the tournament; however, if a player is unable to continue play he/she may be replaced or just leave the game. Home and Visitor team will be decided by coin toss – Visitors will bat first.

**POSITIONS:** The thrower will toss three (3), 3 inch across sandbags weighing approximately 7 oz. at a **Game Board** 21 feet from where he/she stands (**Home Base**) to the vertex of the game stand. The heel of thrower may not cross the line that marks Home Base. The teams will sit on chairs placed on opposite sides between the game board and home base. **First Base** is a chair located to the thrower's right, just behind and to the side of the game board. **Second Base** will be located behind the game board and **Third Base** across from 1<sup>st</sup> base on the left side of the board.

## GAME RULES:

1. A scorer/umpire will keep the score and call the plays of the game. His/her decision is final. [Sometimes it is very hard to see exactly which hole a bag passes through. If both teams are in agreement, the umpire is encouraged to accept their call; otherwise, the umpire must determine, to the best he/she can, the call.]
2. **INNING:** Each batter will be given three (3) sandbags to toss at the board. If a bag does NOT go through one of the nine holes in the board it is a strike. Three strikes and the batter is OUT. If a batter tosses a bag through a hole marked "OUT" (s)he is OUT. When a team has three OUTS the team's "at bat" is over for that inning. **A team's "at bat" is also over when the team has scored six (6) runs except in the last inning.** In the last inning, if the Visiting team is behind, they may score up to six (6) runs more than the Home team's score if done so before three Outs. The Home team can then score one more run than the opposing team (7 total) to win the game. If there is a tie, extra innings are played following the above rules including the "6 run maximum" rule until the tie is broken with each team getting their "at bat."
3. A line on the ground will clearly indicate where the thrower will stand. If the heel of the thrower goes ahead of this line (s)he is OUT. (S)he may touch the line with her/his foot but without going ahead of the line.
4. When a player has thrown a sandbag into one of the holes, his/her at bat is over—they do not throw the remaining sandbags they have. The batter will do the action as marked by the hole they tossed the bag through. Runners must touch each and every base they pass, and must remain on the base they go to until forced to another—runners do not advance unless forced to (e.g. with only a runner on 3<sup>rd</sup> a 1 base hit does NOT bring a run in). **If a runner does not touch all the bases his/her run does not count**—it may be called to the umpire's attention, but it is the umpires call.
5. When tossing a bag, if it hits the ground it is a strike. It may not bounce off the ground and through a hole on the board.
6. **HANGING BAG RULE:** If a bag is hanging on a hole and does not go all the way through, and if a following bag (not hitting the ground first) thrown by the same player causes the first bag to fall all the way through THAT hole, then **ONLY** the hanging bag counts.

7. GAME: Normally a game consists of nine (9) innings. **For the Samboree tournament, seven (7) innings will complete a game unless there is a tie then it may go into extra innings.**

8. SCORING: It is necessary to accurately record three things on the score sheet— **1 - OUTS 2 - SCORED RUNS AND 3 - THE LAST AT BAT FOR EACH TEAM IN THE INNING.**

The scorer/umpire may record the type of hit, etc. a player throws, but the above three things are imperative. These are to be recorded on the score sheet on the player's row and the inning occurring. If a team bats around in an inning, use the same inning column to record: outs and runs (you may want to use a different color pencil or pen). **The Team Captains should check after each at bat that the score is accurate.** Keep total runs in an inning at the bottom of the inning, and it is useful to keep a running score as well. It is too late to correct errors after the game is over. When the umpire gives the score sheet to the Tournament Manager **it is final.**