

OHIO CUP GUIDELINES TO THE GAMES

INTRO

Each match at the Ohio Cup is scheduled for 1 hour; however, with the time it takes to get the game started and the need to end before the 1 hour mark, realistically each match is roughly 50 minutes. As such, we want to keep the matches moving along. Although our umpires will not be calling balls and strikes, we ask that your pitchers throw hittable pitches and that strikers swing at hittable balls. Players should also try to get on and off the field as quickly as possible. The faster this happens, the more innings you can play.

Above all, we want you to have fun and be safe. Let's make this event enjoyable for the spectators as well.

BEFORE THE MATCH

1. Teams are reminded that they should arrive on time with a full complement of their own 9 players. Players should all be dressed in team attire. All should be wearing shoes with no visible logos.
2. **NO METAL CLEATS are allowed**, as mandated by the Ohio History Connection.
3. Please don't wear modern sunglasses. If you must wear prescription sunglasses, then so be it.
4. Use vintage style bats only (no modern logos on bats, no large size labels of modern companies, no "cupped" out ends of bats).
5. Captains should try to have their striking order to the scorer's table (written on a blank score sheet) at least 10 minutes before the start of the match. We ask that the striking order have last names of the players. We need to match up players' names as they are listed on the waiver sheets they sign.
6. The default is that games are played by the rules and customs of 1860, including the "bound" rule.

DURING THE MATCH

1. We will have teams bat straight through the lineup. So everybody will get a fair amount of at bats, we will not follow the custom that the first batter the next inning is the one who follows the last out of the previous inning (e.g., teams will bat "straight through" their lineups).
2. A striker should straddle the line at the plate or have one foot on it when swinging (e.g., no running up on the ball.)
3. If a striker is unable to run the bases, a substitute runner will be allowed for a striker **ONLY AFTER** a striker has taken his at bat and made it safely to base.
4. The default rules and customs of the festival are those of 1860, which include:
 - a. Steal attempts are permitted only on a muff by the catcher (a pitch not handled cleanly on the fly or first bound).
 - b. Base runners may lead off within two paces of the base.
5. Sliding is strongly discouraged. Safety of players is most important!
6. Intentional fair/foul attempts will result in the ball being called foul no matter where it lands. Safety of the spectators is extremely important!
7. There may be a tally bell at your field. Use it if you wish (it is not required that the bell be rung for the tally to count).
8. We do encourage you to come to the scorer's table and tally your ace. This will make it easier for the scorekeeper to keep a proper score sheet.

SOME RULE INTERPRETATIONS

The default rules for all games during the Ohio Cup will be based on those of 1860 with some of the Muffins interpretations and customs. These do not cover all situations. Umpires will have the final decision. In the spirit of clarification, here are a few things that you can expect during the Ohio Cup.

1. Outfielders may adjust their positions based on the tendencies of the striker.
2. Infielders should tend their bases by playing within two paces of the base. The shortstop, or rover, can play anywhere.
3. A ball shall be considered fair or foul based on where it first touches the ground (no matter what it hits prior to touching the ground).
4. The fielder (including the catcher) has the responsibility to avoid obstruction of a base. A runner will be called SAFE if he is obstructed or if he misses the base to avoid a collision.
5. A swing and a miss on a 3rd strike is like a fairly hit ball – the striker must run to first base unless the pitch is fielded on the fly or first bound by the catcher, in which case the striker is out.
6. “No ace or base” will be permitted if a foul ball is struck. If the ball is overthrown at a base when attempting to get a runner out who is returning to the base, the runner still can’t advance.
7. If a pitcher attempts to “pickoff” a base runner and the ball is overthrown, the runner may attempt an advance to the next base. The ball is in play until settled back in the hands of the pitcher.
8. If a runner is FORCED OUT at second or third base for the final out of the inning but the runner going home touches the plate before the force is made, the ace DOES count.