

TOURNAMENT RULES

Last Updated August 25, 2016

1. Selecting Teams: A coin flip will take place. The coin flip 'loser' must select two different teams that will play. The coin flip 'winner' picks their team from the choices provided and is the home team (player 2) for that game. All-star teams are ineligible.
2. The coin flip 'loser' cannot call that same matchup of teams for the rest of the tournament regardless of whom they are playing. (The other player could still select that matchup for a future game.) Ex. Player A loses the coin toss and selects Detroit vs Boston, Player A can't select that matchup again, Player B could still pick Detroit vs Boston later on in the tournament.
3. If the same two players meet later in the tournament, then no coin flip would take place. They would automatically reverse the previous coin flip results, so the previous coin flip winner is now coin flip loser. If they meet for a third time then they reverse 'coin flip results' again, and so on.
4. If there's a system malfunction, then the game will restart with that score and play the number of innings that were remaining. Ideally try and remember how many outs there were and how many players were on base. Try and re create that simulation and "Re-start" from that point. Ask the Tournament organizer for clarification if necessary. If you want to come up with your own solution agreed by both parties, that's fine as well.
5. If a game is still tied after the 12th inning (the game will not continue), then the game will be reset, and play will continue until there is a winner after a full-completed inning.
6. If you weren't already aware, the game ends by mercy rule from a 10 run lead after a completed inning.
7. Infield fly rule does not apply.
8. It's strongly urged that player 2 calls a time out immediately before his player is at the plate to substitute a player. Quick pitching is a part of the game. If the second player calls a timeout and player one pitches a strike - Two balls must be pitched after the timeout is called.
9. Intentionally fouling off pitches to tire out a pitcher is considered frowned upon and we ask you don't do it and respect fair play.

10. There are some known glitches in the game. It's hard to regulate glitches so we'll treat it as such. "If it's in the game, it's in the game." While these glitches are rare, some known ones are:
 1. The ball gets stuck in foul territory stands. This will end up as an inside-the-park home run since the ball is irretrievable.
 2. Ball hit down baseline appears foul but is call fair, or appears fair but is called foul.
 3. The Ball is hit directly along the baseline and goes through the wall for a home run.
11. The tournament organizer will be available to resolve any disputes not covered under the rules, however please make every effort to come up with an agreeable solution first.
12. It is strongly encouraged that you bring your own controller otherwise you are subjected to whatever controllers are provided. Original NES controllers or knockoffs are acceptable but cannot have turbo options.