



43rd ANNUAL SICKLE CELL HOMERUN DERBY

Contact: Ms. Deborah Bradford-Young, (318) 218-0681

HOME RUN DERBY CONTEST RULES

REGISTRATION ONSITE ONLY

1. **Entry Fee \$20 -Single Elimination Format... Fields: TBA SIGN-UP TIMES: 5PM to 6:50PM**
2. **Positions drawn at 6:50, start hitting at 7PM.** Once the drawing for the bracket starts, sign up will be officially closed, no new contestants. Random drawing for placement in bracket.
3. Please read and follow the rules. All questions need to be addressed before start of the contest. The bracket drawing will be considered the start of the contest. ***There will be no rule changes or exceptions.*** Once drawing starts, there will be no refunds. A random drawing will be used to seed the contestants.
4. Players will draw for position in bracket. Depending upon the number of entries, contest may use groups of threes/fours for 2nd/3rd rounds. The contest reserves the right to use groups of two for the remaining rounds and will continue to follow a single elimination format.
5. Any player that cannot continue to the next round, injury or whatever, that player will be considered a forfeit (***absolutely no substitutes for a hitter***) and their opponent will automatically advance to the next round (if we are down to one to one, if not, then remaining players will hit against each other). Hitters must be present for their hitting turns, otherwise, it will be ruled a forfeit.
6. If your bat is in question, or if you question another player's bat, check with the umpire before anyone in your group hits (no challenges are allowed after hitting turns). This is the contestant's responsibility, not the umpires.
7. Each player must provide their own pitcher. Pitchers will be allowed 2 warm up pitches for the first round only. There will be "no" warm up pitches after the first round.
8. First rounds only, each player will be allowed 7 pitches or 5 hits, whichever occurs first. Any contact with the ball constitutes or counts as a pitch & hit. Once you have depleted 7 pitches or made contact 5 times, leave the batters' box and make room for the next contestant. 2nd round through finals (ties also), each player will be allowed 6 pitches or 4 hits, whichever occurs first (warm-up pitches after first round will count as a pitched ball, see rule #7).
9. ***The most balls over the fence wins any given round.*** The balls must go over the fence in fair territory (ball must be inside the foul poles) on the field that you are on. In case no player hits a home run, the win will go to the player that hits a ball (this means a single ball, not the most balls) the furthest in fair territory in the air. The decision is made by the Home Plate Umpire and is final
10. The player that hits the most balls over the fence will advance to the next round. If no home runs, see rule #9.
11. In case of tie, there will be a sudden death round between the contestants that tie. Each player will receive 6 additional pitches, 4 swings (hits – see rule #8 "ties" above) until a winner is determined.
12. The single elimination format will continue until there is only one player left. The losers of the semifinal round will compete for 2nd/3rd place, if necessary. (If bye needed, will draw for positions for Finals Bracket).
13. Balls will be furnished by the Tournament Director. All contestants will hit same balls.
14. Cash prizes (check) will be awarded to the final three players. If T-shirts are given away as part of contest, the contestant must hit to participate and receive T-shirt, no exceptions.