

**SUMMER SIZZLER SERIES**

**2021** **PACKAGE**

**Mission Statement**

* The Summer Sizzler Series is a chain of slo-pitch tournaments run for players by players. A revolutionary idea from a group of devoted ball players that is geared towards making the whole experience for the participants they will never forget. Our goal is to run a championship series offering some of the biggest prizes in the NSA line up.
* We thank you for joining us at the Summer Sizzler Series, where you came for the ball, but will stay for the experience.

**Intro**

* The series will be played over the course of the 2021 season at the Oshawa Lakefront Diamonds. All tournaments will be seeding events for the finals. These events will have their own tournament payouts, but on top of this, standings will be kept, ranking the teams in each division. At the end of the six qualifying tournaments, the number 1 team in the standings will receive a Free entry into the finals along with cash prizing\*. From there, the teams will be invited to the NSA Summer Sizzler Finale tournament.
* \* Prize money is dependent on number of teams that enter the tournaments
* In order to play in the final tournament, teams must ‘qualify’ by playing in at least three of the previous qualifying tournaments.

**Regulations**

* A team must play 3 qualifying tournament to be eligible for the NSA Summer Sizzler Series finals.
* The NSA Summer Sizzler Series Finals, and Qualifying tournaments will be a 4-game guarantee format, and team entry will be $495 per tournament.
* In order to be eligible to play in a tournament all players must be registered on a team roster and then verified by the Sizzler Commitee.
* Tie breakers goes as follows.
* Head to head (if applicable) then plus minus , Max +7 if true plus minus is tied , best defense , best offense , coin flip
* The event organizers reserve the right to move teams up/down divisions in order to maintain fairness and equality of play.
* Qualifying tournament winners will receive cash plus prizing (based on division\*). Top ranked team (by points) after the qualifying tournaments will receive a Free Entry into the finals and bonus cash prizing.\*
* \* Prize money is dependent on number of teams that enter the tournaments.
* Player eligibility will be based on the verification system that the Summer Sizzler has incorporated for fair play.
* Rosters will model of NSA ruling. 2 players of a 1 level higher can play down 1 division and 1 player of 2 levels higher can play down. (exemption see below rule for Intermediate)
* Intermediate Co ed Division will follow as the below capping for rosters

1 A Players (max) and 3 B Players or 4 B Players. All others players must be C/D/E

Ladies will drop 1 ranking spot for Co Ed Int only. (A to B , B to C)

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* Elite Division rosters will be considered open
* Intermediate Men's Division will follow the guideline of max 2 A and 2 B ranked players (or 1 A 3B or 4B ranked players) and all other players must be under B ranked
* Sets of prizing come in 12. Additional prizes for winning teams will cost extra
* Rosters will be locked after event #4 and a maximum of 25 players per team. Therefore any player who wishes to play for any team has the freedom to do so for the first 4 events. Once Event #5 commences , players will be locked to that roster for Events #5 , #6 and the finals. Players do not have access to transfer to another team after event #4.
* The Sizzler Committee reserves the right to have the authority to overturn a players ranking and roster to model and match the currently skill set for fair play.
* The Sizzler Committee reserves the right to have the authority to make any decision that they feel is for the betterment of the tournament.
* Lineup cards must be submitted to umpires before the game and score sheets will be given to each team for every game. All lineup cards must be given into headquarters at the end of the game. If they are not turned in by the end of the round robin games the score sheet and lineup card for that game will result in a forfeit for said team.
* All rosters will be verified before Saturday and if there are any issues the coach will be notified to amend.
* All games are to be played. The Sizzler committee has the final say if the fields are unplayable. If both teams decide to not play the game, double default occurs and removal of prizing (cash and awards).
* Team Uniforms (shirts) will be implemented into the Sizzler this year. Matching jerseys or matching color shirts are acceptable for Sizzler play. If a team does not have matching jerseys or shirts, said team will lose the rights to the coin toss and the opposing team has the option of taking home or away. For playoffs said team will automatically be the visiting team.
* Player Ejections – If a player is ejected from a game they will be suspended for the next game in that division of play.

**Multiple Teams**

* Men are allowed to double dip into the Co Ed division. Men cannot play in more than 1 Men's division of play.
* Double dipping teams for men's and co ed are entering at their own risk. Games cannot be delayed due to a double dipped team running late due to the 0 grace rule for upcoming games. The Sizzler will make every attempt for double dipping teams to not have games overlap with each other.

**Summer Sizzler Series Point System**

* Teams will be awarded 3 points for registering for each tournament.
* Teams will be awarded 2 points for a win, 1 point for a tie. 5 points will be awarded to the team who wins the tournament , 3 points for 2nd and 2 points for 3rd and 1 point for 4th
* In the situation where byes happen going into Sunday , teams that receive a bye will receive 2 points. In the situation where no byes are given there will be no additional points.
* If a team gets bumped up / down a division. All current points will be nullified except for the participation points.
* In the event of seeding ties, we will follow the same model as stated above. (see rules and regulations)

**Summer Sizzler Series Rules**

* All NSA rules will apply except for below
* No new inning will be started after an hour and five minutes. (Umpires will make every effort to call last inning.
* To ensure games receive the allotted game time it is up to the coach to verify the starting time with the umpire.
* Batting lineup is unlimited for Men's division.
* Teams must start with 10 players. If a team that is playing drops to 9 players due to injury the impacted team due to injury can finish the game but incur an auto out for the injured player. If a team starts with 10 and receives an ejection the game will result in a loss for the impacted team. If a team cannot finish the game due to an ejection(s) the score will be reported as a 7-0 loss.
* Games must start on time and therefore there is 0 minutes for grace in regards to late players.
* If a batted ball hits the mat (board) it is a live ball if in fair territory.
* **Legal bats for play will have the below stamp(s)**

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| --- | --- | --- |
| http://nsacanada.ca/bats/nsa%20can%20appr.jpg | http://nsacanada.ca/bats/ussssa.jpg |  |

* Mercy is 15 runs after 4 or 10 after 5. All innings are open.
* Round Robin games can end in a tie.
* Line-up cards will be used. Winning team will hand in a signed line-up card by the umpire to headquarters.
* If permits get pulled by the city during a tournament after X amount of games have been played the boards will stand and if necessary will result in the winner of the tournament. The Sizzler committee will make this decision based on various factors. Partial payment will be required to cover the costs of used diamonds , umps etc.
* HOME RUN RULE:
* Rec Div. - 1 home runs per game. Any additional home runs hit will result in an out
* Men's D - 3 home runs per game. Any additional home runs hit will result in an out
* Intermediate Div – 5 home runs per game. Any additional home runs hit will result in an out
* Elite Div - 7 home runs per game. Any additional home run hit will result in an out.
* Courtesy Runners – 4 per game.
* Courtesy Runners must be a runner that is active in the batting lineup. A substitution must be used if a player is required to run but is not active in the batting lineup.
* Upon hitting a ball if the batter does not begin to move directly towards first base and do so without stopping the batter will be considered giving himself up and is out.
* Any roster protest must be done before the completion of the 3rd inning and $175 must be handed to the Umpire. If a substitution happens that a team wishes to protest they have up to 1 inning after the substitution to protest. If the protest is in the “last inning”, regular NSA protocol for protesting will come into effect.
* All players must be on lineup card to be able to come into a game. No additions to the lineup card once both coaches agree that it is valid upon handing it into the umpire.

PITCHING RUNNER - A courtesy runner may be used for the pitcher if he/she is on base with two (2) out and is using exposed safety equipment excluding a mask.  The courtesy runner MUST BE the last out of the same gender as the pitcher.  This rule applies only to pitchers that have been in the game in prior innings and have been wearing their protective gear.

* ALL OTHER EXCEPTIONS ARE LISTED IN THE GENERAL PLAYING RULES ABOVE

**Approved Pitching Masks**

Pitching masks have been deemed necessary for all levels of competition. Below is a list of approved manufacturers for pitching masks.

Worth , Bangerz , Markwot , Sklz , Rip it , Shuttz , Rawlings , Louisville , Champro , Mizuno , Under Armor , All Star , Boombah , Lacrosse.

**ILLEGAL(improper ) SHOES**

Any player wearing illegal (improper) shoes while playing in the game, shall be immediately ejected. If this should happen while at bat or on the bases, the player will be  declared out as well.  If this should happen while the player is playing defense, the offensive team has the option of taking the result of the play or the batter will be awarded first base and all other runners will advance one base if forced.

**ILLEGAL OR ALTERED BAT**

If a bat is pulled during a game for being altered and/or illegal, the bat will be handed over to the Sizzler committee.  The bat will be returned to the player once his/her team is eliminated from the tournament or the championship game is over.  If the player refuses to hand his bat over, he/she will be ejected from the game and the remaining Sizzler Tournaments for that year.  If this bat re-appears during a following event, the player will be suspended from all future sizzler events for a one year period.  **All other rules for an Altered or Illegal bat will apply.**

**Rosters and Registering**

* Teams & Rosters MUST be in a week prior before the tournament. These rosters will be checked against our verification tools. If a player needs to be added he must be done the latest Friday night and will have to go through the approval stage once again and there will be a $25 charge for the late addition of a player or submission of a roster.
* New to the Sizzler Roster submission form this year is all coaches must include alongside their NSA ranks will be SPO and SPN ranks. Failure to do so or completing with false information will result in an invalid roster and subject to an automatic loss if a protest is completed.
* Rosters will be locked after event #4 and a maximum of 25 players per team. Therefore any player who wishes to play for any team has the freedom to do so for the first 4 events. Once Event #5 commences , players will be locked to that roster for Events #5 , #6 and the finals. Players do not have access to transfer to another team after event #4
* To be eligible for the finals, a player MUST have his name on a roster from one of the qualifying tournaments. If a request is made from a team to have a player added for the finals, the Directors will open up that roster spot to each team in the division for fair play and of a charge of $40 per addition of player. You roster will still have to pass the verification checks once again.
* All rosters will be approved by the Sizzler directors. The Sizzler directors have the right to overturn and approve players if we feel they are ranked to high based on NSA database and team performance. All players must be ranked in the online NSA database. If a player is not on the NSA database he will be deemed an illegal player and if protested said player will be ejected from the event and the team will receive a loss.
* If a player plays in 2 tournaments in a higher division (Super Series) the onus is on said player to notify the Sizzler committee via the roster form to have their rank updated to reflect the higher level of play.
* If a player is playing in more than 1 division it is up to the player / coach to inform the directors of their participation on dual teams. We will do our best to accommodate however we make no guarantees of any overlapping games.
* Qualifying teams must play in 3 tournaments in the same division. If a team gets bumped up or down they must re-enter their team into 3 more qualifying tournaments to be entered into the finals

**Co Ed Rules**

* Co Ed division will follow the same rules as the Men's Division except for the below rules
* The Co Ed format is defensively 6 Men and 4 Women.
* Unlimited batting order however your batting lineups cannot have more than 2 men in a row
* You may have any pitcher / catcher combo the team wishes.
* Women will have the option to hit the11 inch ball or 12 inch ball. while the men will hit the 12 inch softball.
* Females are allowed to bunt
* Any walk that a male receives when a female batter is on deck the male receives 2nd base and the female has the option to walk or hit.
* Outfielders cannot throw out a lady going to first. If so , the runner will be awarded 3 bases.
* 5 man infield is allowed however the 5th infielder must stay on the gravel until the ball is hit into play. the 5th infielder can throw out a female at first. If the 5th infielder ends up on the grass before the ball is hit and attempts to throw out a female at 1 the female is awarded 3 bases.

**Women's Divisions**

* Women’s divisions mimic the regulations as the Men’s divsions
* Women's Rules per division will reflect the same as the men's divisions.

**Prizing Structure**

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| **PRIZING PAYOUTS** | |  |
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| **Final Tournament Cash Prizing Mens Rec - Co ed Rec** | |  |
| 1st Place | $2,000 |  |
| 2nd Place | $400 |  |
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| Overall Point Winner | Free Entry + 500 Cash |  |
| **Per Event Cash Prizing** | |  |
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| 1st Place | $500 + Prizing |  |
| 2nd Place | Prizing |  |  |  |
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| **PRIZING PAYOUTS** | |  |  |  |
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| **Final Tournament Cash Prizing Mens D / Co ed D** | |  |  |  |
| 1st Place | $2,500 |  |  |  |
| 2nd Place | $400 |  |  |  |
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| Overall Point Winner | Free Entry + 600 cash |  |  |  |
| **Per Event Cash Prizing** | |  |  |  |
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| 1st Place | $600 + Prizing |  |  |  |
| 2nd Place | Prizing |  |  |  |

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| **PRIZING PAYOUTS** | |  |
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| **Final Tournament Cash Prizing Mens / Ladies Int - Co ed Int** | |  |
| 1st Place | $3,000 |  |
| 2nd Place | $600 |  |
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| Overall Point Winner | Free Entry + 700 Cash |  |
| **Per Event Cash Prizing** | |  |
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| 1st Place | $700 + Prizing |  |  |  |
| 2nd Place | Prizing |  |  |  |
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| **PRIZING PAYOUTS** | |  |  |  |
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| **Final Tournament Cash Prizing Elite** | |  |  |  |
| 1st Place | $2,500 |  |  |  |
| 2nd Place | $400 |  |  |  |
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| Overall Point Winner | Free Entry + 600 |  |  |  |
| **Per Event Cash Prizing** | |  |  |  |
|  |  |  |  |  |
| 1st Place | $500 + Prizing |  |  |  |
| 2nd Place | Prizing |  |  |  |