
★ HOT SHEET QUICK NOTES ★

WORLD TOURNAMENT OF HISTORIC BASE BALL ~ AUGUST 11 - 12, 2012

Please see 'Information Sheet, WT, 2012' for expansive and detailed information!



PLAYERS' SKILLS COMPETITION (SUNDAY, August 12, 1:30pm – 2:30pm ~ Walnut Grove): In keeping with the original tournament of 1867, we will have player competitions just prior to the Championship and reserve Championship game. Each club should send three (3) representatives to each participate in one of three skills competition; *Fastest Runner* (from home plate to home plate), *Accuracy Throw* (from home to second base), and *Distance Throw*. We will conduct the Fastest Runner on Walnut Grove #2 with the Accuracy Throw on Walnut Grove #1 at the same time. The Distance Throw will be held on Walnut Grove #1 immediately following the conclusion of the Speed Competition. Clubs should send their three candidate participants to Walnut Grove for participation. Ribbons will be issued at the conclusion of the Skills Competition on Walnut Grove #1 field.



WORLD TOURNAMENT AWARDS CEREMONY: The Awards Ceremony will be conducted on Walnut Grove #1 immediately following the Championship Game on Sunday. We encourage all clubs and players to stay on hand as several awards are given out; Champion, Runner-Up Champion, Reserve Champion, Finest Captain, Finest Pitcher, Finest Catcher, Henry Chadwick Sportsmanship Award and the fewest wins. We realize that some ballists travel great distances, but we would love to have you present.



COURTESY RUNNERS: As described in by Henry Chadwick in his *Guide for Umpires*, author of *Haney's Base Ball Book of Reference*, courtesy runners must start at the striker's line and can start running after the striker has struck the ball. The player who made the last out shall be the courtesy runner as needed. Courtesy runners will not be awarded by the umpire at any other base unless there is an injury running to that base. The Greenfield Village clubs have put this into use and it works well. Umpires will show Courtesy Runners their starting point.



LUNCH: Each registered participant will receive (2) two \$10 "Fun Money" tickets in their Registration Packet that can be used at any retail or food location in Greenfield Village during their normal open hours. This will provide more flexibility for players and their families as to when and what to eat.



EARLY GAMES (Prior to Greenfield Opening at 9:30am): In order to get all the requisite games in, three matches will be played on Saturday and two games will be played on Sunday before the Greenfield Village open time of 9:30am. Your family/friends are permitted to watch those early games if your club is playing one of those schedule games, but they **MUST** enter Greenfield Village Eagle Gate (see maps). **EVERY EFFORT** should be made for those guests coming in to ENTER with the player. Guests of the players whose games start at 9:30 am on Saturday and 10:30 am on Sunday will need to enter the Greenfield Village at the main Village Entrance area after 9:30 am.

PLEASE NOTE: The front gates of Greenfield Village WILL NOT OPEN UNTIL 9:30am under any circumstance. Additionally, there will be limited, if any, services provided before 9:30am. The restaurants and food areas, bathrooms, retail, guest service amenities (scooters, wheel chairs, etc.) and other like services will not be in place prior to 9:30am. Security will be available around the clock! Please be prepared given any special circumstances or needs you may have.



STEALING BASES CLARIFICATION: Stealing Clarification: We've been working to try to balance rules accuracy for 1867 (in which there were no limitations on stealing) and game-play accuracy (we know there were often 12-15 steals in a game, but not every runner who hit a single ended up on 3b two pitches later!). We've tried making one small limitation on stealing, and it has worked out well, so we're using that rule for this tournament. **Specifically, base runners can not steal during the time between when the pitcher starts his delivery and the time the ball hits something (ground, home plate, bat, batter, catcher, etc.).** There's a longer description and

explanation of the stealing rule on the attached sheet, but in short, you can take off running as soon as the pitch hits something, but not before. *A more detailed description is on the second page.*

STEALING BASES (detailed):

We all know that stealing was a common part of the 1867 game, and that it was not uncommon for there to be 12-15 steals in a game. However, when we (and other clubs) have played with no restrictions on stealing, we end up with sometimes upwards of 40 steals in a game. In other words, when we play accurately by the rules of 1867, we end up with inaccurate game play for 1867. Our intention is to place very minor restrictions on stealing so as to represent a more accurate look to the game. To do this, we wanted to find a limited restriction 1) that would not be particularly evident to the spectators, 2) that would still allow steals to occur, 3) that would allow for the likelihood of throwing runners out on stolen base attempts, and 4) that would not contradict other rules of the game, 5) place emphasis on the pitcher and base players to hold runners.

We thus said that base runners cannot try to steal a base between the time that a pitcher begins his normal delivery and the time that the ball hits something (ground, home plate, batter, bat, catcher's hands, etc.). During that very small period of time (during the delivery and flight of the ball), base runners have to be either standing still, or returning to their base – they can't be advancing to the next base.

The ONLY exception to this will be in the very rare occasion when a base runner took off RUNNING to steal a base before the pitcher started his motion, and then the pitcher failed to notice the runner and delivered the pitch to the plate. For example, imagine that the runner is on second, and the pitcher is not paying any attention to him (perhaps wiping his brow or some other activity) and the runner starts running and is halfway to third when the pitcher begins his delivery. In that case, the runner could continue to run, since he had clearly started the steal prior to the pitcher's delivery. This is likely to be a VERY rare occurrence.

Additionally, a walking lead is NOT considered part of the stolen base attempt. **A base runner that is walking at the time the pitcher begins his delivery will NOT be considered to have started his steal prior to the pitcher's delivery, and thus will have to stop his movement when the delivery starts.** Also, a base runner who tries to "time" his departure so that he starts running just the tiniest moment before the pitcher starts his delivery will **not** be considered to have started his steal prior to the pitcher's delivery, and will be sent back to his base. The only time a base runner could be running during the pitcher's delivery is if he clearly, in the umpire's opinion, started to run before the pitcher started his delivery.

Again, our intention is to move away from rules like "steal only on a muff" that are clearly not accurate for the period, and at the same time to avoid having game play that is wildly inaccurate. We don't want to create controversy and middle-of-the-game discussions around the stealing rules when games are time-limited to begin with, so we ask that clubs recognize what we are trying to achieve in terms of rules and game play accuracy, and that they not try to "game the system". Take off running as soon as the ball hits something, but not before.



SAFETY FIRST (SLIDING, HELD BALLS, and OVER-RUNNING 1st Base): We know that the modern foot-first slide was not really developed by 1867, and so we discourage its use. However, sometimes it is safer to slide rather than risk a collision at a base. Also, the rules in the 1860s didn't require a fielder to hold on to a ball on a tag play -- just making the tag was sufficient for the out, whether the fielder held on to the ball or not -- and so there is never a reason for a "collision play" to try to knock the ball out of a fielder's hands. Let's play hard, but play safe.

As most historic ballists know, runners can NOT over-run first base. In inclement weather, which often plagues the World Tournament, some clubs want to "over-run first base for safety reasons". There is no difference between first base and the other two bases that you can not over-run so please play safely and accordingly since we will not over-run 1st base. If the field of play becomes compromised and unsafe, we will suspend games accordingly.

Thank you for participating in the World Tournament of Historic Base Ball in Greenfield Village. We are representing the original tournament held in Detroit, Michigan in August of 1867 hosted by the Detroit Base Ball Club. Please visit the Sounds of America Music Gallery on *Maple Lane* in Greenfield Village where we will have base ball artifacts including the first place rosewood trophy bat won by the Unknowns of Jackson from the 1867 tournament. We hope you enjoy the tournament. HUZAH!