

GAME RULES

SPORTSMANSHIP | CODE OF CONDUCT

We have a ZERO TOLERANCE POLICY for disrespect to each other, umpires, guests and staff on and off the field. We expect EVERYONE who attends The Tournament to handle themselves in a manner that displays good sportsmanship and sets a good example for every ball player and participating team. We will not tolerate coaches, players or fans acting out or displaying what we consider unsportsmanlike conduct. Such conduct will result in removal from the game and/or the tournament at the discretion of the Tournament director. It is our responsibility to our guests to maintain a fun and positive baseball experience.

Coaches: it is your responsibility to enforce the code of conduct to your players and fans.

Promote good sportsmanship, both on and off the field.

- Any player ejected from a game will be suspended for the next SIX Innings from that point, likely carrying over into the next game. For example: Ejected in the 4th Inning of Game 1, the Player sits for innings 5, 6, and 7 of Game 1 plus innings 1, 2, and 3 of the next game. Extra innings count toward meeting the suspension requirement. If by chance the player does not sit the required six innings the player will be removed at the time it is brought to the umpire's attention and an additional 3 innings will be added to the suspension. Please note that the Director will have final say on all suspensions.
- Any coach or fan ejected from a game will also be suspended for the next SIX Innings from that point, including those that carry over into the next game.

OFFICIAL BASEBALL TOURNAMENT RULES

Any rule not covered will convert to American League Major League Rule Book.

Game Times

The start and end of games will be determined by the following procedure.

Start of Game

- **Pool Games:** Coin toss: Umpire will determine which team has heads and tails. Winner of toss will select Home or Away
- **Bracket Play:** Top Seed will have choice of Visitor or Home.
- A team may start with 8 players and add the remaining players at any time. The spot(s) missing in the batting order will be an out(s). Please be ready to play at min 30 min prior to your scheduled time.

End of Game

- Pool Play games may end in a TIE after the time limit is reached. However, all single elimination games, including the Championship game, must have a winner.
- Bracket Play Scenarios
 - Home time is winning in the top of the inning when time limit is reached
 - Finish top of inning. If home team is still winning, Game Over. If Away goes ahead, complete inning and go to tiebreaker if necessary
 - Home team is losing in the top of the inning when time limit is reached
 - Finish inning and go to tiebreaker if necessary
 - Away team is winning or tied when time limit is reached
 - Finish inning and go to tiebreaker if necessary
 - Away team is losing when time limit is reached
 - Finish top of inning. If home team is still winning, Game Over. If Away goes ahead, complete inning and go to tiebreaker if necessary
- All extra innings games, or when Time Limit is reached in Single Elimination, will use the following rule: The new inning(s) will be started with the last Batted Out on second base.
- No Pool Play game will go to extra innings.
- Any forfeit will be scored 10-0

Time Limit

All games will be in a 1hour 45min drop dead format and can't start an inning after 1hour 30min. Championship Game is the exception and will played under normal rules.

- Pool play games that reach the drop dead time will revert the score to the last completed inning
- Bracket Play will not revert the score and finish per the scenarios above

- Championship games
 - 12U and under-6 inning game
 - 13U and up-7 inning game
 - Pool play-Each team will provide 1 baseball at the start of the game
 - Bracket play-Baseballs will be provided

Mercy Rule

Regardless of age, twelve (12) runs after three innings, ten (10) runs after four innings and eight (8) runs after five innings. Home team does not bat if ahead by Mercy. Home team will bat if visiting team goes ahead in top of Mercy inning.

Dugout

All dugout selection is based upon a first come first serve basis; any disputes will be determined by tournament director.

Official Roster

Team rosters and insurance are to be sent to the Tournament Director 1 Month prior to The Tournament. Rosters should include: Name, Number and DOB (legal age is based on age as of April 30th). Parent, coach or guardian should be able to provide proof of age on request at the tournament (copies physical and electronic are acceptable).

PENALTY: Anyone found ineligible to play who has or is currently in the act of playing in the tournament should render the team a forfeit. If the player has not played or is not playing. The player will be ineligible to play.

Age Determination

The Tournament age/division determination runs from September 1 through August 31 the following calendar year. (On September 1st of every year your team moves up to the next age division.

For example: If you played 12U in the summer - you would play 13U as of September 1st.

The Tournament determines the age of a player by an April 30th cutoff.

Protests

No protest will be allowed for judgment calls. Protests will be allowed for rules only and must be decided before restart of play. A \$200.00 payment must accompany protest and will be returned if protest is upheld. A Protest is only "Official" if accompanied with a \$200.00 fee and done before the next pitch. This same fee will apply for protests of age and Birth Certificates.

Determining Starting Line-up

We want to let the Coach play as many players as he/she wants. The only information needed regarding a "Starting Lineup" is the number of batters. We do not care who plays in the field.

Offensive

- Team may bat 9 players or the entire lineup.
- Once the number of batters is determined, it must remain for the entire game.
- An injury will not result in an automatic out if continuous batting order is used.
- An ejection will result in an automatic out if continuous batting order is used.
- A substitute is anyone not placed in the batting order.
- There is no dropped third strike for 8u and 9u. 10U and up will have dropped third strike
- 8u-12u-Slash bunting is illegal
- 13u-14u-Slash bunting is legal but strongly discouraged
- **8U only**
 - Maximum of 5 runs per inning
 - No stealing of Home
 - Maximum of 1 base per throw. **Example:** Runner on first steals second and the throw goes into center field. Runner must remain at second. The idea at this level is to let the players throw without "Little League Home Runs."

Defensive

Any player on the roster may play in any defensive position at any time, regardless of being in the batting order. For example - A team may have 18 players: Bat 9 of them

and play the other 9 in the field. No one player in a game can assume more than one offensive position.

Pitching Restrictions

- 10u and below: No Pitcher can pitch more than 6 consecutive outs in one game. Once a player is removed from pitcher they cannot return to pitcher for the remainder of the game.
- 11u and above: We leave pitcher health discretion to the coach, but we strongly recommend the USA pitching guidelines. Everyone is competitive by nature, but please keep in mind the health and career of the player and no game is as important as the player remaining healthy.

Second visit to the mound per inning will result in removal of pitcher.

Field Dimensions

8U-10u 46x60

11u-12u 50x70 with leads

13u 60x90 with leads

Balks Dead Ball

- 1 Warning Per Pitcher for 11U and 12U. 13U and 14U will receive no warnings. The fake to third is not allowed; the new rule for Third Base is the same exact rule for First Base.

Cleat Restrictions

- Metal cleats in 13u and above

Bat Restrictions

- 12u no drop 5 bats.

Altered or illegal bats will be removed and player may be ejected.

- Designated Hitter NONE. Offensive rule takes care of Designated Hitter.
- Courtesy Runner-Pitchers and catchers only with 2 outs.
- Avoid Contact Rule A player may not intentionally run over anyone at any time or place on the field. (Umpire's discretion.)
- Head First Slide Permitted at all bases.
- Intentional Walk Pitches do NOT need to be thrown for an intentional walk.
- Infield fly rule is in effect at all levels except 8u & 9u

Umpires

The Umpires ruling is final! The tournament supports the ruling 100%

Official Game

All Pool Play games played at The Tournament are Official at the end of one (1) complete inning (same rules as if it were a 4-inning complete game) regardless of age or reason for the stoppage (weather, darkness, etc) This ruling is in place due to weather or darkness and to determine standings for Single-Elimination. All Single-Elimination games including Championship are complete after 3 innings.

Determining the Winner

All tournaments will have a Championship Game if possible. In the event of cancellation of a tournament due to weather, a tournament must have two complete games to be Official; we will determine a winner and appropriate finishes based on the following procedure:

In the event that Pool Play has concluded and Single-Elimination has started and we are unable to finish the tournament (usually rain), the places are determined in the following manner:

All teams eliminated in Single-Elimination are eliminated and we proceed to the highest remaining Seeds left standing. The Tie-Breaker system has already determined seeds

from the previous day and that is how we will determine a winner. The games played during Single-Elimination have NO BEARING on the final outcome as far as runs allowed, won-lost record and so forth. Games played during Single-Elimination can only eliminate a team. EX. Seed 1 may have played and won while giving up 5 runs and Seed 2 may have played and gave up 0 runs, therefore giving up less runs for the tournament. This IS NOT a factor in determining a winner. The highest seed left standing from Pool Play will be the winner and so forth.

Tie Breakers

- Record
- Head-to-Head (ONLY applies when 2 teams are tied)
- Lowest runs allowed
- Highest runs scored
- Coin Flip
- The Tournament Director has final decision when making adjustments to schedule due to game delays or cancellations.

Scheduling and Scoring

An email will be sent prior to the tournament to join a GameChanger tournament. This tournament will be the method of scheduling and scorekeeping throughout the tournament. If you do not have teams set up in GameChanger, I strongly encourage doing so immediately.

Please Note: These rules are not all inclusive.

Common sense should be used at all times: Violations of these Rules may lead to team or individual suspension from tournament play and/or park activities. Parents and family guests of The Tournament assume all risk and danger of personal injury, losses, damages to person or property and all hazards arising from or related in any way to, the events at The Tournament that they are attending. The Tournament management reserves the right to refuse admission or eject any person whose conduct is deemed by management to be disorderly or who fails to comply with the rules and regulations of The Tournament.