

## **TOURNAMENT RULES (Player Pitch):**

- The rules stated here and then the Official Rules (8U), High School Rules (9U, 10U, 11U, 12U, 13U, 14U, 15U, 16U, 17U, 18U, 20U, 22U, 25U) are in effect. ESC reserves the right to modify rules prior to the start and during the tournament, if any item is misrepresented within this document.
- The tournament director or his/her appointed representative (e.g., umpires) shall be the sole judge as to the playing condition of the field and is responsible to make a decision for a called game and termination of play.
- Age requirements prior to May 1<sup>st</sup> (Must be of Age on April 30th)
- A roster with player's first name, last name, address, and birth date and phone number must be emailed by Wednesday prior to the start of the tournament available for review upon request. Have birth certificates available at all times in case questions arise.
- All players on a team must be listed on their roster.
- There will be 15 awards per team for first and second place in each division.
- Teams shall be at field 30 minutes before the scheduled game time. If a team cannot field a team at scheduled start time, they shall forfeit. ESC, in cooperation with other Leagues and Tournaments, reserves the right to extend the 15-minute grace period for teams participating in other baseball events. Obviously, forfeit does not apply when delay of arrival is due to our own tournament.
- There will be no infield practice.
- Home teams decided by flip of coin in all games, excluding playoffs {Highest Seed will have option of being Home Team}
- No protests. Any Team that Forfeits CAN NOT Advance to the Championship Round.
- The infield fly rule shall be in effect for all divisions.
- The "Extra Hitter" will be the 10th batter in the game and may bat anywhere in the lineup. The EH is optional in all divisions. The EH can be substituted for and the reentry rule will apply. The EH substitution shall be handled like any other position in the line-up: the EH can play the field.
- ROSTER BATTING is Permitted.
- If a player arrives late, player may be placed in 10th position in lineup.
- NOTE: 15U, 16U, 17U, & 18U Division may use the DH {Designated Hitter}, as well.
- Speed-Up Rule: Teams may use a courtesy runner for both the pitcher and the catcher of the previous inning ANYTIME

The runner must be someone not presently in game - if none available, last batted out.

- Pitch Count Recommendation:
  - O Ages 8-13: 90 Pitch Tournament Recommendation
    - 0-45 Pitches = 0 Days Rest
    - 46-75 Pitches = 1 Days Rest
    - 76-90 Pitches = 2 Days Rest
  - Ages 14+: 100 Pitch Tournament Recommendation
    - 0-45 Pitches = 0 Days Rest
    - 46-75 Pitches = 1 Days Rest
    - 76-100 Pitches = 2 Days Rest



- o If a pitcher reaches the pitch count limit during an at bat, the pitcher may finish that at bat, but may not throw a pitch to the next batter in the line-up. This is a recommendation and not a requirement. Once pitcher leaves pitching position for one pitch he cannot return as a pitcher during that game.
- If a Pitcher returns to the mound "illegally" correct the wrong at that time NO PENALTY!
- Metal Cleats 13U and above only
- The finals will be determined as follows: TBA PER EVENT
- Tie Breakers:
  - 1. Head to Head {2 Teams Only}
  - 2. If 3 Teams are tied and they all played each other, and one team won both games, that team will advance.
  - 3. Least Runs Surrendered \* If a Forfeit is involved we will use 10 runs.
  - 4. Run Differential \* If a Forfeit is involved we will use 10 runs.
  - 5. Coin Toss
- Bat Restrictions: None {except 14U is 5 & 15U & above BBCOR and 3 HS Rule in force}
- Avoiding contact will be in effect on all close plays at the plate. Umpires discretion on whether a slide is appropriate. A flagrant attempt to barrel the fielder covering plate will result in automatic out and ejection from the game.
- General Points of Reference:

| Age     | Innings | Official   | Mercy | Steals | Leadoffs | Bases    | Pitching | Drop 3 <sup>rd</sup> |
|---------|---------|------------|-------|--------|----------|----------|----------|----------------------|
|         |         | Game After | Rule  |        |          | Distance | Distance | Strike               |
| 8U      | 6       | 4          | NO    | NO     | NO       | 60       | 43       | NO                   |
| 9U, 10U | 6       | 4          | Yes   | Yes    | Yes      | 65       | 46       | Yes                  |
| 11-12U  | 7       | 4          | Yes   | Yes    | Yes      | 70       | 50       | Yes                  |
| 13U     | 7       | 5          | Yes   | Yes    | Yes      | 80       | 54       | Yes                  |
| 14U+    | 7       | 5          | Yes   | Yes    | Yes      | 90       | 60.5     | Yes                  |

- Mercy rule will be as follows:
  - o 12 after 3
  - o 10 after 4
  - 8 after 5
- Profanity or misconduct by a player, coach or manager will not be tolerated and may result in his or her ejection from the game and dismissal from the tournament.
- Rain out or cancellation policies: In the event of bad weather, lack of power or other unforeseen circumstances the tournament director and ESC reserve the right to modify and complete the tournament the following weekend or any other date we deem appropriate without a refund. In the event the tourney is cancelled due to weather, the following refund will be in effect:
  - 0 games played 75 % refund



- o 1 game played 50 % refund
- o 2 games played 0 refund
- All games are on a 1 hour 30 minute time limit; no inning can start after 1 hour 30 minutes, drop dead at 1 hour 45 minutes:
  - Exception: Semi-Final and Championship Games.
- Tie Games in Pool Play Only. If there is Time on the Clock Teams may play extra innings.
- INDOOR: Any batted ball that hits the dome ceiling is a dead ball, foul ball, unless it carries over the homerun fence. In that case it will count as a homerun.

## **8U Rules (Coach Pitch):**

- Coach Pitch. Coach must pitch from near the pitching mount.
- If opposing team throws the ball to the coach and the coach drops it or is not paying attention, then the ball is considered dead and players return to previous bases.
- No leads. No steals.
- No stealing home. Home plate is locked except when the ball is batted only.
- In the event of a dropped 3rd strike the batter is out and may not try to advance to 1st base.
- Infield fly rule is in effect.
- The pitcher and catcher may be ran for anytime. The base runner would be the last recorded out.
- All 8U games will be 1 hour 30 mins.

Please Text Scores (Both Teams Need to Text - Home/Away) to the phone number listed on your schedule. Questions? Please contact tournament director: Chris Godel at <a href="mailto:baseball@eriesportscenter.com">baseball@eriesportscenter.com</a>