

2019 Bayside Bash Tournament Rules

1. In pool play, the team listed first will occupy the first base dugout. A pre-game coin flip will determine the home team. In bracket play, the highest seeded team will be the home team and will occupy the third base dugout. If two teams with equivalent seeds meet, a coin flip will determine the home team.
2. There is a 70-minute time limit on all games except the championship games which are not time-limited. Please hustle on and off the field between innings!
3. Games will be 6 innings, unless shortened by the time limit. Four innings will constitute a completed game in the event of a rain out. In pool play, two points are awarded for a win and one point for a tie. There CAN be ties in pool play, but not in bracket play. In bracket play only, the international tie breaker will be used after 6 innings or the time limit, whichever comes first.
4. We will play a 12-run mercy rule after 3 innings, 10 after four innings, and an 8 after 5 innings.
5. The home team will keep the official score. There will be no infield practice before games. Teams may use the edges of the field for grounders or the outfield for fly balls. Every effort will be made to start games promptly at the scheduled times.
6. No game protests will be allowed. All decisions will be finalized on the field. Make every attempt to set a good example for our young athletes. Settle it and move on.
7. Courtesy runners are allowed for the pitcher and catcher. Courtesy runners must be used first from the group of players who are not yet in the game. Once everyone has been in the game, the player who made the last out of the previous inning is the courtesy runner. Should any other situations arise involving courtesy runners, umpire's decisions on courtesy runners are final.
8. In the interest of getting as many girls as much playing time as possible, **EP's (extra players) will be allowed** in a lineup. You do NOT have to have EP's in the lineup, but the option is there for coaches. An EP is simply an extra batter, and they may be substituted freely defensively for any player but must remain in the same position in the lineup (i.e. bat 10, play nine in the field, or bat 11, play nine in the field). A DP/Flex may also be used.
9. 12U Format: There are four pools of four teams. Teams play a round robin schedule within their pool. After the pool games, the top two teams in each pool advance to Championship (Ch) play. The bottom two teams in each pool advance to Consolation (C) play. All teams are reseeded for bracket play. Awards are presented in both groups. See TIEBREAKER RULES for determining the order of finish.
10. 14U Format: There are five pools of four teams. Teams will play three round robin games within their pool. At the end of pool play, the top two teams in each pool PLUS two wildcard teams (next two highest seeded teams) will advance to Championship (Ch) play (12 teams total). The remaining eight teams advance to Consolation (C) play. All teams will be reseeded for bracket play. Awards are presented in both groups. See TIEBREAKER RULES for determining the order of finish.
11. 16U Format: There are two pools of five teams. Teams will play four round robin games within their pool. At the end of pool play, the top three teams in each pool advance to bracket play. See TIEBREAKER RULES for determining the order of finish.
12. **On Sunday, all games will start 10 minutes after the completion of the previous game or as close as possible to the scheduled time, whichever comes first. If a game ends early, please have your teams ready to get on the field to play.**
13. You must play all scheduled games. We want to provide as much opportunity for the girls to play as possible. Weather permitting, each team is guaranteed 4 games. In the event of inclement weather, every effort will be made to play all the scheduled games. Keep your fingers crossed for no rain!
14. No metal cleats allowed in the 12U division.
15. 12U will pitch from 40 feet. 14U and 16U will pitch from 43 feet.
16. TIEBREAKER RULES: If two teams are tied for points in the final pool standings, we will use the following rules to determine places:
 - Tiebreaker #1: Most wins
 - Tiebreaker #2: Head to Head
 - Tiebreaker #3: Least number of runs allowed
 - Tiebreaker #4: Coin flip.