

2019 Spring Splash 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 will be a one hour and ten-minute time limit on each game—no new inning starts after one hour ten minutes, except for the championship game which is not time-limited.
3. Games will be 6 innings, unless shortened by the time limit. 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 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, umpires' 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. **10U Format:** There are two pools of four teams each. Each team will play a round robin schedule within its pool. Pool play will determine seeding for single-elimination bracket play on Sunday as shown on the schedule. See TIEBREAKER RULES (#16) for determining order of finish.
10. **12U Format:** There are three pools of five teams each. Each team will play four round-robin games within its pool as scheduled. The top team in each pool plus the highest seeded "wildcard" team will qualify for championship single-elimination bracket play. See TIEBREAKER RULES for determining order of finish.
11. **14U Format:** There are three pools of four teams. Each team will play a round robin schedule within its pool. The top two teams from each pool will advance to championship bracket (Ch) play. The bottom two teams from each pool will advance to consolation bracket (C) play. Teams will be seeded #1 through #6 within their brackets based on pool play. See TIEBREAKER RULES for determining order of finish.
12. Bracket play results will be posted Saturday evening on www.traversecitywaves.com. 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 and 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 of the scheduled games. Keep your fingers crossed for no rain!
14. No metal cleats allowed in the 10U or 12U division.
15. 10U will pitch from 35 feet and use an 11-inch ball. 12U will pitch from 40 feet. 14U will pitch from 43 feet.
16. **TIE BREAKER 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.