

Bad Axe All Star Tourney Rules and Information

Copies of birth certificates must be available for review at all times during the Tournament. If any team has a question concerning a player or players your team must produce the Birth Certificates for the team by the conclusion of the game. No exceptions will be allowed.

- Little League Age Chart for 2018
- All Games are 6 innings. 12-run mercy after 3 innings. 10-run mercy after 4 innings. 8-run after 5 innings. The mercy rule will be in effect for the championship game.
- No metal spikes.
- Time limit of 1 hour 45 minutes. No inning can start after that. If inning is started, it can be completed.
- 10U will have a 5-run limit per inning. No limit in the 6th inning ONLY.
- Pitchers can pitch 3 innings per game; maximum of 10 innings per weekend. Innings must be consecutive. One pitch constitutes having pitched a complete inning. Pitching records must be signed by opposing coaches and turned into the concession building upon completion of your game.
- Five warm up pitches between innings – 8 if it's a new pitcher.
- Free defensive substitution will be used. Each player present and on the roster at the beginning of the game must bat in the lineup and play a minimum of 2 innings (6 outs) in the field. The minimum number of innings in the field is waived for games shortened by mercy rule or time limit.
- A team must be able to field a minimum of 8 players at the scheduled game time to not forfeit and may not add players after the start of the game without agreement of the other team and the umpire. For each player less than the allowed number of defensive players, an out will be assessed each time through the batting order. (ie. If a 9U team fields 9 players they will be assessed an out each time through the batting order). If a player is unable to continue playing in a game due to injury, the team will take an out for each time the injured player was to bat.
- A courtesy runner can be used for the pitcher and catcher at any time. The runner will be the last available out. A courtesy runner can only be used for the pitcher and catcher of the next inning (ie. If the inning is the bottom of the 3rd the runner could be used only for the pitcher or catcher of the 4th inning).
- In pool play, home team will be determined by coin flip. After brackets have been determined, the higher seed will be given the option of home or away team. If both teams have an equal seed, a coin toss will be used to determine home team. Home team is responsible for the official scorebook unless teams agree otherwise.
- All games will consist of **6 innings with a time limit of 1 hour and 45 minutes**. No new inning can start after time limit. If the game is tied after regulation time or regulation innings, then the International Tie-Breaker shall be put into effect after the bottom of the last inning (**the international tiebreaker rule is not in effect for pool play games**). The new inning shall begin with the last player to have an official at-bat in the previous inning on 2nd base to start the new inning with 0 outs and no count on the batter. Both teams will have an at bat with this format.
- If a player is injured while on base, the player who was the last available out may replace him.
- **Only Little League Approved USA stamped bats are allowed.**

- **TIE BREAKER RULES (to determine playoff eligibility/seeding)**

If there is a round robin record tie between teams and all tied teams **have played** each other, the following tiebreakers will be used in this order: For any forfeited game, the winning team will be awarded one run per inning for tiebreaker purposes.

- 1) Head to head competition
- 2) Fewest runs allowed in the tournament
- 3) Run differential in each game played (**No differential greater than 10 runs**).
- 4) Coin Flip

- Coaches are allowed two free trips to pitcher's mound per game. Third trip – pitcher must be removed. A trip to remove a pitcher does not count as one of the free trips.
- Stealing allowed, once ball crosses home plate.
- Infield Fly Rule will be in effect.
- 9 defensive players for 12U.
- Up to 10 defensive player for 10U, must be made up of 4 outfielders, no rover.
- 12U will be playing dropped third strike.
- 10U will not be playing dropped third strike.
- Games will start earlier if fields are ready.
- We will do our best to have all games will be umpired at home plate by a certified umpire for 12U only. Our trained high school kids will umpire 10U and the bases. Any coach or player that is ejected is done for the weekend.
- Concessions will be available Friday, Saturday and Sunday.
- A brief infield will be allowed before first game (5 PM & 8AM) of the day only.
- We observe high school rule on weather. Thunder/Lighting is automatic 30-minute delay. 30 minutes starts over every time there is another occurrence.
- **Umpires have complete control of the game.** Umpires will settle protests immediately. Umpire has final say on all in game decisions. The Tournament Director will not over rule the umpire. Do not go to the Tournament Director with an on field issue or call. Umpires rulings are final.
- **Any player, coach, fan or parent not displaying proper sportsmanship and conduct will be asked to leave the game site for the good of the game. Any player or coach ejected from the game will also be suspended for the remainder of the tournament. No foul language will be allowed. We have a zero tolerance policy in this tournament. Teams not displaying proper sportsmanship will not be allowed back.**

Cancellation Policy:

In case tournament is rained out or shortened due to weather here is the refund policy; If your team has played 2 games there is no refund, if your team only played 1 game you will get a 50% refund and if your team played zero games you will be fully refunded. The Tournament Director along with the Umpires will be the judges of field playability in the event of rain. We will make every effort to play all games. We are not Mother Nature and cannot control the weather. **WE WANT TO PLAY ALL GAMES.** In the event of a rainout, games played up to that point will be used to determine the winners.

- Contact info is below for tournament issues:
 - Aaron Meinhold 989.315.1178
 - Rob Behnke 989.553.1492
 - Tim Gordon 989.551.0537