Colossal Sports Academy 2027 Tournament Rules

Tournament Fee and format

Fee: 8U - $550
9U & 10U - $600
11U & 12U - $675
13U - $775
14U, 15U & 16U - $800
Guaranteed 3 games (weather permitting)

Inclement Weather Policy

In the event of rain, we will do everything within our power to make up games and stay as close to the original game schedule as possible. However, there may be circumstances in which we will need to deviate from the printed schedule. If and when this occurs, we will use the following procedures as a guide:

- our first priority will always be the safety of each individual at the facility.
- if inclement weather forces a cancellation of game slots; we may have to alter the brackets to complete the tournament. If a game cannot be played, the team with the higher seed will advance.
- a champion of the tournament will not be named without a championship game.

Suspended Games

Games that do not make it to regulation (4 complete innings for a 6-inning game; 5 innings for a 7 inning game) due to weather / darkness will be considered a suspended game and will be resumed (if possible) from the point of suspension at the earliest time available. If there is not time to resume the game, it will be considered a complete game at the end of the last complete inning and the team that is winning at that point will be the winner. Game not suspended if time limit has expired.

Weather Related Refund Policy

- Play No Games (Receive full credit for a future tournament or Full refund less a $100 Administrative fee
- Play only 1 Game (Receive a credit or refund of tournament fee less $200 Administrative fee)
- Play 2 games (no refund)

Note: Once a game starts it will count as a game played, regardless of its length.

Insurance Requirement

Each team is required to carry its own insurance and submit a certificate of insurance with the Township of Winslow 125 S. Route 73 Braddock NJ 08037 noted as additionally insured to tournament officials prior to the beginning of the tournament. No team will be allowed to play until we have that information, and it is verified.

Baseballs

Colossal Sports Academy will provide all game balls. We ask both teams to help chase foul balls on their respective bench side and return to the umpire. In the event of a homerun please return the ball to the umpire. If you like to keep it, please be prepared to replace it with a new game ball of your own.

Time Limit

We will follow time limits for the tournament (1 hour 45 minutes for all age divisions). A new inning cannot start after the 1 hour 45-minute time limit **(Official Time will be kept by umpire)**. Games can go into extra innings as long as the time limit has not expired. Pool games can end in a tie. If the time limit is reached during an inning, that inning will be the last one of the game. If the home team is winning after the top half of that last inning, they will be declared the winner of the game and will not hit in the bottom half. If the home team is trailing, then they must hit in the bottom half of the last inning. Intentionally delaying a game is considered unsportsmanlike conduct and will not be tolerated. If the home team is winning and batting at the 1 hour 45-minute time limit the game is halted at that point and score is recorded at that point.

Coaches, to keep games on time, we reserve the right to begin games early if time allows us to. Please have your teams prepared to start a game 15 minutes earlier than the posted start time.

If a game is an elimination game and the time limit has expired **international tie break rules** will be played until a winner emerges.

International Rules – Only used in Elimination games where we must determine a winner. We start the next inning with the bases loaded and ONE Out (last 3 batters from the previous inning begin on each base respectively, with the batter due up at the plate). The visiting team and home team will start the inning with this format. We play until we have a winner.

Championship Games Must Have A Winner.

For ages 12U and under, a new inning cannot start after the 2-hour time limit.

For ages 13U and up, a new inning cannot start after the 2 hour 15-minute time limit. **(Official Time will be kept by umpire)**. Games can go into extra innings as long as the time limit has not expired. If a game is an elimination game and the time limit has expired **international tie break rules** will be played until a winner emerges.

Coin Flips

There will be NO coin flips to decide home team (unless there is a round robin type format in which we will use a coin flip). This has been predetermined. All teams will be home for at least one game. In the semi- final and championship rounds, the higher seeded team will be the home team.

Official Scorebook

The home team will keep the official scorebook. The visiting team should check with the home team after each inning to ensure the accuracy in the score.

Playing Rules

The interpretation of playing rules shall be that as defined by the American League of Professional Baseball Clubs (Official Baseball Rules).

Age Cutoff Date

Spring/Summer Tournaments: Ages as of 4/30/2027
Fall Tournaments (September, October, November): Ages as of 4/30/2028

Bat Rule

- **12U and Below**: Any bat with BPF 1.15, BBCOR, or USA Baseball designation displayed on the bat is allowed (USSSA bats are allowed as long as they have the 1.15 BPF stamp and are not on the below list). Single-solid-wood bats also allowed. Any bat listed below is not allowed.
- **13U:** Bats must have a BPF 1.15 or BBCOR designation displayed on the bat with a maximum length to weight ratio of -5 (5ozs). USSSA bats are allowed as long as they meet a maximum length to weight ratio of -5 and are not on the decertified list below. Single-solid-wood bats also allowed. Any bat listed below is not allowed.
- **14U and Above**: Bat must have a BBCOR designation and length to weight ratio may not exceed -3. Single-solid-wood bats also allowed. Any bat listed below is not allowed.

Decertified bats list: A player caught using an illegal bat is immediately called out.

1. Louisville Slugger 2020 META 33”
2. Easton Ghost 2019 X 30/20 YBB18GX10
3. Easton Ghost 2019 LL18GHX 30/20 5/8”
4. Marucci Cat 5 2019 MCB2 33/30 BBCOR
5. Nike 2019 BT0636 CX2 light grey
6. DeMarini 2017 CF Zen Balanced -8, 29”-32” (Green/White)
7. DeMarini 2017 CF Zen SL 2 ¾ -10, 28”-32” (Blue/White)
8. DeMarini 2017 CF Zen Zero Dark 2 ¾ -10, 29”-30”
9. DeMarini 2017 Custom Zen CF 2 ¾ -10
10. DeMarini 2017 Custom Zen Balanced -8

11. Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)

SLIDE RULE

If a defensive player is in possession of the ball, the base runner must avoid contact to avoid a collision. If a defensive player does not have possession of the ball, he may not block or obstruct the base runner, and must avoid a collision if possible. Any contact or collision deemed by the umpire to be intentional and avoidable shall be cause for ejection from the game of the offending player.

STEALING (9U and 10U)

A player may steal at the time the ball crosses the plate. The ruling will be an immediate dead ball if the runner leaves too soon. The first time will be a team warning, and the second time the runner will be ruled out.

LINE-UPS/ Offensive/ Defensive

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. A game can start with 8 players, but you must take an out when the ninth place in order is due to hit. When player 9 arrives, he can be inserted into the lineup in the 9th spot.

Offensive: Team may bat 9 players, the entire lineup or in-between. Once the number of batters is determined, it must remain for the entire game. An injury or ejection may result in an out if a substitute is not available and the batting lineup falls less than 9 players. A substitute is anyone not placed in the batting order. Once a substitution bats or runs for a player, the sub and the original starter are locked into that batting position and either one may bat or run in that position ONLY.

Defensive: Any player on the roster may play in any defensive position at any time, regardless of being in the batting order.
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.

COURTESY RUNNER

A courtesy runner can be used for the Pitcher or Catcher at any time. A courtesy runner must 1st be a player not in the lineup. If everyone is in the lineup, then the courtesy runner must be the last batted out.

BALKS

Balks do not apply to age divisions under 11U. We will issue one warning per pitcher per game at 11U and 12U. A balk warning is a dead ball. There will be no warning at ages 13U and above. The fake to third play and throw to first is still permitted without penalty.

DROPPED THIRD STRIKE

8U, 9U and 10U: The player is automatically out.

11U and above: Major League Baseball rules.

INFIELD FLY RULE

8U, 9U and 10U no infield fly rule.

11U and above: Major League Baseball rules.

BUNTING

9U thru 12U: There will be no slash bunting. Batter must bunt or pull bat back. If batter shows bunt and swings the batter shall be ruled out.

13U and above: Major League Baseball rules

Intentional Walk

Speed up rule – The pitcher or manager may inform the umpire their intention to walk the batter to first base.

Pitching

NO PITCHING RESTRICTIONS (however, managers are expected to utilize their pitchers in a safe and appropriate manner) Pitchers must be removed on the 2nd visit in the same inning and cannot return as pitcher in the same game.

Pitchers are allowed 8 pitches in the first inning they appear and 5 pitches between remaining innings

A pitcher may not re-enter the game as a pitcher once removed.

GAME

Innings

12U and Below: 6 innings

13U and Above: 7 innings

Field Dimensions:

10U and Below: 46/60

11U and 12U: 50/70

13U and Above: 60/90

METAL CLEATS

Permitted only at 13U and Above Age Divisions

Mercy Rule – **Six (6) inning game**:

- 12 after 3 complete innings
- 10 after 4 complete innings
- 8 after 5 complete innings

Seven (7) inning game:

- 12 after 3 complete innings
- 10 after 4 complete innings
- 8 after 5 complete innings

Tie Breakers (Determine Seeds)

1. Best Record (based on points)
2. Head to Head (only if two teams)
3. Fewest Runs Allowed
4. Net Run Differential
5. Number of Shutouts
6. Coin Flip

To determine best record, we will award points as follows:

Win – Two points

Tie – One point

When there are more than two teams tied, we will not look at Head to Head as a tie breaker, instead we will move to the next criteria, Fewest Runs Allowed. At no point will we reset the tie breaker as teams are seeded or eliminated. The tournament committee has the final say on tie breakers on any misunderstandings. The best advice is that if there is a question that it gets resolved before a game starts that may impact the tie breaker formula.

Championship Seeding

Depend on Age Bracket (See Schedule)

Code of Conduct/Sportsmanship

Any coach ejected from a game will not be permitted to coach that game and their next scheduled game. Further, they will not be permitted on the field at any point during their suspension period and must remain away from the dugout and field (Out of sight and sound). Any player ejected will sit that game and their next scheduled game.

Protest Opportunities

There will be no formal protests permitted to the Tournament Director. All decisions will be determined on the field by the umpires.

Roster Size

Limit to participate in Tournament Play: 15

Documentation

Coaches are required to have on hand – team rosters and player date of birth support. The tournament director will not collect them; however, if a player is challenged, the coach must have support for that player. A challenge may only be performed before the first pitch is thrown for that game. A challenge will not be reviewed at any other time (ie, during the game or after the game). If the coach does not have support or is ruled ineligible, the tournament director will make a final ruling on his eligibility, as well as the results of previously played games and future games.

SPECIAL 8U TOURNAMENT RULES (in addition to the above rules):

- You must bat the entire lineup.
- Three outs or maximum 4 runs per inning. No runs beyond 4 will be scored unless a home run over the fence. In that situation, all runs scored will count. There will be unlimited runs in the designated last inning which must be determined by both coaches/umpire before a new inning can start (dependent on time limit)
- Should a player become injured, sick, etc., an automatic out shall not be recorded, even if the batting order becomes less than nine players.
- Once a player is removed from the batter order, he may not re-enter the game.
- Free defensive substitutions are allowed.
- Infield fly rule is not in effect.
- Three outfielders.
- No straight steals permitted.
- Runners may advance to 2nd and 3rd on a clear passed ball. (Beyond backstop end post to end post.). Runners may not steal home. Runners may not score on a passed ball or wild pitch.
- If runners are on first and third, and a play is made at second base on a steal, the runner from third may not advance.
- If a play is made on a runner stealing third on a wild pitch, the runner may not advance to home on an overthrow.
- Runners at 3rd base must be "plated home". Runners at 3rd are not permitted to take home on a wild pitch/passed ball, throwback to the pitcher or as a result of "baiting" the catcher.
- Runner advancement stops when the pitcher maintains control of the ball on the pitcher's mound area.
- Bunting is allowed. Fake bunting is prohibited. If a batter fakes a bunt and pulls back and swings at the pitch, the batter will be called out.

- All runners may advance if a pitcher, catcher or any other fielder makes a play at a base that results in an overthrow (with the exception of third base by a catcher when runner attempting to steal third on wild pitch).
- A “bad” throw from the catcher to the pitcher will not be deemed an overthrow.
- Pitching: 2 innings per game. 10 innings for tournament.
- One pitch equals one inning pitched
- A pitcher may not re-enter the game as a pitcher once removed