

Pool Play Rules:

- Teams competing in tournaments 8U-12U will be subject to 6 innings or 2 Hours. (no inning can start after 2:00 time limit). If tied at the end 6 innings or time limit has expired the game will end in a tie. International tie break rules (explained in detail below) will be used in the elimination round if games end in a tie and we need a winner to move on to the next game.
- Teams competing in tournaments 13U-18U will be subject to 7 innings or 2:00hr time limit. (no inning can start after 2:00 time limit). Non-elimination games can end in a tie. i.e. Pool Play on Saturday can end in a tie. If the game that is being played is an elimination game (Quarter Final or Semi Final) and is tied at the end of regulation, we will go directly into International Rules.
- IF an inning starts and the 2:00 time limit comes into play and the Home Team is winning the Home. Team WILL NOT bat in the bottom half of that inning. If the Visiting Team scores during the partial inning their runs will count. The Home Team needs to get 3 outs to end the top half of the inning and the game will be over and the score at that time will be recorded. IF an inning starts before 2:00 play will continue until the inning is finished or a winner determined. If the 2:00 has been met and the Home Team takes the lead in the bottom half of the inning the game is immediately over.
- Championship Games have no time limit, but mercy rule is still in effect.

Seeding will follow this criteria:

1. Record
2. Runs Against
3. Runs Allowed
4. Head to Head
5. Coin Flip

--Teams 8U-10U will compete on 46'-60' dimensions. Rubber Cleats.

--Teams 11U - 12U will compete on 50' - 70' dimensions. Rubber Cleats.

--Teams 13U- 18U will compete on 60'6" - 90' dimensions. Metal cleats allowed

Age Determination:

- We use April 30th as the age cut off. The player must be the age of his/ her age bracket on April 30th.

I.E. If Josh is 11 years old on April 30, 2023 then he would be eligible to play 11U. If he turns 12 on or before April 29, 2023 he must play in the 12U age group

LINE UP/ 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. You must have 9 players in field to start a game.
- 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. 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.

- Designated Hitter: None- Offensive Rule takes care of the DH.
- 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.

Bat Guidelines:

- For players 13U and younger, a BPF 1.15, BBCOR, or USA Baseball designation must be displayed on the bat (no other weight or diameter restrictions).
- For players 14U and older, the bat must have a BBCOR or USA Baseball designation and may not exceed -3.

Intentional Walks - In an effort to waste less time, a hitter will be granted first base if the defensive team lets the Home Plate Umpire know that it is their desire to intentionally walk the batter. The pitcher doesn't need to throw 4 pitches.

Base on Balls - 9U/10U - There will be no advancing to second after a base on balls. Once the batter reaches first the play is dead until pitcher addresses the rubber for next pitch. All base-runners will be allowed to advance up to 1 base.

Leads/ Stealing -9U/10U– Closed Bases (No Leads). Base-runner can steal when the pitch crosses Home Plate.

Drop 3rd Strike – 9U/10U – If the catcher drops the 3rd Strike the batter is out and any baserunner can attempt to advance to the next base

Mercy Rule:

* All ages are subject to 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5innings run rule. If the Home Team has hit the Mercy Rule the Game is over. You will not continue the game to add runs.

Rain Policy:

Discovery Baseball will always do their best to take care of their teams.

0 games played - Full Refund

1 games played - Full Credit to Future Event

2 Games played - No Refund

Balks:

(9U-10U) - No Balks

(11U-12U) - 1 Warning per pitcher

(13U+) - No Warning

Ejections:

- Sportsmanship is the upmost important factor of Discovery Baseball Tournaments. Any ejection of player or coach will result in a one game tournament suspension. Any fan ejected at any time will be removed from the complex for the day. All decisions on penalties will be determined by the site director.