

SEMINOLE SPORTS BASEBALL TOURNAMENT RULES & POLICIES

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ROSTERS/WAIVERS:

ALL teams must have their rosters/waivers completed and loaded in tourney machine by no later than 10PM the Wednesday before the weekend tournament. Any team that does not have rosters/waivers uploaded prior to their first tournament game is subject to forfeit. Once waivers are initially completed for the 2026 season the respective athletic/coach is covered for the entire 2026 season. ALL player and ALL coaches must complete a waiver in order to participate in any Seminole Sports event. Any coach who is a parent/guardian can sign their athlete's waiver to cover their coach's waiver. Any non parent/guardian coach must complete a waiver manually and submit to waivers@seminole-sports.com. All roster/waiver instructions can be found at www.seminole-sports.com

- No 8U-14U team will be allowed more than 14 players on their roster without prior tournament consent;
- No 15U-18U team will be allowed more than 16 players on their roster without prior tournament consent;
- A player may only be on one roster in any given tournament, regardless of age division.
 - Teams who fail to follow the roster/waiver procedures may be subject to a forfeit.
- There is no rule against a team having mismatched jerseys in the case that a team does not all match if the player is on the team roster. Any concerns between teams regarding such should be discussed during ground rules prior to the start of the game so both teams and umpire(s) are on the same page.

AGE CUT-OFF/BIRTH CERTIFICATES/CERTIFICATE OF INSURANCE:

- The birthday age cutoff is April 30. Each Head Coach shall have copies of player birth certificates on hand at every game, and shall be prepared to present them to the Tournament Director upon request.
- All teams must have a valid COI in order to participate in a Seminole Sports tournament; no team can participate without a COI. We will not collect COI's but teams should have on hand in case a tournament director requests review at any point during the tournament.

SCHEDULING/TOURNEY MACHINE/SCORE REPORTING:

- Seminole Sports will release the Official Schedule for each event on the Tuesday prior to the event by 9PM or sooner if possible via tourney machine. Due to the numerous teams, venues, and logistics we do not take schedule requests. Tournament schedules may change after initial release. Team manager's are responsible for following any scheduling updates through the tourney machine app. Teams should be prepared to play throughout the weekend on all marketed dates of the event. We will front load tournament games as needed with room on the back end of the weekend if needed; Our goal is to get all games completed on a given weekend.
- ALL schedule releases/adjustments etc. will come via a tourney machine notification. It is pertinent that team contacts have proper information loaded in to tourney machine in order to receive all information.
- ALL tournament updates as it relates to weather, weather delays, game changes, etc. will come through tourney machine notifications.
- Each team is responsible to sign off on the umpire's score card for each ballgame played. Upon completion of each game the umpire will provide the tournament director with a Scorecard which will include the final score and initials of each team's coach. Scores will then be posted on tourneymachine.com. Teams should download the application on their phone as they are responsible to track and follow scores, and all updates accordingly. All schedules, scores, directions, and other pertinent tournament information will be available via Tourney Machine by searching the applicable tournament. In the event of an error with a score or standings the tournament director will work to correct the error as quickly as possible and communicate accordingly.

CONDUCT:

- Team managers are responsible for the conduct of their players, coaches, parents, and fans. If any players, coaches, parents or fans are ejected or become abusive and are asked to leave by the umpire or tournament director, they will have two minutes to leave the complex. Failure to do so could result in a forfeit. Tournament officials will address any issues solely with the team's manager. If at any point players, coaches, parents, fans, etc. become unruly and will not abide, cooperate with Seminole Sports tournament representation or umpire(s) either the Seminole Sports representation or umpire(s) have the authority to stop and or cancel the game and any future games for the particular team.
- Any person ejected from a game will be subject to suspension of his team's next game. This decision will be made at the discretion of the Seminole Sports Tournament Director. If a player is ejected during a game, he will be suspended for the remainder of the game. Any ejection resulting from vulgarity/threatening actions towards an umpire, opponent, Seminole staff, or anyone else will result in at a minimum a one game suspension. Seminole Sports will not tolerate unsportsmanlike conduct or actions.
- An automatic out is taken anytime an ejected player's spot comes up in the lineup if the team is batting the entire lineup and has no substitutions available.

GAMES:

- Teams shall arrive on site at least 40 minutes prior to their scheduled start time, as games may start prior to scheduled times. Any team playing a doubleheader will have no more than 8 minutes in between games. A game will be forfeited if a team does not have 8 players present in uniform ready to play by their designated start time. If a team must play with 8 players, the ninth spot in the batting lineup will be an out each time around. If a ninth player arrives that player may be inserted in to ninth spot in the lineup. If a team has 7 or less uniformed and roster players to start a game or at any point during the game, the game shall be declared a forfeit. A forfeit will be scored 7-0. Any team that forfeits multiple games or a single game that a tournament official deems to challenge the integrity of the tournament will be disqualified from the tournament.

A coin flip will determine the home/away team for all pool play games; The higher seed (lower number) will be designated the home team for all playoff/seeding games

- All 8U games will be 6 innings and have a 1 hour and 30 minute time limit; (no new inning)
- All 9U-14U games will be 6 innings and have a 1 hour and 40 minute time limit; (no new inning)

- All 15U-18U games will be 7 innings and have a 1 hour and 40 minute time limit; (no new inning)

The above rules are in effect for all games excluding the championship game. 10U-18U Championship games will have a time limit of 2 hours; 8U&9U Championship games will have a time limit of 1 hour 45 minutes. An inning may be finished, but a new inning cannot be started after the time limit expires. If the time limit expires while the home team is batting and they are winning the game will be called. Any runs scored before the time limit expires by the home team will count towards the final score. Any pool play game still tied after time limit has expired or after 6 innings will be listed as a tie in the tournament standings. No extra inning games will be played for any pool play games.

When the time limit has expired for any playoff/championship bracket game (including championships) or the end of regulation has occurred and the score is still tied, the Seminole tie breaker procedure will begin. The last batted out will start at second base. The due up batter will have a 1 ball and 1 strike count and there will be one out. Every hitter going forward will have a 1 ball and 1 strike count on them. This would be done at the beginning of each half inning; until, after a full inning, a winner is determined. If a consolation seeding game is tied after regulation or the time limit has expired the game will be ruled a tie.

- 8U-14U: 3 innings are considered an official game (2 ½ if the home team is ahead) if a game is called due to weather, darkness, or field conditions. If a game is suspended and not yet an official game the tournament director will schedule a time to make up the game *only* if the game is deemed pertinent to tournament standings.
- 15U-18U: 4 innings are considered an official game (3 ½ if the home team is ahead) if a game is called due to weather, darkness, or field conditions. If a game is suspended and not yet an official game the tournament director will schedule a time to make up the game *only* if the game is deemed pertinent to tournament standings.

In the event of a suspended game it is the responsibility of both teams to huddle with the umpire to establish the exact amount of time left, the inning, and score and then report accordingly to the tournament director in order to ensure both teams are on the same page.

- In the event of inclement weather, adverse field conditions, or scheduling issues the tournament director reserves the right to modify the number of games, shorten time limits or alter the format of the tournament. This includes modifying the time limit if games get backed up. Teams are responsible to be ready to play at the designated schedule time provided by the tournament director. If bad weather occurs managers are responsible to check for tournament alterations via tourney machine. The tournament director holds the right to make any modifications to the rules, schedule, etc. Any interpretation and decision of the tournament director will be final. Everything possible will be done to complete the tournament in the case of inclement weather.

Injuries and Early Departures

If a player becomes injured and is unable to continue playing, his spot in the batting order shall be skipped with no penalty as long as the team has at least still 9 players in the lineup. If a team drops below 9 players an out would be taken. Once an injured player leaves the batting order, he is done for the remainder of that game. The same applies for a player that would need to leave the game early—this should be communicated during ground rules if a team has a player who will be leaving before the game ends.

8U and 9U B/C Level specific rules:

There will be no leadoffs and stealing will be permitted only after the ball crosses the plate. There will be no dropped third strike. There will be a wall at third and a runner may only score from third base on a) a batted ball, b) a walk, c) a hit by pitch. No balks will be called. No infield fly.

9U Non B/C specific rules:

Leadoffs are permitted. There will be no dropped third strike. Umpires shall issue one balk warning per pitcher before enforcing any balk penalty. Infield Fly is in effect. Baserunners can take home on a wild pitch, passed ball, etc. There is no wall at third.

DUGOUTS/HOME & AWAY TEAM:

- There are no home and away dugouts. Dugouts are selected by a first come first serve basis. If a team has back to back games on the same field, they should remain in the same dugout.
- The home team for pool play shall be determined by a coin flip and will keep the official scorebook. Before the game both teams shall exchange lineups. The higher seed (lower number) will be designated the home team for all playoff/seeding games. Seedings for the championship bracket are final and will not be flipped around regardless if teams already matched up in pool play.

PITCHING MOUND/BASE DISTANCES:

- Pitching mound distances: 8U (40'), 9U & 10U (46'), 11U & 12U (50'), 13U (54'), 14U-18U (60'6")
- Base distances: 8U (60') 9U & 10U (65'), 11U & 12U (70'), 13U (80'), 14U-18U (90')

PITCHING RULES:

- One trip to the pitcher's mound per pitcher. A second trip in an inning and the pitcher must be replaced.
 - NO METAL CLEATS WILL BE ALLOWED ON ANY PORTABLE MOUNDS OR TURF FIELDS—REGARDLESS OF AGE
 - One trip to the pitcher's mound per pitcher. A second trip in an inning and the pitcher must be replaced.
 - No pitches need to be thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.
 - One balk warning per pitcher at 9U, 10U and 11U. No balk warnings for 12U-18U. (A balk will be considered a dead ball and the play will not be carried out)
 - The fake to third/throw to first pick off attempt with runners on first and third will be allowed and not deemed a balk.
 - Pitchers can not wear white sleeves; Pitchers can not wear sunglasses.
- Seminole Sports tournament staff will not be involved in counting pitches or innings for pitchers. Seminole Sports endorses the Major League Baseball pitch smart program and recommends that manager's, coaches, parents, etc. avoid over usage of their pitchers. We highly encourage that manager's, coaches, parents, etc. take some time to review the following link and below chart.

<https://www.mlb.com/pitch-smart/pitching-guidelines>

Pitch Count Limits and Required Rest Recommendations

It is important for each league to set workload limits for their pitchers to limit the likelihood of pitching with fatigue. Research has shown that pitch counts are the most accurate and effective means of doing so. See required rest recommendations below.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest
7-8	50	1-20	21-35	36-50
9-10	75	1-20	21-35	36-50
11-12	85	1-20	21-35	36-50
13-14	95	1-20	21-35	36-50
15-16	95	1-30	31-45	46-60
17-18	105	1-30	31-45	46-60

MERCY RULES:

- 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 or 6 innings. This is in effect for all games including the championship game.

BATTING RULES:

- Teams have (3) options for batting order and extra player's. Teams must abide by one of the below for each game on a per game basis.

1. Nine Hitters: Nine players in the batting order and listed on the lineup card. A DH is optional. All other players are substitutes, subject to the NFHS substitution rules (starter can re-enter once into his original spot once, etc.)
2. Extra Hitter: Ten players in the batting order and listed on the lineup card. No designated hitter. Free substitution among the 10 players listed on the batting order. All other players are substitutes and subject to the NFHS substitution rules (starter can re-enter once into his original spot once, etc.)
3. Continuous Batting Order: All players in uniform (unless injured) in the batting order and listed on the lineup card. If a player arrives after the game has started, he must be entered the last spot in the batting order (he can be entered the field immediately). Free defensive substitution for all players throughout the game.

****The Manager shall declare his choice to the opposing manager and umpire during ground rules when teams exchange lineups. It is not pertinent for both teams to follow the same batting option.**

Ages 8U-12U: Bats must be stamped either 1.15 BPF or USA Baseball and will have no weight drop restriction. Alternatively, BBCOR and/or wood bats may be used. BESR stamped bats are illegal and cannot be used.

Age 13U: Bats must be stamped either 1.15 BPF or USA Baseball and must be no lighter than a drop-8 length-to-weight ratio. Alternatively, BBCOR and/or wood bats may be used. BESR stamped bats are illegal and cannot be used.

Age 14U: Bats must be stamped either 1.15 BPF or USA Baseball and must be no lighter than a drop-5 length-to-weight ratio. Alternatively, BBCOR and/or wood bats may be used. BESR stamped bats are illegal and cannot be used.

Age 15U and Above: Bats must be BBCOR certified. All BBCOR aluminum bats are limited to -3 drop and must be stamped BBCOR Certified per NFHS rule. Alternatively, wood bats may be used.

- An automatic out is taken anytime an ejected player's spot comes up in the lineup if the team is batting the entire lineup and has no substitutions available.

- If a player is injured and can not finish the game, their spot in batting order will be skipped with no penalty if there are still at least 9 batters in the lineup. Once an injured player leaves the batting order, they are done for the remainder of the game. If a player needs to leave a game early or a player will be arriving once the games has already started teams should declare this in ground rules. Once the player leaves the lineup (can not return) no out will be taken as long as the team still has at least 9 players in the lineup. If a player arrives late to a game they can be added to the final spot in the lineup. If the team is playing with a continuous lineup the player can enter defensively right away.

Illegal Bat Penalty for All Ages: It is the responsibility of the Head Coach to insure the bats used by players meet the requirements of the Seminole Sports bat rules. A batter is in violation of the rules when they step in to the batter's box with an illegal bat. An illegal bat must be pointed out to the umpire prior to the first pitch to the next batter, or before all defensive players leave fair territory. Penalty: The batter is out. All outs recorded during the time at bat count. Runner(s) will not be allowed to advance on a batted ball. If there are (2) infractions by the same team during the tournament, the team's Head Coach will be removed from the remainder of the tournament.

• ABSOLUTELY NO SLASHING IS ALLOWED. PENALTY FOR SLASHING ATTEMPT WILL RESULT IN AN AUTOMATIC STRIKE TO THE BATTER; IF THE BALL IS PUT IN PLAY, THE BATTER IS OUT AND A DEAD BALL WILL BE CALLED. IF A TEAM ATTEMPTS A SLASH PLAY FOR A SECOND TIME IN A GAME OR TOURNEY IT WILL RESULT IN AN AUTOMATIC EJECTION OF THE MANAGER AND PLAYER.

COURTESY RUNNERS/HEAD FIRST SLIDES:

• Courtesy runner for the pitcher and catcher is allowed at anytime. Teams must replace catcher when there are two outs. The courtesy runner must be the last batted out or a player not currently in the game assuming the team is not playing everyone and has bench players. The pitcher or catcher for this rule is the pitcher or catcher of record (previous inning). Head first slides are legal and acceptable at all age levels.

TIE BREAKERS:

Tiebreakers to determine seedings will be:

- Overall won-lost record
- Head-to-head (only applies when two teams are involved)
- Fewest Runs Allowed
- Most Runs Scored
- Run Differential
- Coin flip

A tie will award a team .5 win and .5 loss.

PROTEST:

• In the case of a roster protest only the manager listed on the roster form can initiate. The manager must protest at or before the plate meeting vs the opponent in question. The protesting manager must also submit \$200 cash at the time of the protest. If the player is found to be in proper standing age wise the \$200 will not be returned to the manager. If the protest finds the player to have violated the age restrictions the protesting manager will receive his deposit back and all the games that the illegal player participated in will be forfeited. Any team that does not have rosters/waivers uploaded prior to their first tournament game is subject to forfeit.

MISCELLANEOUS:

• No infield practice or hitting on the infield prior to **ANY** of the tournament games is allowed. Time between games will be used to rake the field and alter field dimensions if necessary. Teams are to warm up in the outfield. Flip drills into a fence are not allowed.

• Cowbells as well as any other artificial noise makers are banned and can not be used at any time.

• **No metal cleats will be allowed for players ages 8U-12U. Absolutely no metal cleats will be allowed on any turf fields (McCaslin, Melas, Eastside Sports Complex, Heritage Park) or any portable mounds regardless of age. Acceptable footwear for turf fields and portable mounds consists of: plastic cleats, molded cleats, gym shoes, or turf shoes. ABSOLUTELY NO SUNFLOWER SEEDS WILL BE ALLOWED AT ANY OF THE TURF COMPLEXES. ANY TEAM FOUND WITH SEEDS ON THE TURF WILL BE SUBJECT TO FORFEIT AS WELL AS A FINE. Team manager's are responsible for ensuring their team is prepared for and abide by all of the above.**

• Teams are EXPECTED to hustle on and off the field after each half inning.

• The tournament director will supply official Seminole Sports baseballs for each game. Teams are asked to shag foul balls on their side of the field and get them back to the umpire as soon as possible. Game Balls should be returned to the umpire after each game. All patrons should be alert for foul balls from other fields.

• No alcoholic beverages or smoking is allowed in any area of the baseball facility. Managers are responsible to ensure teams abide by all Seminole Sports Rules and Regulations as well as local park district policies.

• All patrons are responsible for parking at their own risk and abiding by all street signs.

• There is no rule against teams pro-actively cheering or chanting for their own team while at bat or in the field.

• There will be 1 umpire for every 8U-13U pool play game. Two umpires will be provided for 8U-13U championship games. All umpire decisions are final and based off their best discretion, no protests allowed. IHSA rules will apply, unless otherwise stated.

- There will be 2 umpires for every 14U-18U game. In the event of an umpire injury or no-show games would be played with 1 umpire. All umpire decisions are final and based off their best discretion, no protests allowed. IHSA rules will apply, unless otherwise stated.
- If there is an umpire no show, Seminole Sports may provide a staff member to umpire a game/join a 2 man crew. Teams are to comply with Seminole tournament staff in however they decide to handle in order to keep games moving.
- Individual awards (12 per team) will be awarded to 1st and 2nd place in each age bracket. Awards will not be handed out if pool play is not completed and or bracket play never starts due to weather or cancellations. No awards will be shipped out.
- Dogs or any sort of animals are not allowed in any complexes.
- ABSOLUTELY NO OPEN TOE SHOES OF ANY KIND CAN BE WORN ON TO THE PLAYING FIELD; THIS INCLUDES BUT IS NOT LIMITED TO FLIP FLOPS, SANDALS, ETC.
- Every effort will be made to make sure base distances, pitching distances, and field dimensions are accurate. If the field dimensions are reasonable and the same for both teams, play shall not be stopped to reinstall bases or pitching rubbers.
- Seminole Sports may run promotional discounts at any point. Once a registration is paid in full that amount is solidified and no pro-ration of the entry fee will be made. Any teams that are removed due to non-pay will be subjected to the current rate at the time of their payment completion. Seminole Sports reserves the right to adjust tournament rates at any time.
- Minimum number of teams per tourney; Low enrollments: We will run an event as long as there at least 4 teams per age group (some scenarios we may run with 3 teams). Seminole Sports reserves the right to combine age groups if need be. In the event that a tournament does not have at least 4 teams impacted teams will have the option to receive a credit towards a 2026/2027 tournament, transfer to another tournament, or receive a refund less any credit card fees.
- Seminole Sports reserves the right to make any adjustments to the disclaimer, rules/policies, etc. Team manager's are responsible for ensuring their team abides by all.

CREDIT POLICY:

- If any scheduled tournament games are cancelled at any time due to weather, field conditions, darkness, Seminole Sports will issue credit per below: This is in affect for any cancelled games due to the above circumstances regardless of when the weather, field conditions, darkness took place during the weekend as often times earlier weekend cancelled games can lead to shortened format/games later on in the weekend.

0 games started: 100% credit toward a 2026 or 2027 Seminole Sports tournament
 1 game: 50% credit toward a 2026 or 2027 Seminole Sports tournament
 2nd game started: 25% credit towards a 2026 or 2027 Seminole Sports tournament
 2 or more games completed (official games per above): No credits due.

When teams are ready to use their credit they should email credit@seminole-sports.com and reference the team name/age, tournament they have a credit from, and the new tournament they would like to apply their credit to; Seminole Sports credit team will provide a promo code of the applicable credit amount so the team can complete the registration process. Teams will be responsible for any difference owed after a credit is applied. No refunds will be provided-only above credit options.

DISCLAIMER:

Disclaimer as of 9/6/25

Your entry is not completed until receipt of payment. No spots will be reserved without receipt of payment. If paying by check please send along a copy of your registration form so we can allocate your payment accordingly. Credit card payment is the most efficient way to process payment and solidify your spot. You can also zelle payments@seminole-sports.com Be sure to notate what your team and tournament information so we can allocate your funds accordingly. Any team that registers for a tournament and does not complete payment in a timely manner is subject to applicable price increases and or removal of the tournament as spots are filled on a first come-first paid basis. In the event of registering less than 15 days before the first tournament game or a tournament nearing capacity you must pay with a credit card or via zelle-NO EXCEPTIONS. Only credit card payments or zelle will be taken for tournament entries or payments owed as of 5/14/26. Credit card fees are collected by a third party and are not refundable regardless of the situation. All teams must have their completed roster uploaded via tourney machine as well as all individual players must have the 2026 waivers (also submitted through tourney machine) completed at least 48 hours prior to their first tournament game. ANY ROSTERS/WAIVERS NOT UPLOADED ARE AT RISK OF BEING DISQUALIFIED/FORFEITING FROM SAID TOURNAMENT. ROSTERS/WAIVERS ONLY NEED BE ENTERED ONCE. Any team found to have ineligible players will be subject to forfeit of the tournament.

The schedule and all pertinent tournament information will be posted to tourney machine by 8:00PM the Tuesday before the tournament. Due to numerous logistics, teams, etc. we do not take any schedule requests. Friday games between March-May will start as early as 5pm. Games may start as early as 8AM on Friday, 4/3 and Friday 7/3. High School tournaments will start on Thursdays & Fridays as early as 8AM. 14U and under tournaments may start as early as 8AM on Fridays in June/July. If able we will front load tournaments in an effort to finish them ahead of the marketed tournament dates (ex. Thursday-Saturday tournament with Sunday as make up date). Our goal every weekend is to get teams all of their games. No refunds or credits will be issued to any team that withdraws from a sold-out event, once the schedule has been posted, or LESS THAN 28 days before the first scheduled tournament game no matter the reason. Any team that decides to withdraw from a tournament more than 28 days before the first scheduled game must send a written request to info@seminole-sports.com more than 28 days before the first tournament game with subject: "AGE/TEAM NAME" WITHDRAWAL & TOURNEY NAME. Upon written confirmation of your request, you will be entitled towards a 2026 credit or your money back minus a \$225 admin fee. In the event that a tournament is not played due to low enrollment any team registered and paid teams will receive a tournament credit towards a 2026 or 2027 tournament or

there money back less any credit card fees. If a team is transferred to another tournament of lesser value no money will be returned. In the event of a tournament being cancelled by Seminole Sports due to COVID, government shutdown or edicts, or force majeure teams will have the option of a 2026 or 2027 tournament credit or a refund less a \$350 administrative fee. Seminole Sports rain out policy can be found via our website in the tournament rules and policies section. Each team's manager is responsible for being aware of and abiding by all Seminole Sports tournament rules/policies, and disclaimers during the registration process through the weekend tournament. Seminole Sports reserves the right to adjust this disclaimer, rules, policies, site locations for tournaments, combine levels within an age group as well as combine age groups. Seminole Sports may use film, voice, or photographic records of Seminole Sports tournaments for promotional and or commercial purposes. Please direct further questions to info@seminole-sports.com

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