

**THE BIG SHOW SPORTS COMPLEX
1104 COUNTY WELFARE ROAD
LEESPORT PA, 19533**



2025 BASEBALL TOURNAMENT RULES & COMPLEX POLICY

*ALL MANAGERS ARE STRONGLY ADVISED TO READ THROUGH THIS
PACKET, IN ITS ENTIRETY, TO UNDERSTAND THE RULES AND POLICIES
PRIOR TO THEIR TEAM'S FIRST GAME*

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COMPLEX POLICIES

ENTRANCE

The Big Show Sports Complex gate will open 1 hour 30 minutes prior to the first game time. There is only one entrance into and out of the complex. The secondary gate is used for medical emergencies only.

PARK RULES

- **NO METAL SPIKES**
- No alcoholic beverages
- No outside coolers (team cooler allowed)
- No artificial noise makers or speakers
- No sunflower seeds - spectators included
- No smoking, vaping, or tobacco use of any kind
- No bicycles, scooters, skateboards, etc.
- No pets

GRILLS ARE PROHIBITED

CLEATS

ABSOLUTELY NO METAL CLEATS UNDER ANY CIRCUMSTANCE!

No metal cleats allowed on the baseball fields. Players **MUST** wear baseball turfs, plastic molded cleats, or sneakers on the field at all times. **Any player wearing metal cleats will be ejected from the game.**

PETS

"The County's parks ordinance prohibits pets at any of the County's facilities, except Antietam Lake Park. The specifics are contained in Section 13.3 of the ordinance. Service animals are permitted, but would have to be leashed at all times and the person bringing them on site is responsible for removing and disposing of any waste resulting from bringing the service animal on site."

PARKING

All vehicles **MUST** park in the main parking lot. No vehicles are permitted to enter the area past the cones at the main entrance. Any vehicle parked past the cones, at the swim club, or in the Schuylkill Valley Softball & Youth Baseball lot across the street, will be subject to ticket and tow. Please park in the lot at Big Show only. Parking by the secondary gate (behind Field 2) is for umpires **ONLY**. The parking lot next to the pavilion is for Big Show staff members **ONLY**. Any non-umpire or non-staff vehicle parked in either area will be towed.

OFF-SITE LOCATIONS

Albright College, Kelchner Field (DIRT/GRASS)
1401 Bern Street, Reading, PA 19604

REQUIRED DOCUMENTS

SCHEDULING DOCUMENTATION

All Big Show weekend events will run Friday night through Sunday night (excluding select holidays). All teams are expected to be available for a scheduled game at any time during those tournament hours. Given the vast number of teams in each event and the complexity surrounding the schedule, there will be no adjustments to the schedule once it is posted online; unless due to extreme, unforeseen circumstances a change must be made. Any schedule requests must be sent in writing to Mike@BigShowPA.com at least 3 weeks in advance of the tournament date. While we will do our best to accommodate any and all requests, we cannot make any promises and will not guarantee any set schedule for any team.

REQUIRED DOCUMENTATION

Coaches must ensure that all 3 of the documents listed below have been completed prior to their team's first. Failure to comply may result in forfeit of the team's games.

- Roster (explained in detail on Page 10)
- Certificate of insurance (listed below)
- Player waivers (must be completed online, link is included below as well)

INSURANCE

Each team is required to have proof of insurance with them at all times. Proof must also be emailed to The Big Show prior to the tournament. The insurance certificate must have no less than \$2,000,000 General Aggregate and \$1,000,000 Each Occurrence. Insurance certificates must have "The Big Show Sports Complex, LLC" listed as the certificate holder and additionally insured. Additional insured address is below:

**THE BIG SHOW SPORTS COMPLEX
1104 COUNTY WELFARE ROAD
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PLAYER WAIVERS

All player waivers must be completed online prior to the team's first game. Player waivers only need to be filled out once for the 2025 season. No waivers will be filled out in person. Any player who does not have a completed waiver on file, will not be allowed to participate in the tournament.

***NAME AND DATE OF BIRTH MUST BE THE PLAYER
NOT THE PARENT'S INFORMATION***

<https://tms.ezfacility.com/OnlineRegistrations/Register.aspx?CompanyID=7326&GroupID=3635928>

HOTEL ACCOMODATIONS

HOTEL ACCOMODATIONS

Teams staying overnight for any Big Show Sports Complex tournaments are required to book their hotel accommodations through THS, Big Show's official housing provider. Links for hotel accommodations can be found in the link below...

<https://www.bigshowpa.com/page/show/6982104-hotel-accomodations>

THS provides teams and families with the best rates. Booking through another provider or the hotel directly, is strictly prohibited. Failure to comply may result in subsequent penalties. Additionally, if any weather conditions prevent a tournament from being played, Big Show will work closely with THS to explore the opportunity for a refund or credit.

CODE OF CONDUCT

FAN CODE OF CONDUCT

The Big Show is unwavering in its commitment to serving our fans by providing a secure, comfortable, and enjoyable experience for all fans at all of our venues. The Fan Code of Conduct has been instituted to make sure that your experience is consistent with our commitment. We ask you to help us maintain a positive game day experience by adhering to the following expectations:

- Fans will be treated in a consistent, professional and polite way by all staff and team personnel.
- Obscene, abusive, and/or racist language, gestures, signage or behavior directed towards game officials or team's fans, players or coaching staff is prohibited. Additionally, obscene or indecent clothing or related material will not be admitted into any venue.
- Verbal or physical confrontation, including dangerous, abusive or profane behavior is prohibited.
- Disruptive actions or behavior that is unruly, disruptive, or illegal, including but not limited to throwing objects on the playing surface or unauthorized trespassing on the playing surface or other restricted areas will result in immediate removal from the event.
- Signs of drug or alcohol use and/or impairment in or around any venue that results in irresponsible behavior will lead to denial of entry or the person's ejection from the event, and possible arrest.
- Interfering with or failure to abide by security procedures, emergency procedures or requests from staff concerning athletic operations will result in immediate removal from the event.

FANS UNWILLING TO ABIDE BY THE PROVISIONS OUTLINED IN THIS FAN CODE OF CONDUCT WILL BE SUBJECT TO EJECTION AND MAY ALSO BE SUBJECT TO ARREST AND PROSECUTION

UMPIRES

All games that are played in Big Show tournaments will have two umpires scheduled for each game. Any spectator, coach or player who fails to treat the umpires in a respectful and professional manner, may be asked to leave the complex and face further disciplinary action. Big Show will not allow any mistreatment, physical and/or verbal, toward an umpire. In addition, all spectators, coaches, and players are prohibited from the umpire parking lot.

FIRST AID/CONCESSIONS

FIRST AID/AED

There will be first aid equipment on site for all of our tournament games. The local first aid squad is on call in an event of injury. Saint Joseph Regional Medical Center is less than two miles away in case of a serious injury.

CONCESSIONS

Our concession stand will be open during all tournaments. Generally, the snack bar will open 30 minutes prior to the start time of the first game of the day and close 30 minutes into the last scheduled start time of the day

*****ALLERGEN STATEMENT*****

***Please be advised that any of our products may contain, or may have come in contact with allergens:
Eggs, Fish, Milk, Peanuts, Shellfish, Soy, Tree Nuts and Wheat.***

PAYMENT AND REFUND POLICY

PAYMENT POLICY

As a result of registrations to all events being limited, The Big Show requires any team registering for a tournament to make a non-refundable deposit payment. Payment in full for all events is due 49 days prior to the start of the event. Your final payment will be automatically billed to the method of payment used for your deposit. There will be NO additional fees for the use of credit cards.

***IF YOU PLAN TO PAY BY CHECK, ALL CHECKS MUST BE RECEIVED
60 DAYS IN ADVANCE OF TOURNAMENT.***

TOURNAMENT CANCELLATION POLICY (TEAMS)

A non-refundable deposit is due upon registration. Any cancellations made by the team or its representatives will result in the loss of this deposit. There will be absolutely no refunds for cancellations within 49 days of the tournament start date. Final payment is due 49 days prior to the start of the tournament. Coaches who are on the waiting list for a tournament will be contacted if a slot has opened. We encourage waiting list teams to provide a credit card number on their registration form to speed up the process should a slot open.

INCLEMENT WEATHER

If rain comes into play, we will do everything we can do to stay close to the original game schedule. If we need to change the schedule because of the inclement weather, we will do our best to try to maintain the original tournament format schedule. All rain out games may not be made up depending on time constraints. ***In case of scheduling changes it is the team's responsibility, not the tournament committee, to make sure they are aware of the new schedule or any scheduling changes.*** This information will be posted at the complex when it becomes available as well as on our website.

WEATHER RELATED CREDIT POLICY - *credit must be used within 12 months of original registration*

3 game minimum tournaments

Play 0 Games - 100% credit (no refund)
Play 1 game – 60% credit (no refund)
Play 2 games – \$100 credit only (no refund)

4 game minimum tournaments

Play 0 games - 100% credit (no refund)
Play 1 game – 70% credit (no refund)
Play 2 games – 40% credit (no refund)
Play 3 games – \$100 credit only (no refund)

College Exposure Tournaments

Play 0 Games - 100% credit (no refund)
Play 1 game – 60% credit (no refund)
Play 2 games – \$200 credit only (no refund)

*****For teams that pull out of our College Exposure events within 60 days will not receive a refund or credit*****

BASEBALLS/PLAYER EQUIPMENT

BASEBALLS/EQUIPMENT

Game balls will be provided by The Big Show for all games. Teams are to bring their own practice balls for the batting cage and warm ups. Teams also should bring helmets, bats, gloves, catchers gear, first aid and other equipment that may be needed for your team. Either the hockey style or two piece masks are permitted for any age. The Big Show is not responsible for any lost, stolen, or unattended personal items/equipment. We ask that players, coaches, and fans keep personal items and equipment with them at all times in order to eliminate any issues that may arise in this manner.

It is preferred that electronic communication devices go only through the catcher, per high school rules. However, Big Show will allow other forms of communication.

Pine tar is permissible at Big Show events up to 18 inches from the knob. The first offense is a warning. The second offense will result in the offending team taking an official out.

BATTING CAGES/PREGAME

Use of batting cages will be on a first come first serve basis. Please use only one cage and be respectful of other teams waiting to use the cage. There is no pre-game infield/outfield. There may be certain times when the tournament committee limits cage time to 20 minutes per team in order to accommodate the large number of teams attending. Please be sure to leave the batting cages in the same condition in which you found them.

FOUL BALLS

We ask that all players, coaches, fans, and parents be aware of foul balls at all times. There will be more than one game going on at a time, which can cause foul balls from different fields to be hit towards your field. Please return all foul balls to the umpire or the tournament director.

ROSTERS/AGE REQUIREMENTS

ROSTERS

The roster size can be unlimited for the number of players on the team. A team can add to the roster all the way up to the first game. If an unforeseeable circumstance happens during tournament play where a coach needs to add to his roster he must immediately submit his reasoning to the tournament committee and the committee will then either grant or deny his request. A player can be on the roster for two different age groups, but not on multiple teams within a single age group. If a player's name shows up on multiple rosters, he/she must designate which team he/she is officially on. If a player is not on the roster and is playing in a game that player will be immediately ejected from both the current game and the rest of the tournament. The current game will NOT revert back. Play will continue as it was at the point of ejection. You MUST submit a roster in order to play your first game. Rosters need to be submitted no later than the Monday before the tournament start date. Big Show will provide each manager with an excel template for he/she to enter their team roster information. This is REQUIRED, no exceptions.

2024 FALL & 2025 SPRING/SUMMER AGE CHART											
DATE OF BIRTH	2016	2015	2014	2013	2012	2011	2010	2009	2008	2007	2006
JANUARY	9U	10U	11U	12U	13U	14U	15U	16U	17U	18U	19U
FEBRUARY	9U	10U	11U	12U	13U	14U	15U	16U	17U	18U	19U
MARCH	9U	10U	11U	12U	13U	14U	15U	16U	17U	18U	19U
APRIL	9U	10U	11U	12U	13U	14U	15U	16U	17U	18U	19U
MAY	8U	9U	10U	11U	12U	13U	14U	15U	16U	17U	18U
JUNE	8U	9U	10U	11U	12U	13U	14U	15U	16U	17U	18U
JULY	8U	9U	10U	11U	12U	13U	14U	15U	16U	17U	18U
AUGUST	8U	9U	10U	11U	12U	13U	14U	15U	16U	17U	18U
SEPTEMBER	8U	9U	10U	11U	12U	13U	14U	15U	16U	17U	18U
OCTOBER	8U	9U	10U	11U	12U	13U	14U	15U	16U	17U	18U
NOVEMBER	8U	9U	10U	11U	12U	13U	14U	15U	16U	17U	18U
DECEMBER	8U	9U	10U	11U	12U	13U	14U	15U	16U	17U	18U
	10U-12U: AGE CHART ONLY										
	13U: 7TH GRADE OR AGE CHART					16U: 10TH GRADE OR AGE CHART					
	14U: 8TH GRADE OR AGE CHART					17U: 11TH GRADE OR AGE CHART					
	15U: 9TH GRADE OR AGE CHART					18U: 12TH GRADE OR AGE CHART					

SUSPENSIONS/PROTESTS

EJECTIONS/SUSPENSIONS

Any player or coach that is ejected from a game will be subject to a one game suspension. If a team acts unruly or unsportsmanlike, The Big Show reserves the right to eject that team from the current tournament and possibly ban that team from the facility for a certain length of time. Sportsmanship: In the interest of maintaining a quality event, the tournament committee reserves the right to eject any person from the site for unruly or unsportsmanlike behavior.

All tournament game ejections mandate a 1 game suspension beyond the game of being ejected. Any coach ejected from the game will be asked to watch the remainder of the game from the outfield or the pavilion, in complete silence. Any additional comments from the coach will result in being asked to go to their car for the remainder of the current game. If the coach cannot abide by these stipulations, Big Show reserves the right to have his/her team forfeit the current game

PROTESTS

Protests will be heard and ruled on by the tournament committee. The team protesting a playing rule must make a cash payment of \$250 at the time of the protest to the tournament director on-site. If the protest is ruled in the protesting team's favor the \$250 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on immediately. You cannot protest a play on the field if play has already been resumed. If you are protesting illegal equipment and committee rules in your favor, then the equipment in question will be removed immediately and play will continue (any prior game play leading up to that point remains as it was).

Age Eligibility Protests:

Protests will be heard and ruled on by the tournament committee. The team protesting must have convincing evidence that a player is not in compliance. If the tournament committee feels there is convincing evidence, then they will proceed to the roster of the team in question. From here three results can occur:

1. The player's information on the roster is in compliance with the tournament and therefore play continues.
2. The player's information is not in compliance with the tournament. If the tournament is still in pool play, the player will immediately be ejected, all opponents will receive a forfeit win (they have the option to play the game as an exhibition) and advancement procedures will remain the same. If the tournament is in the playoffs, the current game will become a forfeit and playoffs will continue as scheduled.
3. The player's information on the roster is in compliance with the tournament but the protesting team has convincing evidence that the wrong information was submitted. In this case, the protesting team must submit a \$250 payment which will be needed in order to gather the appropriate documents of the player in question. If the tournament committee rules in favor of the protesting team the \$250 will be refunded. From there, the player-in-question has until the end of the current game to provide the tournament committee his/her documents. If he/she cannot provide documents in that amount of time, then the tournament committee will make the fairest possible ruling and that ruling will be final.

College Exposure Tournaments

Only summer Exposure Tournaments are “Play to Win” events. That said, the Big Show may prioritize the College Exposure piece over the need to have a “level playing field” at all times in the tournament. Consequently, there may be times when the Tournament Director, at their discretion, allows older, otherwise age ineligible players, to participate in a College Exposure Tournament.

THE BIG SHOW BASEBALL TOURNAMENT PLAYING RULES

Coaches: Be sure you are aware of all rules and rule changes.

The Big Show reserves the right to amend these rules at any time for specific tournament play. National High School Federation Baseball Rules will be enforced with the following exceptions.

- 1. Pool Play Time Limit:** All games will be played with a strict one hour and 50 minute time limit. This means no new inning can start after the one hour and 50 minute mark. Time will be kept by the umpires. The time will start immediately after the conclusion of the pregame meeting. **For each team’s pool games, the home team will be determined via a coin flip.** If the home team is batting and is ahead as the time limit expires, the game will end immediately (player at-bat can finish his at-bat).
- 2. Warm-up Pitches:** Pitchers are allowed 6 pitches before their initial inning and 4 pitches between remaining innings.
- 3. Game Times:** All teams are required to be prepared to start their game 30 minutes prior to the scheduled start time if the game before theirs finishes early. Early start times will be communicated on site to respective coaches by The Big Show Staff.
- 4. Innings:** 9U-12U will play 6 inning games. 13U-18U will play 7 inning games.
- 5. Ties:** All non-playoff games that are tied after 6/7 innings or the time limit will be recorded as a tie. No extra innings will be played in pool games even if it is under the time limit after 6/7 innings.
- 6. Forfeits:** All forfeits that occur before the start of the game will result in 6-0 win (9-12u) or 7-0 win (13-18u). All forfeits or conceding that occurs while the game is in progress will end the game immediately and the score will stand as is at the time of the forfeit/concede. If any forfeit is deemed intentional (ruled on by the tournament committee), the forfeiting team may become subject to additional penalties. Any team who forfeits one of their pool play games is automatically ineligible for playoffs and will be the last seed in the standings
- 7. Mercy Rules:** 12 runs after 3 innings; 10 runs after 4 innings; and 8 runs after 5 innings.
- 8. Pitching Restrictions:** While we believe strongly in protecting youth athletes and doing what is in their best interest, we do not enforce specific pitching restrictions for Big Show tournaments. Instead, we ask coaches to be responsible, to do what is best for the athlete, and to use their best judgment while remembering that this is youth baseball. We suggest using the MLB Pitch Smart suggestions as a guide (<https://www.mlb.com/pitch-smart/pitching-guidelines>).
- 9. Trips to the Mound:** Removal of a pitcher occurs after the second visit to the mound within an inning. See rule 15 for re-entry rules.
- 10. Balks:** 9u-10u no balks. 11u-12u one warning per pitcher. 13u-18u dead ball, no warnings.

- 11. Infield Fly Rule:** There will be NO infield fly rule for 9u-10u. Regular rules apply for 11u-18u.
- 12. Catcher Dropped Third Strike:** 9u-10u the batter is automatically out. 11u-18u regular baseball rules.
- 13. Beginning the Game:** All games must be started with at least 8 players. If a team does not have at least 8 players at the start of the game then the result is a forfeit. If a team starts with 8 players then an automatic out will be called every time the 9th slot in the batting lineup comes up. If and when a 9th player arrives at any time during the game, that player is to be inserted immediately into the lineup in the 9th spot and placed into the game (even if the team is on defense). Any other player(s) that arrive after the 9th player can only be used as a legal substitute. The tournament director will determine if a start time can be delayed from its original time. **NOTE: All teams should be prepared to start their game 30 minutes prior to the scheduled start time.**
- 14. Offense:** Coaches may bat 9 players, their whole lineup, or anywhere in between. Once a coach has determined their batting lineup, it must remain the same for the entire game. (For example: If a coach bats 10 players, the game must end with 10 players in the batting lineup). The only instance in which a coach can change the number of batters in the lineup without making that spot an automatic out is if the team is batting the entire lineup and a player has to leave the game due to injury. We encourage teams to play their players as much as possible and do not want to penalize a team for playing their entire team and then have to deal with one of their players getting hurt.
- 15. Defense:** Coaches may play whomever they want defensively. A player may be playing in the field defensively, but not be in the lineup. This is to encourage more opportunities for players to be on the field.
- 16. Re-Entry Rules:** A substitute is anyone not placed in the batting order. Once a substitute 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. Those two players are interchangeable. Pitchers: If a pitcher is removed after throwing a pitch and goes to another defensive position, they may return as a pitcher after one batter or one out is recorded. If a team substitutes for the pitcher while on defense, that pitcher is no longer able to pitch in the game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the 'pitcher of record' and can continue to pitch in the game.
- 17. Courtesy Runner:** Pitcher and catcher only. May be at any time. If you have substitutes they will be your courtesy runner. If you don't then use the player who made the last batted out(s).
- 18. Intentional Walk:** In all ages the coach can call for an intentional walk (do not need to throw/ball is dead).
- 19. Official Game:** 9-12u games called due to the weather by the umpires or the tournament director that cannot be resumed will be considered complete after 4 innings or 3 ½ innings if the home team is ahead. If after 4 complete innings there is a tie score then it will remain a tie score if in pool play. 13-18u games called due to the weather by the umpires or the tournament director that cannot be resumed will be considered complete after 4 innings or 3 ½ innings if the home team is ahead. If after 4 complete innings there is a tie score then it will remain a tie score if in pool play. At times the Tournament Director may decide, at their discretion, to not resume games that, once delayed by rain, are already official (which become complete games).

Similarly, the Tournament Director, at their sole discretion, may decide not to resume games that are not yet official (which become canceled games). NOTE: No special request will be honored if rescheduling becomes necessary. All coaches should make sure they have the tournament phone numbers to call for information. If non-playoff games are canceled, playoff qualifications will be determined by the tie breaker procedures (listed below). The tournament committee will decide on crowning a champion in the event playoff games are stopped for any reason before the Championship round.

- 20. Scoring:** We recommend that all teams (home and visitors) keep a scorebook. The official scorer of the game will be the home team. It is the team's responsibility to check every inning with the other team.
- 21. Bat Restrictions:** 9u-12u: Any bat with USA, USSSA or 1.15 BPF Certification. 13u: Max -5, and a BPF 1.15, BBCOR, or USA, USSSA designation must be displayed. 14-17u: Must be -3 BBCOR. Wood bat tournaments can only be played with single-solid wood (NO WOOD COMPOSITES, NO DEMARINIS, NO BAMBOO, NO BAUM BATS, NO BRETT BROS).
- 22. Decertified Bat List:**
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"
 7. DeMarini 2017 CF Zen SL 2 ¾ -10, 28"-32"
 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)
- 23. Leading and Stealing:** 9u-10u must wait until the ball crosses the plate to leave the base (46' 60). First violation is a warning and after that they will be called out. 11u-18u regular leading and stealing rules apply.
- 24. Dugout:** All players must be completely inside the dugout during live game play. Coaches are responsible for their player's safety around the dugout area. One player may be in the on-deck area.
- 25. Not Covered in the Rules:** In the event any item is not covered in the playing rules, the tournament committee will make the fairest possible ruling and that ruling will be final!

PLAYOFF TIE BREAKER SYSTEM

Playoff Format: Almost all the tournaments at The Big Show are played the same way -- Pool winners will advance to the playoffs. In some cases, we format the playoffs differently due to various reasons. All playoff formats are posted prior to the start of the tournament on the tournament home page. The higher (better) seed has the choice of home or away. The on-site tournament director will only deal with the head coach on questions and concerns with playoffs.

Winning Percentage Formula: Wins/Total Games Played (a tie is .5 win) Example: A team that is 2-0-1 has a winning percentage of 83% (2.5/3). 2 ties do not equal a win. 2-0-1 beats 2-1 which beats 1-0-2; 1-1 beats 0-0-2. Wins are valued more than ties.

Pool Play Tie Breakers and Seeding: used in typical, 2 pool play game tournament format. When the tiebreaker system is used, the criteria are followed from 1 through 8 until one team is eliminated and then the criteria start over again at Rule #1. Rules are repeated until one team remains.

1. Pool play overall record (winning percentage)

2 Teams Tied

3 or more teams Tied (H2H Not Considered)

2. Head-to-Head (If Applicable)	2. Total Runs Allowed
3. Total Runs Allowed	3. Total Runs Scored
4. Total Runs Scored	4. Highest single-game run differential
5. Highest single-game run differential	5. Lowest single-game runs allowed
6. Lowest single-game runs allowed	6. Highest single-game runs scored
7. Highest single-game runs scored	7. Coin flip
8. Coin flip	

Pool Play Tie Breakers:

*If there is a case where all teams have not played the same amount of pool play games then we will base the best overall record off of their winning percentage. If multiple teams have 100% winning percentage but a different number of wins than the team with the most wins will be presumed a better seed than the other team. For example: 3-0 is presumed better than 2-0.

*If at any time a team informs the tournament director that they do not have intentions on playing in the playoffs they will be marked on the tournament website as “opting out”, but pool play will continue as normal. If, after all pool games have finished, the team opting out wins the pool, they will be removed from advancement. The tournament director may, at his or her discretion, advance one of the remaining teams, based on the regular tie breaker rules.

PLAYOFF TIME LIMITS

Consolation Games: All consolation games for all age groups except for College Elite Exposure Events will have a 1 hour and 50 minute drop dead.

Playoff Time Limits: If after 6 innings for 9-12u/7 innings for 13-18u or the 1 hour and 50 minute time limit, the two teams will go into playoff tiebreaker rules stated below.

Playoff Tie-Breaker Rules/Extra Innings:

The base runners will be placed as follows:

- Last batter from previous inning at 1st Base
- Second to last batter before him in the lineup at 2nd Base
- Third to last before that in the lineup at 3rd Base
- Normal substitution rules apply to these runners.
- The hitting team will start the inning with one out.
- Play continues until one team is ahead at the end of an inning.

Championship Time Limits: The time limit for championship games is 2 hours and 15 minutes. No new inning will start after 2 hours and 15 minutes. If the game is completed and still tied before the time limit, the teams will play extra innings up until 2 hours and 15 minutes, (NO NEW INNING). For example, the 8th inning starts at 2 hours and 5 minutes, that inning will be completed. IF the game is tied after the time limit has expired, the first inning after time has expired will begin with a runner on second base and nobody out (MLB rule). If the game is still tied after the first extra inning, we will proceed with our “Playoff Tie-Breaker Rules” which is written above.