

## **START OF GAME**

Unless there is an agreement between the opposing managers before the game starts, home and away will be determined by bocce ball for all pool play games. One PLAYER from each team must be the one to toss the ball, and both players must toss the ball at the same time. Once seed is determined, the top seed will have a choice of visitor or home. A team may start with 6 players and add the remaining players at any time. The spot(s) missing in the batting order will be an out(s).

## **END OF GAME**

Pool play games may end in a TIE after the time limit is reached, or at the end of 6 or 7 innings based upon the chart below. However, all single elimination games, including the championship game, must have a winner. All extra innings games will use the following rule: The new inning(s) will be started with bases loaded, utilizing the last 3 batters from the previous inning as the runners, and there will be no outs. ALL GAMES that go to EXTRA INNINGS will start with BASES LOADED. If a mistake is made by not starting with bases loaded, proceed without.

## **AGE, FIELD, BAT AND INNING DETERMINATION**

AGE MOUND BASES BAT INNINGS

8 40' 60' NO RESTRICTIONS\* 6

9-10 46' 60' NO RESTRICTIONS\* 6

11-12 50' 70' NO RESTRICTIONS\* 6

13 60'6" 90' NO RESTRICTIONS\* 7

14 60'6" 90' BBCOR OR WOOD 7

\*No 2016 Demarini CF Zen -8 or -10 unless re-tooled (denoted by orange cap and orange "R" stamped on the barrel.

## **TIME LIMIT:**

No new inning may start after 1 hour 50 minutes all pool play and playoff games. There is no time limit in the championship game. The official time will be kept by one of the umpires, and the clock will start at the conclusion of the pre-game home plate meeting. For the purpose of

determining if a new inning may start, the time is determined at the time of the last out in the bottom of the inning. If, during a playoff game, the “no-new inning” time of 1:50 is reached,

and that inning finishes with the game tied, extra innings will begin immediately.

All games should stop immediately in the bottom of an inning if the home team is winning when the “no new inning” time is reached.

\*For fall tournaments we will institute a 2 Hr drop dead to combat daylight issues. We will revert to the LAST COMPLETED inning, UNLESS home team is winning AND at bat when time expires. If home team is winning AND at bat when time expires we will use the actual score at time of stoppage.

### **MERCY RULE**

Regardless of age, fifteen (15) runs after three innings, ten (10) runs after four innings and eight (8) runs after five innings. Home team does not bat if they are ahead by mercy.

### **FORFEITS**

When a team forfeits, the score will be 3-0 for the winning team.

### **DUGOUT**

All dugout selection is based upon a first come first serve basis; any disputes will be determined by the Tournament Director.

### **OFFICIAL ROSTER**

Once a team has started the tournament, and submitted their official roster to the Tournament Director, additional players may NOT be added. PENALTY: At the discretion of the opposing manager, the game will either be declared as a forfeit victory, or, if agreed upon, the game can continue with the ineligible player being removed from the game at the time of notification. A substitute may replace the ineligible player if one is available, otherwise an automatic out will take place in the same manner as an injured player.

### **AGE DETERMINATION**

**Whatever a players age is on April 30<sup>th</sup>, 2024, that's the age bracket they will play in from Sept 1, 2023 – Aug 31, 2024.**

### **8U RULES**

Bunting is NOT allowed. Stealing is NOT allowed. NO leads. NO balks. Batter is automatically OUT on dropped third strike. Pitching rubber is moved up to 40'. Once the pitcher possess the ball within 10' of the pitching rubber, the play is dead. Any runners trying to advance that are less than halfway to the next base once the pitcher has the ball within 10' of the rubber must retreat to their previous base, at the umpire's discretion. If the pitcher tries to make a play on an advancing runner within 10' of the rubber, the play becomes live, and runners may continue to advance. Runners may not advance on pass balls or wild pitches unless the ball leaves the field of play, in which case all runners advance (1) base.

### **9U-10U RULES**

Bunting IS allowed. Stealing IS allowed once the ball reaches home plate. NO leads for 9u-10 baseball. NO balks. Batter is automatically OUT on dropped third strike. NO infield fly rule. As a guideline, basic "Little League" rules apply. Any discrepancies will be handled on an individual basis by the Tournament Director.

### **PROTESTS**

No protest will be allowed for judgment calls. Protests will be allowed for rules only and must be decided before restart of play. A \$200.00 payment must accompany protest and will be returned if protest is upheld. A Protest is only "official" if accompanied with a \$200.00 fee and done before the next pitch. This same fee will apply for protests of age and birth certificates.

### **DETERMINING STARTING LINE-UP**

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.

#### 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 will result in an automatic 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. For 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.

### **PITCHING RESTRICTIONS**

There are no pitching restrictions. Pitching is at the manager's discretion. Second visit to the mound per inning will result in removal of the pitcher. Once a pitcher is removed from the mound, they may NOT re-enter to pitch. Again, pitching is at the manager's discretion, but we strongly recommend the USA pitching guidelines.

### **BALKS**

8u-10u – No balks

11u – One warning per pitcher. Dead ball. The fake to third is not allowed.

12u-14u – No warnings. Dead ball. The fake to third is not allowed.

### **CLEAT RESTRICTIONS**

8U -12U divisions: rubber cleats or sneakers only

13U and over: no restrictions

**\*\*On fields 6 & 7 pitchers can ONLY WEAR MOLDED CLEATS, turf shoes or sneakers. NO METAL CLEATS ON PORTABLE MOUNDS \*\***

### **BAT RESTRICTIONS**

8u-13u: No Restrictions, with the exception of the 2016 Demarini CF Zen in both -8 and -10. If a player comes up to the plate with it, they will be asked to change bats. However, if a player has the 2016 Demarini CF Zen in a -8 or -10 and it has an orange cap and the orange R on the barrel signifying that it has been re-tooled, then the bat is legal. NOTE: If an illegal version of the bat is used, and a ball put in play, without the other team or the umpire noticing and removing the bat PRIOR TO THE PLAY, the play will stand, and the bat be removed from future use. This is to prevent teams from waiting for a player to reach base and then calling that player on an illegal bat and that player being out. That strategy risks injury to the defensive players who could be subjected to a dangerously hard hit ball in play. If you notice an illegal bat, have it checked and removed prior to/during an at-bat to avoid this injury risk.

14u-17u: -3 BBCOR or wood

Altered or illegal bats will be removed.

## **EJECTIONS**

If a player, coach, or spectator is ejected from a game, they must leave the field, and be far enough from the field that they can't be seen or heard by any players, coaches, or umpires still at that field. This is known as the "sight and sound" rule.

In the event that a coach or player is ejected from a game, they WILL be allowed to return to the following game, unless their conduct is deemed egregious, in which case they may be asked by the umpire/tournament staff not to return for the day, or even for the remainder of the tournament, depending on the severity of their offense/conduct. All disputes regarding suspension for future games will be decided on a case by case basis by the Tournament Director.

## **DESIGNATED HITTER**

NONE. Offensive rule takes care of the designated hitter.

## **COURTESY RUNNER**

Teams may use their last batted out as a courtesy runner for the pitcher and catcher at any time. If no batted outs have been recorded, the last batter in the lineup will be used as the courtesy runner.

## **AVOID CONTACT RULE**

A player may not intentionally run over anyone at any time or place on the field. Umpire's discretion.

## **HEAD FIRST SLIDE**

Permitted at all bases.

## **INTENTIONAL WALK**

Pitches do NOT need to be thrown for an intentional walk.

## **OFFICIAL GAME**

All pool play games are official at the end of one (1) complete inning (same rules as if it were a

4-inning complete game) regardless of age or reason for the stoppage (weather, darkness, etc.)

All single-elimination games including championship are complete after 3 innings.

### **DETERMINING THE WINNER**

If the tournament must be canceled after pool play has concluded, or during single elimination, the highest seed left standing will be the winner.

### **ADDITIONAL RULES**

- Pitchers ARE allowed to wear sunglasses on the mound while pitching, at the umpire's discretion. As long as the umpire does not deem the sunglasses to be distracting to the hitter, i.e. lenses are reflective and attract the batter's eye away from the ball, then sunglasses can be worn.

### **SEEDS**

At the conclusion of pool play, teams will be seeded based upon record. If only two teams are tied we will use the following tie-breakers:

### **TIE BREAKERS**

1. Head-to-head
2. Runs against
3. Run differential
4. Highest average runs scored per game played
5. Coin flip

If multiple teams have the same record, we will use the following tie-breakers: Tie breakers

1. Runs against
2. Run differential
3. Highest average runs scored per game played
4. Coin flip

\*The Tournament Director has the final decision when making adjustments to schedule due to game delays or cancellations.

There is a possibility that a team does not play all of their pool play games due to weather or other circumstances. In this case, that team and their opponent will be given a 3-3 tie for the purpose of determining seeds. This will only be used when a team or teams have not played all of their pool play games. We realize that this could result in an outcome that would seem unfair to someone, under the circumstances we have no other choice. In the event that all games are canceled for pool play, we record all pool play games as a 1-1 tie for purposes of seeding for single elimination play. The seeds will then be determined in order of when full payment was received. Rainout/cancellation policy will come into effect at the conclusion of the tournament.

#### RAINOUT/CANCELLATION POLICY

0 games – Full Credit

1 game - \$250 Credit

2 games – no credit offered