

## TOURNAMENT RULES

<u>Age</u>	<u>Base Path</u>	<u>Mound Distance</u>	<u>Lead-off/Pickoff</u>	<u>Metal Cleats</u>
7u	60'	38'	No	No
8u	60'	44'	No	No
9u	60'	46'	Yes	No
10U	70'	46'	Yes	No
11U	70'	50'	Yes	No
12U	70'	50'	Yes	No
13u	80'	54'	Yes	Yes (rule 17)
14u	90'	60'6"	Yes	Yes (rule 17)

\*Some fields may have set mounds. If this is the case, we will require teams to adjust to the differing field dimension. We will make every effort to secure fields that fit the dimensions listed above.

1. National Federation of High School Rules (NFHS) will be used with the exceptions below.
2. May 1<sup>st</sup> will be the date used to determine age of the players.
3. **A player may ONLY play on ONE team in the tournament.** A player may not play in two different age groups or on two different teams in the same age group.
4. Managers may choose to bat as many players as they desire. There must be a minimum of 8 batters in the lineup and a team must finish with as many batters as they start with or take an automatic out for the number of batters short of their original lineup they finish with. The out will be recorded in the spot in the lineup where the batter is missing. Teams will take an automatic out for not having a ninth batter. That out will be taken at the end of the lineup. The automatic out is NOT negotiable between coaches on the field.
5. Free defensive substitution is allowed. A player need not be in the batting line-up to play in the field. A player in the batting lineup is also not required to play a defensive position.
6. No player on any team may assume more than one offensive position during the course of the same game. If a player is removed from the batting lineup, they may only return to the position in the lineup they vacated.
7. Home and visitor for pool play will be determined on the schedule and randomly assigned. Every effort will be made to ensure all teams have 2 home and 2 visitor games during pool play. Home team for bracketed play will be determined by the better seed. If two teams are tied, home team will be determined by tie breakers in the following order:

- a. Head to head if two teams are tied. If three teams are tied, and one team has beat both teams, they will be the highest seed of the tied teams. If all teams have beat each other, we move to the next tie breaker.
  - b. Cumulative run differential
  - c. Fewest runs allowed up to that point in the entire tournament
  - d. runs scored for the entire tournament
  - e. Coin flip will be the final tie breaker. The team who is furthest geographically from the tournament site will call the coin at the toss.
8. The home book will be the official book.
9. Fake to 3<sup>rd</sup>/throw to first (5-3 pickoff) move by pitcher will not be allowed.
10. All balls used in the tournament will be high quality tournament grade baseballs. Each team will be given 8 balls at the check-in for their first game. **Each team will be expected to bring a new ball and a good used ball to each game and present them to the plate umpire at the pre-game meeting. For the first game, both balls will be expected to be new.** Souvenir balls for homeruns hit may be provided by the coach to his players out of the 8 balls provided for the tournament. Elite Baseball provides no souvenir balls.
11. Bats for all teams 12u and under can be any USA stamped bat or any 1.15 BPF (USSSA) bat up to a barrel diameter of 2.75". 13u players may use BBCOR, Wood, or a 1.15 BPF bat with a -5 length to weight ratio. 14u players may only use -3 BBCOR or wood bats. The only bat restrictions are any bats that have been accepted by the manufacturer as unsafe for play. Bats that have been found unsafe for play and have been disallowed by USSSA will not be allowed in this tournament. A player caught with an illegal bat at the plate will be called out and the bat will be removed from the game. The offending team's coach will be confined to the dugout from the remainder of the game. Here is a link to that list.  
<https://www.ussa.com/baseball/baseball-withdrawn-and-or-non-compliant-baseball-bat-models>
12. All calls will be made by the two-man umpire crew on the field. Protests are not allowed.
13. There will be no new innings after 1:40 for all ages 12u-7u. 13u and 14u will have no new inning after 1:50. 12u and under games are allowed a max of 6 innings per game. 13u and 14u are allowed a max of 7 innings per game.
14. Pool-play games can end in a tie.
15. There are unlimited runs per inning
16. Mercy Rules are as follows: 15 after 3, 10 after 4, 8 after 5
17. Championship games are untimed. A full game must be played unless the mercy rule is reached.
  - a. In the event of a tie, at the end of regulation, in the championship game, the tiebreaker rule will be in effect. This rule places your last batted out from the prior inning at second base to start the inning.
18. Pitching Rules for all age groups– One pitch to a batter is considered an inning pitched. All players from each team 8u-12u are afforded 6 innings through their first 4 games. 13u and 14u teams are given 7 innings per player through their first four games. Every

player on every team is awarded an additional inning of pitching for each game after their fourth. Innings pitched are reported by the umpire to the tournament staff at the conclusion of the game. Signing the game card indicates that you agree with what is being reported. All disputes must be cleared up before the official game card is presented to the tournament staff. At the time the card is reported to tournament staff, it is official and cannot be changed. A manager must remove a pitcher after a second trip to the mound in the same inning. A pitcher may not re-enter a game as a pitcher from which they have been removed from the mound either during a mound visit or at the end of the inning. If a player exceeds the allowable pitching innings, an immediate forfeit will be declared. There are no exceptions to this rule. One pitch in an inning that exceeds the pitching allocation constitutes a violation of the pitching allowance.

19. Metal cleats are NOT allowed on any field where players 12 years old and younger are playing. Players 12 and under wearing metal cleats will not be allowed to continue play until the cleats are changed regardless of how many players the team has left. On fields where players are thirteen years old and older, metal cleats are allowed. However, metal cleats are NEVER allowed on artificial mounds.
20. A speed-up runner can be used for the catcher and pitcher of record only. The speed up runner for these two positions can be used at any time during the game. This is not considered a substitution and is optional. In the event all players on the roster are batting, the speedup runner must be your the last batted out or the player furthest from coming to the plate if no outs have been recorded. If a team has players not in the batting lineup, those players must be used as the courtesy runners. In the event of using a non-batting speed-up runner, once a player is used as a courtesy runner for a particular player, they must always be the courtesy runner for that player unless the courtesy runner enters the game in an offensive position.
21. Players must slide or otherwise avoid contact. This means a players must slide or attempt to avoid contact on all close plays. The determination on the requirement of a slide on a particular play is up to the umpire.
22. Head first sliding is not permitted at home plate. A player who slides head first into home plate will be called out by the umpire.
23. When a double play is in order, the runner must slide or peel off. If the runner fails to do so, the double play will be awarded and the runner on the trailing base will be declared out. The umpire has discretion on whether or not the runner is required to slide or peel off on a particular play. The umpire judgement is final.
24. In ages 10u and below, "slash bunt" is not allowed. If a batter fakes a bunt and then swings at the same pitch, the batter will be called out. The ball will be dead and no runners will advance.
25. A player may only play on one team in an age group.
26. A coach that is ejected for unsportsmanlike conduct will sit out the remainder of that game. Two ejections ends the tourney for that coach. Ejected coaches cannot be on the property of the park that the games are being played on.

27. A player ejected for unsportsmanlike conduct may not return to the game following the ejection. They may remain in the dugout for the remainder of the game. A second ejection for a player ends their tournament.
28. Any person (player, coach, or fan) ejected for an act of physical violence will be ejected from the entire tournament and may not be on the property of the tournament for the remainder of the tournament immediately following the ejection. If they are found on the property, their team will be ejected from the tournament. The ruling of an act of physical violence is the umpire's discretion and cannot be appealed.
29. The following are the rules for any machine pitch games
  - a. Games are no new inning after 1:40
  - b. Machine will be set at 38' from home plate
  - c. Each batter will receive upto 5 pitches (unless the fifth pitch is foul).
  - d. 3 strikes is an out
  - e. 3 outs ends the half-inning
  - f. 6 runs per inning max can be scored
  - g. Run rules are: 13 after 4/7 after 5.
  - h. Games are a maximum of 6 innings and can end in a tie.
  - i. Bases will be set at 60 ft.
  - j. Machine can only be adjusted at the beginning of an inning.
  - k. One umpire will be used.
  - l. No lead-offs or pickoffs can be achieved.
  - m. No stealing is allowed in any situation including passed balls or overthrows. Once the ball touches the infield, the runner may only advance to the next available/open base. The ball will remain live and an attempt on a runner can result in an out.
  - n. Pitcher must remain behind the pitching machine prior to pitch being hit.
  - o. 7u teams may use 4 out-fielders
  - p. Coaches are allowed on the field during defense but must remain behind the outfield players.
  - q. Defense will be allowed only one team conference per inning.
  - r. No Bunting
  - s. No infield fly rule
  - t. If batted ball hits machine, all runners and batter advance one base
  - u. Pitcher must be within a five foot radius of the machine (may not be used as an up-the-middle defender near 2nd base.
  - v. Outfielders must play on the outfield grass or 20' behind the baseline if the field is skinned really deep.
  - w. Obstruction will be called for players who do not move from the base when they don't have the ball.
30. In the event of a cancellation, the following refund policy will be administered:
  - a. 60% Refund if no games are played.
  - b. 40% Refund if one game is played.
  - c. No refund if 2 or more games are played.