

# 16<sup>th</sup> Annual EGC August Sizzler

## 6U-9U Tournament Rules (2014)

(updated 7/17/14)

- All teams are required to supply one new baseball for each game (no rubber or plastic coated balls)
- Ages are the same as played in spring season with the birthday cut-off of May 1
- It is the head coach responsibility to have proof of age in his possession for all rostered players
- All teams must turn in roster/waiver form at least 30 minutes prior to their first game
- Once the rosters are turned in, you may not add players to your roster
- Home team determined by coin-toss in pool-play and higher seed in bracket-play, silver-brackets with cross pool-play teams will have home team determined by coin-toss
- Home team is the official scorekeeper
- All games 6 innings or 55 minutes, teams must be ready to play 30 minutes prior to their game time
- No inning will start after 55 minutes. Last out of previous inning defines the start of new inning.
- There will be a 5 run rule per inning, except for the last inning (last inning declared by umpire)
- You must bat your entire roster and there will be free defensive substitutions
- Players that depart the game for any reason other than an injury that occurs during play will have their spot in the lineup recorded as an out. If the team has minimum of 9 players remaining in the game, the opposing coach may waive this rule. Players will not be allowed to re-enter the same game.
- There will be no pitcher and 4 outfielders. Your outfielders cannot cover a base on the initial play
- There will be a chalk circle approximately 30 feet down both lines from home base and around the pitching machine. Balls that stop inside of this circle will be considered a foul ball
- Fly balls in the circle may be caught for outs as long as the play is not close to the pitching machine
- Any ground ball that is fielded within this circle will be a foul ball
- Any ball that comes in contact with the pitching machine will be called a dead ball (no pitch)
- The pitching machine will be set at 50% (36-42 mph)
- Umpire will call strikes. Pitches outside of the strike zone will be called a ball, but there are no walks.
- No infield fly rule. No bunting. No stealing. Runners cannot leave the base until contact.
- Only one base allowed on all overthrows, unless there is another play on the runner
- Your players must avoid contact while running the bases.
- ***Play will stop when the ball is thrown to and caught by the umpire (near the circle)***
- When the play is stopped, all base runners are awarded the base they are closest to
- Run rule: 15 after 3, 10 after 4, and 8 after 5
- No team timeouts allowed during game time, unless player injury occurs
- Players, coaches or fans that are ejected from a game will be ejected for the rest of the tournament
- Ejected parties will have to vacate the park, profanities will result in an automatic ejection
- Coaches are responsible for their fans!!!
- Pool-play games may end in a tie. Bracket-play games will start all extra-innings, or first inning after regulation time is over, with 1 out and runner on 2<sup>nd</sup> base (runner is last batted out).
- No outside coolers permitted. Only 1 team cooler allowed per team.

Bracket Seeding (Tie Breakers):

1. Head to head record (*not applicable if 3 or more teams*)
2. Runs Allowed
3. Run Differential (*maximum +/- 8 per game*)
4. Coin Toss

Refunds: Games started 0, full refund minus \$25 admin cost  
Games started 1+, refund 0

The tournament committee reserves the right to adjust the rules or alter the format of the tournament as deemed necessary.

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## 10U-11U Tournament Rules (2014)

*(updated 7/17/14)*

- All teams are required to supply 1 new baseball for each game (no rubber or plastic coated balls)
- Ages are the same as played in spring season with the birthday cut-off of May 1
- It is the head coach responsibility to have proof of age in his possession for all rostered players
- All teams must turn in roster/waiver form at least 30 minutes prior to their first game
- Once the rosters are turned in, you may not add players to your roster
- With the exception of rules outlined here... Games will be played by USSSA rules
- Home team determined by coin toss in pool-play and higher seed in bracket-play
- Home team is the official scorekeeper.
- All teams must be ready to play 30 minutes prior to scheduled game time
- Pitching restrictions:
  - 3 innings max per game for 10U division (or 9 recorded outs)
  - 4 innings max per game for 11U division (or 12 recorded outs)
- There will be 1 balk warning per pitcher. Major League Baseball 3<sup>rd</sup> to 1<sup>st</sup> balk rule will be enforced.
- You must bat your entire roster and there will be free defensive substitutions. The roster constitutes those players who are present and in uniform at the time of play. Once a pitcher is relieved, he can no longer pitch in the same game.
- Players that depart the game for any reason other than an injury will have their spot in the lineup recorded as an out. Injured players that depart a game will not be allowed to re-enter the same game.
- All games will be 6 innings with a 1hr 40min time limit
- Championship games will have 2 hour time-limit
- Your players must avoid contact while running the bases
- Run rule: 15 runs after 3 innings, and 8 runs after 4 innings
- Pool-play games may end in a tie. Bracket-play games will start all extra-innings, or first inning after regulation time is over, with 1 out and runner on 2<sup>nd</sup> base (runner is last batted out).
- Players, coaches or fans that are ejected from a game will be ejected for the rest of the tournament
- Ejected parties will have to vacate the park
- Profanities will result in an automatic ejection
- Coaches are responsible for their fans
- No outside coolers permitted. Only 1 team cooler allowed per team.

Bracket Seeding (Tie Breakers):

1. Head to head record (*not applicable if 3 or more teams*)
2. Runs Allowed
3. Run Differential (*maximum +/- 8 per game*)
4. Coin Toss

Refunds: Games started 0, full refund minus \$25 admin cost  
Games started 1+, refund 0

The tournament committee reserves the right to adjust the rules or alter the format of the tournament as deemed necessary.