

## 2018 DUBLIN WAYNE WILLIAMS MEMORIAL BASEBALL TOURNAMENT RULES

- Playing rules will follow this document, Nations Bylaws, and National Federation of State High School (NFHS). For conflicting rules the priority is:

1. This Document

2. Nations Bylaws

3. NFHS

- A tournament director or coordinator is permitted to manage or coach a team.
- A regulation game will last 6 innings for 8U, 9U, 10U, 11U and 12U and 7 innings for 13U and 14U. During pool play games, no new inning will begin 2 hours after the game start time (2 hours and 15 minutes for 13U and 14U games). Umpires for each specific game will make this determination. A pool play game can end in a tie as a result of the time limit. There is no time limit on bracket play games.
- A flip of a coin between the umpire(s) and a manager (or coach) from each team will determine home team for all pool play games. In bracket play, the higher seed will determine the home team.
- Home team is responsible for official scorebook and scorecard. Home scorekeeper will confirm scores and pitching statistics with the visiting team at the end of every full inning.
- After each game, the managers or coaches **MUST** meet to review and sign the game summary card. This card will represent the game's official scoring and pitching records. Manager or Coach's failure to sign the game summary card prior to leaving the field, will result in his/her team relinquishing its ability to challenge that game's official scoring or pitching records and could result in forfeiture of that game.
- INFIELD PRACTICE IS NOT ALLOWED. Prior to games, your team may warm up in the outfield. No infield warm-ups are permitted in fair or foul territory while the grounds crew prepares field for upcoming game. Players, including pitchers, must be warmed up and prepared to play at game time.
- Mercy Rule:
  - 8 & under, 9 & under, 10 & under, 11 & under, and 12 & under:
    - 15 runs after 3 innings (game is over after trailing team bats in 3rd inning)
    - 12 runs after 4 innings (game is over after trailing team bats in 4th inning)
    - 8 runs after 5 innings (game is over after trailing team bats in 5th inning)
  - 13 & under and 14 & under:
    - 15 runs after 3 innings (game is over after trailing team bats in 3rd inning)
    - 12 runs after 4 innings (game is over after trailing team bats in 4th inning)
    - 10 runs after 5 innings (game is over after trailing team bats in 5th inning)
    - 8 runs after 6 innings (game is over after trailing team bats in 6th inning)
- At any time, a team at bat may use a courtesy runner for the current pitcher or catcher. The courtesy runner must be as player not presently in the lineup and may appear as an offensive player one time per inning.

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- Teams will not be allowed to slug bunt.
- Teams will be allowed to use an EH (per Nations rules). Teams cannot use a DH.
- Teams are allowed to roster bat (per Nations rules). If a team is roster batting, they must notify the umpire and opposing team at the pregame meeting.
- With runners on third and first, a pitcher may legally step and feint to third and then legally turn and attempt to pick off the runner at first base.
- Balks:
  - One warning per team per game. This applies to only the 9U and 10U age groups.
  - No warning per team. This applies only to the 11U, 12U, 13U, and 14U age groups.
- The home plate umpire will resolve all protests. The umpire may contact tournament officials, but the umpire makes final rulings. No further protests are permitted.
- The official score of a forfeited game is 8 – 0.
- Runners must slide or seek to avoid contact with fielder. If runner does not slide and contact occurs, the runner will be declared out. Unnecessary contact may result in ejection at the discretion of the umpire.
- A player, coach, or fan will be ejected from the game and team's following game for foul language, abusive behavior, and intentionally throwing equipment. A player unintentionally throwing a bat will incur a team bench warning. Subsequent unintentional bat throwing will result in the offending player being ejected from the game. Any player, fan, or coach verbally or physically abusing an umpire will be removed from the tournament.
- Any player, coach, or fan taunting an opposing team or player will prompt a warning to the head coach. Additional taunting warnings may include possible suspension to the head coach. Taunting includes but is not limited to harassing a batter, a pitcher in his windup, and team members on the bench.
- Age cutoff date is May 1st. If requested by tournament officials, coaches must be prepared to present birth certificates for all his/her players. Failure to do so upon request of the tournament coordinator could result in game forfeiture.
- Weather shortened tournament - refund policy
  - Two Games played: tournament will refund \$100
  - One Game played: tournament will refund \$175
  - No Games played: tournament will refund \$275

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## TOURNAMENT PITCHING RULES

•The manager or coach is responsible for knowing and adhering to pitching rules. Failure to comply will result in forfeit of the game in which the violation occurs. Our tournament committee's goal is to have no forfeited games due to pitching violations. If you are uncertain about a specific rule, contact your tournament director.

### •Pitching limitation rules

1. Maximum outs a pitcher can record in **one tournament day** is:

- 9U thru 12U – 18 outs (6 innings)
- 13U thru 14U – 21 outs (7 innings)

2. Maximum outs a pitcher can record during the **entire tournament** is:

- 9U thru 12U – 27 outs (9 innings)
- 13U thru 14U – 30 outs (10 innings)

•Pitching records are tracked to the detail of outs in an inning (Example: if the starting pitcher is removed with 1 out in the 4<sup>th</sup> inning, that pitcher is credited with having 3 1/3 innings which is 10 outs).

•To support fair play, pitching records for Friday games will be considered as Saturday game records.

- Tournament Days:
  - Saturday (includes Friday games)
  - Sunday
  - Monday

•Exceeding the innings pitching limitation as a result of a double or triple play is not a violation.

•Only a team manager or coach can challenge pitching limitation rule violations. Violation challenges must be made to the home plate umpire prior to the next legal pitch (by either team) in that game. If a game ends with an illegal pitcher, the challenge must be made prior to the challenging manager or coach signing the game summary card.

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## BRACKET PLAY RULES

### Bracket Play Qualification

- All teams will advance to a single elimination bracket.

### Bracket Play Seeding

- Teams will be seeded based off pool play record.

### Appeal of Seeding

- Teams will have 15 minutes from posting of seeds to make an appeal. After that time, all seeding will be finalized.

### Tie Breaker Priorities: Bracket Play Seeding

1. Win-Loss Record (winning percentage)
2. Head to Head
3. Fewest Runs Allowed
4. Highest Run Differential (Total runs scored - Total runs allowed).
  - Maximum run differential per game is +8 or -8
5. Coin Toss