

- Playing rules for the tournament will follow this document and Nations Baseball Tournament Rules.
 For any conflicting rules, the priority is:
 - 1. This Document
 - 2. Nations Baseball Tournament Rules
- A Tournament Director or Site Coordinator is permitted to manage or coach a team in this tournament.
- A regulation game will last 6 innings (9U thru 12U) or 7 innings (13u thru 18U.) During pool and bracket play games, no new inning will begin after 1 hour, 45 minutes (9U thru 16U) after the official game start time. The start time should be written on the game card at the start of the game. 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. Extra innings are allowed as long as time allows. See Bracket Tie Breaker.
- Bracket Tie Breaker If the game is tied at the end of 6 innings (9U thru 12U) or 7 innings (13U thru 18U), the teams will play one additional inning. If the teams are still tied at the end of the extra inning, then play will continue using the Ohio Sudden Death Method. The last 2 batters will be placed in order at 1st and 2nd bases (2nd to last batter at 2nd and last batter at 1st) and the offense will begin batting with no outs. No pinch runners will be allowed for the last 2 batters that are being positioned during the process. We will not use the Ohio Sudden Death Method in the Semi-finals or Finals. Extra innings will be played in those games until there is a winner.
- 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. The higher seeded team will be the home team during bracket
 play.
- The home team is responsible for official scorebook. Home scorekeeper will confirm scores in his book with home plate umpire after each ½ inning.
- After each game, the manager or coach from both teams MUST meet with the home plate umpire to review and sign the game summary card. This card will represent the game's official scoring and pitching records. A managers or coaches, failure to sign the game summary card prior to umpires 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.



- There will be no infield warm up prior to games. No warm-ups are permitted in foul territory while the grounds crew prepares field for upcoming game.
- While a team is in the field (on defense), coaches and remaining players must remain in the dugout. While a team is at bat (on offense), 2 coaches are allowed on the field, one in the 1st base coaching box and one in the 3rd base coaching box. All other coaches and players must remain in the dugout with the exception of the on deck batter.
- Each team will need to be at their assigned diamond **no less than 45 minutes** prior to game start time. **Games can start up to 30 minutes prior to posted game start time**. Players, including pitchers, must be warmed up and prepared to play when the umpires are ready.
- Mercy Rule for 6 inning games:
 - After 3 innings (2 ½ for home team) ahead 15 runs or more
 - After 4 innings (3 ½ for home team) ahead 10 runs or more
 - After 5 innings (4 ½ for home team) ahead 8 runs or more
- Mercy Rule for 7 inning games:
 - After 4 innings (3 ½ for home team) ahead 15 runs or more
 - After 5 innings (4 ½ for home team) ahead 10 runs or more
 - After 6 innings (5 ½ for home team) ahead 8 runs or more
- At any time, a team at bat may use a courtesy runner for the current pitcher or catcher. The courtesy runner must be a player not presently in the lineup and may appear as an offensive player one time per inning. If all players are currently in the lineup, then the last recorded out will be the courtesy runner. The next courtesy runner will be the next to last recorded out. The pitcher and catcher can be subbed for once in an inning. Note: With 2 outs, a courtesy runner is required for the catcher unless the catcher has been subbed for previously in the current inning.
- Balks: One warning per pitcher for 9U-10U no warning for 11U thru 18U.
- Balks: All balks are dead ball
- The home plate umpire will resolve all protests including pitching violations. The umpire may contact tournament officials, but the umpire makes all 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 and may be ejected from the game.
- A player, coach or fan will be ejected from the game and the team's following game for foul language, abusive behavior or 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 called out.
- Age cutoff date is May 1st. If requested by tournament officials, coaches must be prepared to
 present birth certificates for all of his/her players. Failure to do so upon request of the tournament
 coordinator could result in game forfeiture.
- Pitching Distances:
 - 9U 10U 46'
 - 11U 12U 50'
 - 13U 54' (bases at 90')
 - 14U 18U 60' 6"
- Roster batting will be allowed during the tournament. This must be declared prior to the start of the game.
 - If a team loses a player due to injury or illness while roster batting, his spot in the batting order will be skipped (no automatic out).
 - If a team loses a player while roster batting caused by an ejection or misconduct, then the spot in the batting order will be an automatic out.
- Injuries/Substitutions: If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty. If an injury occurs during an at-bat and the player can't continue the at-bat, the next batter in the lineup will take over that at-bat and assume the count. If an injury occurs while on the base paths and there no substitute is available, the player that made the last recorded out will take the place of the injured player on the bases.
- Each team must check in at the Information Center before their first game. There will be an
 Information Center located at each park so you will check in at the park in which you are scheduled
 to play your first game.



- In the event of rain, changes to the tournament schedule will be available on Tourney Machine and communicated as necessary.
- NO SLUG BUNTING for all age brackets
- Players may play for only one team in the tournament Rosters must be submitted online (Tourney Machine) by the day before pool play starts. In the event that a player is listed on two rosters, his first team played determines his one and only team that he can play on for the entire tournament.
- Tie Breaker:
 - 1. Win-Loss Record
 - 2. Head to Head (two teams only)
 - 3. Fewest Runs Allowed
 - 4. Highest Run Differential (maximum run differential per game is +8 to -8)
 - 5. Coin flip
- Bat Rules
 - o 9U to 14U

SMALL BARREL 2 1/4"

- All bats will have the 1.15 BPF Stamped on the bat. Stickers will not be enough proof
 that the bat meets the standard. If you cannot prove the bat is 1.15 BPF certified,
 the bat is illegal
- There is no weight/length ratio rule such as -3 or -5 drop factor for age's 9U-14u.
- ALL BATS MUST BE STAMPED USSSA 1.15 BPF.

BIG BARREL (2 5/8" or 2 3/4")

- All bats will have the 1.15 BPF Stamped on the bat. Stickers will not be enough proof
 that the bat meets the standard. If you cannot prove the bat is 1.15 BPF certified,
 the bat is illegal.
- Those bats that have a BBCOR mark permanently attached to the bat that is recognized by OHSAA as a legal bat.
- There is no weight/length ratio rule such as -3 or -5 drop factor for age's 9U-14u.
- ALL BATS MUST BE STAMPED USSSA 1.15 BPF.
- WOOD BATS are permitted for tournament use.
- o 15u to 18u
 - All bats must comply with the current OHSAA bat standards.
 - Meaning it must be a qualified BBCOR bat with a drop 3 factor or be a wood bat
- Refunds The following policy has been established for refunds:
 - 75% if weather cancels the tournament and no games are played.



- 50% if the tournament is postponed and only one game is played.
- There will be no refund for a team that has played two or more games.

Contacts

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