Germantown Jr. Warhawks
Memorial Day Classic Tournament Rules

All rules follow the National Federation High School (NHFS) rules with the following exceptions: (See also the grade specific exceptions for your grade group)

1. Player must be in current grade for that grade level or May 1st cutoff for age.
2. Pitching limits – 2nd Grade is (6) consecutive outs per game. 3rd, 4th, 5th, and 6th Grade is (9) consecutive outs per game. Violation of this rule will result in forfeiture of any game by the offending team. Once taken out as a pitcher the player may not re-enter as a pitcher in that game. * 7th and 8th Grade – no limitations.
3. Games are one hour and forty – five minutes (1hour 45 minutes) in duration or 6 innings. No new inning may begin after one hour forty minutes (1 hour 40 minutes) unless the score is tied. If the home team is batting and winning when the time limit is reached, the game will be declared over immediately. A new inning begins when the 3rd out is made in the prior inning. Ties will be played out under normal rules until the time limit expires. Once the time limit has expired, California rules will be used at the start of the next inning. California Rules place the person who made the last out in the previous inning at second base (2nd base) to start the inning and 1 out on the scoreboard. Play then continues as normal.
4. The ball is to be returned directly to the pitcher after an out is recorded.
5. Only five (5) warm-up pitches are allowed between innings or after a pitching change. No infield/outfield warm-ups between innings.
6. Manager or coach is allowed 1 visit to the pitcher per inning. If a 2nd visit is needed the pitcher must be removed from the game.
7. If a team is behind by ten (10) or more runs after four (4) innings of play (3 ½ if the home team is winning), the game will be declared over. There is no run rule in the Championship game.
8. A team must have a minimum eight (8) players to start the game. If the game is started with eight (8) players, the 9th position in the line-up is an automatic out.
9. All teams should be ready to begin their game thirty (30) minutes prior to their scheduled start time. If prior game ends early, we may begin your game early.
10. Any team that does not take the field within ten (10) minutes of the scheduled start time shall forfeit the game upon the opposing team taking the field and throwing the first pitch. Losing team will be penalized with ten (10) runs allowed.
11. The team traveling the farthest shall have the honor of calling the coin flip to determine the home team. The winner of the coin flip will have the choice of home or away. In games with a seed, the home team will be the higher seeded team. If both are seeded the same, then a coin flip will determine home team.
12. Runner may score on a passed ball, wild pitch, or a ball returned to the pitcher. * 2nd Grade cannot score on a wild pitch, passed ball, or a ball returned directly to the pitcher.

13. **There is NO MANDATORY SLIDE RULE!**
    The sliding rules for the tournament are all the same as the NFHS book rules. There are two main points.
    The Force Play Slide Rule: Any runner who is in a force play, must either slide directly into the base or run himself out of the play avoiding contact with the fielder. If this is not done, this is considered interference and the runner is out and B/R is automatically out for a double ply, and all other runners must go back to the base they occupied at the time of the pitch. The runner may not "take out the fielder to break up the double play." If the runner slides, it must be a legal slide according to book rule and if the second baseman is on the bag and the runner makes a legal slide into the bag and there is contact, interference should not be called.
    Plays at the plate:
    When there is a potential play at the plate, and the catcher has the ball, the runner must either make a legal slide or avoid contact. The catcher has the right to be in the base-path when he has the ball in his possession... If the catcher does not have possession of the ball and denies the runner access to the plate, then the catcher has committed obstruction and the runner may be awarded home. The runner has the right to reestablish his base path by running no more than 3 feet to either side of the base path to avoid contact. If the runner does attempt to avoid contact and there is incidental contact then this is a judgment call by the umpire. If the runner commits malicious contact, the runner is out and ejected.
    Remember, Malicious contact supersedes obstruction.
14. Rosters must be turned to the field chief prior to first pitch of first game. Once the roster is turned in, the roster is then frozen. Players may only be on one (1) roster during the tournament.
15. Some fields will have batting cages or areas to warm-up prior to start of game. Please feel free to use them. Please be respectful and allow other teams to use during that time. The teams that are playing in the game next will have first priority. Please do not hit balls into any fencing.
16. Courtesy runners may be used for the pitcher or catcher of record at any time. If there are two (2) outs a courtesy runner MUST be used for the catcher. The runner must be a player that is not currently in the game. If there is not a player on bench, the player that made last batted out should be used.
17. Per NFHS Rules, Umpires must be aware when inclement weather is in the area. Play must be stopped at the first sound of thunder or the first sight of lightning for a minimum of 30 minutes. Tournament Director may/can stop play at all fields via communication made using the Tourney Machine App.
18. Games rained out **MAY** be re-scheduled. If the first day of the tournament is rained out the tournament will be rescheduled for Saturday and Sunday. Games and schedules may change based on inclement weather. **Once the tournament begins, there will be NO REFUNDS.** A 50% refund will be given to all teams if the entire tournament is cancelled because of weather. It is our intent for all teams to play the 3 game minimum.

19. If using continuous batting order, substitutes may be used at any time. Players may re-enter the game at any time in their original batting order. If using a regular order or extra hitter (EH) a starting player may re-enter once, while a substitute may not re-enter.

20. Extra Hitter - The EH (extra hitter) is designed to be used as a 10th hitter in the lineup. The coach at the beginning of the game must designate if he using the EH for the game. Once he has decided to use the EH he must continue to do so throughout the game. If at any time the team is left with less than ten (10) players, the spot vacated in the batting order by the missing player is an automatic out each time that position comes to up to bat. The EH may be used as a player in the field with the player in the field being used as the EH.

21. No protests are allowed. Decisions of the umpires, Field Chiefs and Tournament Director are final. Players, coaches and spectators are expected to show good sportsmanship at all times. Use of noise making devices such as air-horns or cowbells is prohibited. Violation of this rule start with a warning and may lead to disqualification from the tournament at the discretion of the Tournament Director.

22. Bats - there is no restriction on a bats weight to length ratio nor bat diameter. Any adult league bat (those with a weight to length ratio of -3) must conform to current NFHS standards. Players found in violation will be called out.

23. **8 team tourney:** The top two teams from pool "A" and pool "B" will advance to the semi-finals. Seed #1 from pool "A" will play seed #2 from pool "B". Seed #1 from pool "B" will play seed #2 from pool "A". Winners advance to championship game. **12 team tourney:** The winner of pool "A", "B", and "C" will advance to semi-finals. The 4th team will be a Wildcard, and will be the best remaining team from all three pools based on tiebreakers. These four teams will then be seeded 1 through 4 based on tiebreaker rules. Seed #1 will play seed #4 and seed #2 will play seed #3. **Please note; if the Wildcard (seed #4) and the #1 seed both come from the same pool, semi-final games will be played as follows; Seed #1 vs. seed #3 and seed #2 vs. seed #4. Winners then advance to championship game. **6 team tourney:** After pool play, teams will be seeded 1-6 and play a single elimination championship bracket on Sunday.

24. Pool play tiebreakers and tiebreakers to determine seeds are as follows: 1. Record 2. Head to Head (two teams only) 3. Runs Allowed 4. Run Difference (+10 max) 5. Coin Flip

25. Germantown Jr. Warhawks reserves the right to make any changes as necessary. All changes will be communicated via email to the email address on the registration form.

26. Please register for text and email alerts for the tournament at: www.tourneymachine.com/R37308 using your CPU.

27. If a team needs to withdraw from the tournament after being registered, 100% refund may be given if another team fills the tournament spot vacated and the tournament is full at that grade.

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Age Specific Variations

	2nd Grade	3rd & 4th Grade	5th Grade	6th Grade	7th Grade	8th Grade
Base Path's	60'	60'	70'	70'	90'	90'
Pitcher's Mound	43'	46'	50'	50'	60'6"	60'6"
Advance on Drop 3rd Strike	No	No	Yes	Yes	Yes	Yes
Leading Off	No	No	Yes	Yes	Yes	Yes
Stealing	After ball crosses plate	After ball crosses plate (3rd) / On release (4th)	Yes	Yes	Yes	Yes
Infield Fly	No	Yes	Yes	Yes	Yes	Yes
Continuous Batting Order	Optional	Optional	Optional	Optional	Optional	Optional
4th Outfielder	No	No	No	No	No	No
Balks	No	No	Yes – 1 warning per pitcher	Yes – 1 warning per pitcher	Yes – no warning	Yes – no warning
Extra Hitter	Optional	Optional	Optional	Optional	Optional	Optional
Metal Spikes	No	No/No	No	No	Allowed	Allowed
Slash Bunts	No	No/No	No	No	Allowed	Allowed