

# Twinsburg Stars and Stripes Tournament Rules

**Time Limit:** No new inning will begin after 1 hour and 50 minutes from the start of the game. (Time limit does not apply to the semi-final and championship games.)

Teams must be present 30 minutes prior to the start of the game.

Mercy rules apply to all games including the semi-final and championship games.

## GENERAL TOURNAMENT RULES

1. **Rosters:** The maximum number of players on your roster is 15; the roster is due in by start of your first game. A player may only appear on one team's roster per age group for the tournament.

No changes to your roster will be allowed after the start of your first game. The roster must include the player's full name, address and birth date. Birth certificates must be carried and available at all times in case questions arise.

2. **Age Requirements:** Age of the player is determined by the age prior to May 1st. Divisions are as follows:

- 8U Kid Pitch            8 & Under
- 9U                            9 & Under
- 10U                         10 & Under
- 11U                         11 & Under
- 12U                         12 & Under
- 13U                         13 & Under
- 14U                         14 & Under

3. **Games:** Everyone is guaranteed 3 games. Teams will either play 3 games in their pool with the top teams advancing to Sunday single elimination play or teams will play 2 pool games with all teams advancing to Sunday single elimination play.

4. **Tie-Breakers:**

- A. Head to Head result,
- B. Least total runs allowed,
- C. Run differential-maximum 10 per game
- D. Most Runs Scored-maximum 10 per game.
- E. Coin flip.

**NOTE:** If a team involved in a tiebreaker has forfeited a game they will automatically be eliminated. Forfeits will be recorded as a score of 10-0.

5. Home teams are decided by a flip of a coin during flight play. The top seeded team will be the home team in all Sunday games.

The team with the higher seed during flight play will be the home team in the championship game; otherwise, a coin flip will determine the home team.

6. No teams are permitted on the infield prior to games. Batting practice, infield practice and soft toss against any fencing is prohibited.

Wiffle balls are permitted in the outfield.

7. **Rain out policies:** In the event of bad weather, the tournament director reserves the right to modify and complete the tournament as we deem appropriate.

In the event the tourney is cancelled due to weather, the following refund will be in effect:

- 0 games played = 75% refund
- 1 game played = 50% refund
- 2 games played = 0% refund

TBL will make every attempt to complete this tournament and have had very good success in past years without a cancellation.

**Please check the website for rain out information and updates.**

## GENERAL PLAYING RULES

1. Where not covered in these amendments, High School Rules will apply. However, intentional walks can be verbally given – all 4 pitches do not need to be thrown.
2. The minimum number of players to start a game is 8; any team with less than eight players at the scheduled time of their game will forfeit.

**There is NO GRACE PERIOD.**

3. All games are scheduled for 7 innings – **except for 8U, 9U and 10U which will play 6 innings.** The Mercy rule will be in effect for all games after 4 innings (3 1/2 if the home team is leading) in a case of a 12 run lead or after 5 innings (4-1/2 if the home team is leading) in a case of a lead of 10 or more runs.
4. Any game suspended before 4 complete innings (3 1/2 if the home team is leading), shall be completed at a later time. However, the time limit still applies and will be carried over to the continued game.

No new inning may start after 1 hour and 50 minutes from the start of the game (Unless extra innings are required).

There is no time limit for the Semi-final and Championship Games. Games tied after the time limit has expired (except for Semi-finals and Finals) will start a new inning with last out at 2<sup>nd</sup> base, 0 outs and 0-0 count on batter. Semi-finals and Finals games are played normally.

5. Bats – No bat restrictions for 8U – 13U divisions. 14U division must use -5 bat or heavier.
6. Lead offs will be permitted in all divisions, except 8U. Lead offs and steals are permitted for 9u – we feel this is a great opportunity to prepare 9u teams for 10u the following season.
7. For 8U only, no lead offs. Stealing any base is NOT permitted.
8. The infield fly and dropped third strike rules shall be in effect for all divisions except 8U. For 8U only, there IS an infield fly rule. However, batter cannot run on dropped 3<sup>rd</sup> strike.
9. Additional hitter (AH) may be used in the tournament. He may bat in any spot in the batting order and may be inserted into the field later in the game.
  - The AH is considered a defensive position. The use of the AH must be declared before the game and by using the AH a team will be batting 10 players.
  - If a player is ejected from a game and cannot be replaced an out will be recorded in his spot in the batting order.
  - A Continuous Batting Order may also be used in this tournament with each player on the team in the batting order.
  - If you choose the continuous batting order, each player must be in the batting order. For example, if you have 13 players you cannot bat 12 players and leave one player out of the lineup, all 13 must be in the batting order and you can freely insert players in defensive positions each inning.
  - The use of the continuous batting order must be declared before the game. If a player is injured or sick and cannot continue to play, an out is not recorded and their place in the order is skipped. Once a player is skipped, they cannot return to the game.
10. Re-entry rule is allowed. A starting player may re-enter the game one time, but only in his original spot in the batting order. A substitute withdrawn from the game may not re-enter.
11. Speed up rule: Teams may use a courtesy runner for the catcher of the previous inning when there are 2 outs in the inning. The runner must be someone not presently in the game. If a team has no bench players, then the player that made the last out may run.
12. Metal spikes are permitted for 13 and 14 year old age groups.

## PITCHING RULES

1. No player may pitch more than 7 innings in one day. In 9U through 12U divisions there is also a limit of 4 innings per game. In 13U and 14U, the maximum is 5 innings per game. In 8U, no player may pitch more than 6 innings in one day. In 8U there is also a limit of 3 innings per game. Also in 8U only, 8 TOTAL innings, including semi-finals and championship - NO EXCEPTIONS

2. Once a pitcher leaves his pitching position for one pitch he may not return as a pitcher for that game.
3. One pitch constitutes an inning pitched.
4. A limit of 5 warm up pitches will be allowed between innings for a returning pitcher, 7 for a new pitcher.
5. Balks will be called in all divisions, except 8U. In the 9U, 10U, 11U and 12U divisions, one warning per pitcher will be issued before the balk is called. No warnings will be issued for 13u or 14u divisions.

## FIELD SET UP

Division	Pitching	Bases
8U	43'	**60'
9U	46'	65'
10U	46'	65'
11U	50'	70'
12U	50'	70'
13U	54'	80'
14U	60'	90'

\*\*Can be 65' bases depending on field availability

## CONDUCT

1. Anyone ejected from a game is excluded from his or her next game also.
2. Players must avoid "malicious contact" when a play is being made. If an umpire feels that the player initiated such contact, he will be called out and may be ejected from the game.
3. All umpires' decisions are final; no protests will be heard on an umpire's decision.
4. Head Coaches are responsible for the conduct of themselves, their staff, players and their fans. Only the Head Coach should communicate with the umpires during the game. (Please ask your fans not to bring pets).
5. For teams playing at Chamberlin School please be aware that parking is limited and you may want to park at Dodge School across the street and walk over. Also make sure that none of your players or fans goes into the football stadium.