

Coach Fox Fall Classic - 2018

Tournament Rules

Time Limit

All games should stop in the bottom of the inning if the Home Team is winning when the time runs out, meaning that the visiting team will not be able to bat. In the event that for some reason (umpire is unaware of score or time) play continues, all runs added to the score will count.

9U-12U: 1:45 time limit (unless altered by weather) on all games except the Championship Games. No new inning may start after 1:45. Drop dead at 2:15 in pool play. No drop dead time in single elimination.

Ages 9U-12U will play six inning games.

13U: 2:00 time limit on all games except the Championship game. No new inning after 2:00. Drop dead at 2:15 in pool play. No drop dead in elimination games. 13U will play 7 inning games.

Mercy Rule

15 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings. Home team does not bat if ahead by Mercy Rule. Home team will bat if visiting team goes ahead in top of Mercy inning.

Dugout

All dugout selection is first come first served; any disputes will be resolved by field coordinator.

Reporting Scores

Winning team will report scores by text message to: XXX-XXX-XXXX.

Report scores in the following format:

Division/Winning Team & Score/Losing Team & Score

Example: 9U/Spider Monkeys 1/Boston Terriers 0

Home team book is official book. Teams are encouraged to confer between innings to confirm score.

Official Roster

Once a team has started a tournament, rosters are frozen. PENALTY: An ineligible player, due to roster rules, shall be removed from the game at the time of notification. There will be NO FORFEITS because of an ineligible player. A sub may replace the ineligible player if one is available, otherwise an automatic out will take place in the same manner as an injured player. Teams must submit a copy of their official roster at check-in. Teams may use their own forms or the one provided on the ATB website (<http://www.arlingtontravelbaseball.org>)

Age Determination

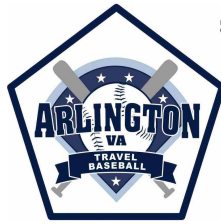
Players will use birth date as of April 30, 2018

Start of Game

Coin toss determines Home and Visitors for all Pool Games. Once Seed is determined, higher seed will be home. A team may start with 8 players and add the remaining players at any time. The spot(s) missing in the batting order will be an out(s).

End of Game

Pool Play games may end in a TIE after the time limit is reached. All single elimination games must have a winner. All extra innings games, regardless of whether Pool Play or Single Elimination, will use the following rule: The new inning(s) will be started with a runner on second base, with one out, using the batter from the previous inning.



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Fairness Rule

One run will be added to the winning team for purposes of Runs Allowed/Runs Scored in Pool Play. Ex. Extra Inning starts tied at 5 to 5 and the visiting teams scores 5 and the home team scores 4; the winner is the visitor, but the final score is 6-5 visitor for Pool Play. It is not fair to either team to tack on runs when we start the inning or innings with extra runners on base.

Determining Starting Line-up

The Coach play as many players as the coach wants. The only information needed regarding a "Starting Lineup" is the number of batters. We do not care who plays in the field.

Offensive

Team may bat 9 players, the entire lineup or in-between. Once the number of batters is determined, it must remain for the entire game. An injury or ejection will result in an automatic out if a substitute is not available. A substitute is anyone not placed in the batting order. Once a substitution bats or runs for a player, the sub and the original starter are locked into that batting position and either one may bat or run in that position ONLY.

Defensive

Any player on the roster may play in any defensive position at any time, regardless of being in the batting order.

Example

A team may have 18 players: Bat 9 of them and play the other 9 in the field. No one player in a game can assume more than one offensive position.

Pitching Restrictions

Coaches and Managers are expected to manage their athlete's pitch counts responsibly. The host organization will follow USA Baseball PitchSmart guidelines and encourages all participating teams to do as well.

A Pitcher cannot re-enter that position (P) after being removed.

Pitchers have 5 pitches between innings and umpires are encouraged to monitor a 2-minute time limit between innings. New/starting Pitchers are granted 8 pitches for warm up.

Visits = 1 per inning per pitcher, must remove on 2nd visit of inning

Home scorebook is reference point. Please communicate between innings.

Dropped 3rd Strike

No at 9U & 10U

Yes 11U, 12U, 13U

Infield Fly

No at 9U & 10U

Yes 11U, 12U, 13U

Balks

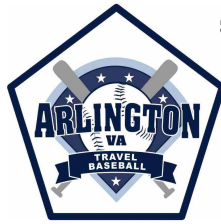
Balks will be called. One warning per pitcher. At 9-11U, a second balk will result in a called "Ball," a 12U & 13U balk will also result in a base for each runner.

Cleat Restrictions

9U-12U Rubber Cleats only. 13U spikes allowed.

Bat Restrictions

No barrel size restrictions. USSSA 1.15BPF or USA Baseball stamp required. Wood bats ok.



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Designated Hitter

NONE, Offensive rule takes care of Designated Hitter.

Courtesy Runner

Allowed for Pitcher and Catcher with 2 outs only. Bench player if subs, last out if no subs.

Avoid Contact Rule

A player may not intentionally run over anyone at any time or place on the field. (Umpires discretion)

Head First Slide

9U-12U A player sliding head-first advancing to a base will be called out.

13U: Head-first slides allowed

Intentional Walk

Pitches do NOT need to be thrown for an intentional walk.

Official Game

All Pool Play games played are Official at the end of 3 complete innings regardless of age or reason for the stoppage (weather, darkness, etc) This ruling is in place due to weather or darkness and to determine standings for Single-Elimination. All Single-Elimination games including Championship are complete after 3 innings.

Protests

No protest will be allowed for judgment calls. Protests will be allowed for rules only and must be decided before restart of play. A Protest is only "Official" if requested before the next pitch.

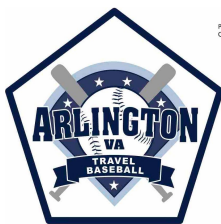
Determining the Winner - The Tournament will have a Championship Game if possible. In the event of cancellation of a tournament due to weather, the tournament must have two complete games to be Official; we will determine a winner and appropriate finishes based on the following procedure:

In the event that Pool Play has concluded and Single-Elimination has started and we are unable to finish the tournament (usually rain), the places are determined in the following manner: All teams eliminated in Single-Elimination are eliminated and we proceed to the highest remaining Seeds left standing. The Tie-Breaker system has already determined seeds from the previous day and that is how we will determine a winner. The games played during Single-Elimination have NO BEARING on the final outcome as far as runs allowed, won-lost record and so forth. Games played during Single-Elimination can only eliminate a team. EX. Seed 1 may have played and won while giving up 5 runs and Seed 2 may have played and gave up 0 runs, therefore giving up less runs for the tournament. This IS NOT a factor in determining a winner. The highest seed left standing from Pool Play will be the winner and so forth.

Tie Breakers

Two Way Tie

1. Runs allowed (if head-to-head, does not apply)
2. Runs scored
3. The team that registered for the tournament first will win the tie breaker (We realize that a coin flip would usually take place, but this is easier due to coaches being in different places). Please be clear if your team is involved in a Tie with 3 or more teams that head to head does not matter unless your team beat both teams.



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Three Way Tie or More

Fewest runs allowed in All Pool Games will determine highest seed, if still tied the highest runs scored will be used and if teams are still tied then the team that registered first will win the Tie-Breaker. Exception: If one team beats ALL teams involved, they are the top seed.

LEADS

No leads in 9-10U Brackets. 11-13U leads allowed.

STEALING

ALLOWED for all ages (all Bases) after the ball crosses plate; leaving early for 9-10U Brackets will result in dead ball and an automatic out.

BUNTS

ALLOWED

FIELD SIZE:

9U, 10U: 46' Mound, 60' Bases

11U, 12U: 50' Mound, 70' Bases

13U: 60'6" Mound, 90' Bases

WEATHER POLICY

Every attempt will be made to complete the tournament as scheduled. Many of the planned tournament fields are lighted, therefore some games may be played in the evening if the daytime weather prohibits play and the fields can be made available for evening play.

Monday 08OCT2017 will be reserved for tournament play if weather precludes play on Friday, 05OCT2018, Saturday 06OCT2018 or Sunday 07OCT2018.

In the event of poor weather forcing the tournament director to cancel before the start of play, or the tournament becomes official (two pool games played), teams will be refunded their entry fee, less an \$85 administrative fee.

Basic Little League rules apply - any discrepancies will be handled on a case by case basis by the Tournament Director.

**ALL DECISIONS REGARDING TOURNAMENT RULES ARE MADE FINAL BY
TOURNAMENT DIRECTOR**