

Father & Son Baseball (F&S) Tournaments Rules & Procedures

F&S Tournament follows National Federation High School Rules for all tournaments unless otherwise specified below.

1. Registration

All teams registered for the F&S Baseball tournament must submit a completed roster form and provide verification of proof of insurance that list F&S as additional insured prior to their first game.

2. Eligibility

Player's birthdates must meet the age requirements of their respective age divisions. A player's tournament age is based on the age they are as of May 1. Players cannot be double rostered in the same age division. Each team must bring a copy of the official state-issued birth certificate for each player. The team manager must keep the birth certificates of all players on him at all times. If any player does not have his birth certificate, he/she cannot participate in the tournament. If a team caught using a player that is older than the cutoff for the division, that team will forfeit every game that player has played in. All teams are to check in one hour before your 1st game at your game site to turn in your signed roster and make sure your bracket/schedule has not changed.

3. Time/Game Limit

All tournament games in pool play and playoffs will have a time limit. Championship games will not. The time limits are as follows:

8U	1 hour and 30 minutes - 6 Innings (Please see Section 28 for additional details on 8U)
9U, 10U, 11U & 12U	1 hour and 45 minutes - 6 Innings
13U	1 hour and 50 minutes - 7 Innings
14U, 15U, 16U, 18U	2 hours - 7 Innings

If a new inning has started prior to the time limit, then that inning will finish. No new inning can start after the time limit. If the game is tied at the end of regulation and time is still remaining, the game will go to extra innings. Games in pool play will end in a tie after the time limit. Umpires will announce the start time right before the 1st pitch & after pregame rules discussion. In Bracket (single elimination) play, if the game is tied at the end of regulation and time is still remaining, the game will go to extra innings. When the time limit hits in single elimination and both teams are tied, we will play one extra inning. If after the one extra inning there is still a tie, we will go to a Texas Shootout. The last three batters to have an official at bat from the previous inning will be placed on the bases. The last batter to have an official at bat will be placed on first base. The second to last batter to have an official at bat will be placed on second base. The third to last batter to have an official at bat will be placed on third base. The inning will start with 1 out. Each batter will start with a 2-2 count and the inning will be played out. If tied after 1 inning of the Texas shootout, innings will continue under same format until there is a winner. Innings pitched will be counted in the overall totals. Runs allowed will be limited to 1 run when there is a Texas Shootout. For example: if the score is 4-4 entering the shootout and the game ends up 15-11, the final score for runs allowed will be 5-4. Championship Games will be played out normally with no time limit and no tie breaker.

4. Playoffs/Tie Breakers

Seeding results will be available on the website after completion of pool play.

In the event that teams are tied after pool play, the following process will be followed:

- A. Head to Head (only if 2 teams are tied. 3 or more, go to next tie breaker)
- B. Fewest Runs Allowed
- C. Run Differential (will be capped at +7-7 per game)
- D. Coin Flip

F&S reserves the right to re-seed teams in the 1st round of single elimination play to prevent teams from playing the same team as Pool Play

5. Pitching

The amount of innings a pitcher can pitch through 4 games:

- 8's – Coach Pitch (Please see Section 28 for additional details on 8U)
- 9 & 10's = 6, 11 & 12's = 6, 13's = 7, 14's = 7, 15's = 8, 16's = 10, 18's = unlimited
- Scorecards must be signed by both team managers to eliminate inning validation problems.

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- One additional inning per pitcher for every game played after 4 games. At the start of the 5th played game = 1 additional inning, 6th = 1 more inning, etc.
- No Limit on the number of appearances
- One pitch will be considered an inning pitched
- Eight warm-ups to start, five thereafter
- Once a player is removed from the mound, he/she cannot return to the mound in the same game. Second trip to the mound in the same inning results in removal of the pitcher.
- If a team only plays 4 games – Extra inning for pitcher will be available in Game 4

6. Balks

There will be no warnings on balk calls. Umpire discretion may be used on younger ages.

7. Re-entry

Defensive: Each team will be allowed unlimited substitutions in the field. A player does not have to be in the batting order to play the field.

Offensive: You may bat nine players, your entire lineup, or anywhere in between. Teams may have an EH (extra hitter) and/or may utilize a DH. After the start of the game you cannot change the number of batters you have, it must remain the same for the whole game. If you bat your entire lineup and a player should get thrown out, or injured, and no substitute (a player not in the batting order) remains then you must take an out in that spot. Once a sub bats or runs for a player in the batting order, then those two players are locked into that position. From then on one of those two must hit/run in that spot only.

A team must start with a minimum of 9 players but can finish with less.

8. Home Team

In pool play a coin flip will determine who the home team is. In playoffs and the championship the high seed will have their choice of being the home or visitor. If two teams should have the same seed, then a coin flip will determine home team.

9. Scorekeeping

- Each team's manager must prepare 1 written copy of his lineup listing first and last names and numbers of all players and substitutes prior to each game. Lineups then must be provided to the opposing team's manager.
- The Official Scorebook is to be kept by the home team. Both teams should confer after each inning to confirm the score.
- A completed score sheet must be filled out and signed by both managers after each game and presented to the tournament director(s). The home team will be responsible for the score sheet.

Please make sure this is done so that we can make sure we stay on top of the scores and post the results ASAP.

10. Slide Rule

A player may slide head first into all bases. In the event of a close play the runner must avoid contact. On double plays a runner must slide straight into the bag, not past the bag, or to the side to make contact. If a player does make contact sliding past the bag or to the side, then that player and the runner, to where the defensive player was trying to make the play, are out and the sliding player may be ejected. All close plays and slides are at the umpire's discretion.

11. Baseball Cleats

Metal spikes are allowed only in divisions 13U and older. Games played on field 3 at the Bridgeport Rec Complex: Pitchers must wear Tennis Shoes or Rubber Spikes on the Portable mound.

12. Bat Restrictions

F&S will not be changing the bat policy for 2019. We have adopted the new USABat stamped bat along with current bat rules – All bats that are USSSA, Little League, Cal Ripken, Pony, etc. approved containing 1.15bpf stamp and the new USABat are approved

Exceptions to this rule:

- For the 8U, 9U, 10U & 12U divisions all bats -5 or greater must be stamped BPF 1.15 USSSA or USA Baseball. There are no bat size restrictions on weight or length as long as bat has "BPF 1.15" stamp

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- For the 11U and 12U divisions, they MAY NOT use 2 3/4" barrel bats containing the 1.15bpf stamp (USSSA or USA Baseball) if pitching distance is 46' mound
- For the 11U and 12U divisions, they MUST use 2 5/8" barrel bats containing the 1.15bpf stamp (USSSA or USA Baseball) if pitching distance is 46' mound
- 14U and older will follow WV High School Rules(BBCOR -3)
- Bat rules apply to the age division you are playing in (not the age of the player or team)

13. Protests

- Judgment calls by the umpire cannot be protested, rules only may be protested, and must be decided before resuming play.
- A \$100 cash protest fee must be presented to the tournament director at the time of the protest.
- A protest is only "Official" if accompanied by the \$100 and done before the next pitch.
- Protests include questioning a player's age.
- If the protest is upheld, then the \$100 will be refunded.

14. Entry Refunds

There will be no entry refunds for withdrawal from the tournament within 21 days of the start of the event. Refunds due to weather postponement will be calculated by the number of games played. The weather refunds will go as follows:

3 Game Guarantee

0 games played:	Entry fee minus a \$75 administrative fee
1 game played:	50% of the entry fee
2 games played:	No Refunds

15. Dugouts

Please help keep the tournament fields and common areas clean. Please be sure to pick up all your team's trash after the game.

16. Ejections

- All ejections are at the umpires' discretion.
- NO WARNINGS will be given to coaches, players, or fans for unsportsmanlike or unruly behavior.
- Upon ejection, the coach, player, or fan must completely leave the premises. Failure to comply will result in a team forfeit.
- Any coach, player, or fan ejected from more than one game will not be permitted on the premises for the rest of the tournament.

17. Official Game

All games are official after the completion of the 1st inning. If a game should be called due to darkness, or weather and the 1st inning has been completed and the game can be restarted, the game will restart where it left off. If the game is called due to weather, etc. and will not be completed, and it is the middle of an inning, then the game will revert back to the score from the previous inning if the first inning has been completed.

18. Mercy Rule

8U, 9U, 10U, 11U & 12U Age Divisions		
12 after 3 innings	10 after 4 innings	8 after 5 innings

13U & UP Age Divisions			
15 after 3 innings	12 after 4 innings	10 after 5 innings	8 after 6 innings

19. Format Alterations

F&S Tournaments reserves the right to alter, change, or abbreviate tournament formats, when necessary, in order to complete the tournament. This includes, but not limited to, shortening times limits in order to maintain the game schedule and to ensure all games. All changes, etc. will be made at the Tournament Directors discretion.

20. Intentional Walk

All ages do not have to throw a pitch. When play is live, just inform the umpire to put the batter on 1st base.

21. Baseballs

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All teams are required to supply two "used" or "new" baseballs at the umpire's request.

22. Courtesy Runners

Courtesy Runners for pitcher and catcher must follow rule #7 and may be used regardless of # of outs. If there are no players available on the bench, then you may use the last recorded out as a courtesy runner.

23. Division Rules

13 & UP divisions will play leads and steals. 8, 9 & 10'S will play no lead offs and will not play drop 3rd strike. 11 & 12's will play lead offs at 70' / no lead offs at 60' - 11 & 12's will play drop 3rd strike rule at both distances

8 Yr. Olds	9, 10,11 & 12 Yr. Olds	11 & 12 Yr. Olds	*13 Yr. Olds	14 & UP
60' bases	60' bases	70' bases	80' bases	90' bases
38' line	46' mound	50' mound	54' mound	60' 6" mound
6 inning game	6 inning game	6 inning game	7 inning game	7 inning game

* 13 Yr. old games may be played on 60/90 fields if weather conditions exist (all attempts will be made to play at the 54/80 distance)

24. Infield/Outfield

There will be no infield/outfield practice prior to tournament games.

25. Gate Fees

There will be a \$3 entry fee per day for those age 12 and older (excludes Coaches and Players)

26. Bridgeport, WV Hotels located within 5 minutes of the Recreation Complex Include:

Best Western	107 Lodgeville Road	304-842-5417
Hampton Inn	1515 Johnson Avenue	304-842-9300
Holiday Inn Express	20 Sweetbrier Lane	304-979-9022
Microtel Inn & Suites	201 Conference Center Way	304-808-2000
Sleep Inn	115 Tolley Drive	304-842-1919
Super 8	168 Barnett Run Rd.	304-842-7381
Towneplace Suites by Marriott	101 Platinum Drive	304-842-3600
Wingate Inn	350 Conference Center Way	304-808-1000
Courtyard by Marriott	30 Shaner Drive	304-842-0444
Comfort Suites	285 White Oaks Blvd	304-933-3390
Springhill Suites	97 Platinum Drive	304-842-5200
Days Inn & Suites	112 Foley Ave.	304-842-7371
Hawthorne Suites	75 South View Drive	304-848-8700

27. Facilities

Bridgeport Recreational Complex @

Charles Pointe

Bridgeport, West Virginia

Directions to the Bridgeport Recreation Complex at 425 Forrester Boulevard, Bridgeport, WV:

Coming from the north—Take I-79 South to Exit 124 Jerry Dove Drive, turn left at the end of the exit ramp and proceed 1.2 miles to the exit for Benedum Drive, Route 131, turn right at the bottom of the exit ramp onto 131 and drive .6 of a mile, turn right onto Forrester Drive and enter the Bridgeport Recreation Complex at the top of the hill.

Coming from the south—Take I-79 North to Exit 124 Jerry Dove Drive, turn right at the end of the exit ramp and proceed 1 mile to the exit for Benedum Drive, Route 131, turn right at the bottom of the exit ramp onto 131 and drive .6 of a mile, turn right onto Forrester Drive and enter the Bridgeport Recreation Complex at the top of the hill.

Bridgeport High School Complex @

515 Johnson Avenue

Bridgeport, West Virginia

Directions to the Bridgeport High School Complex at 515 Johnson Avenue, Bridgeport, WV:

Coming from the north—Take I-79 South to Exit 121 Meadowbrook Road, turn left at the end of the exit ramp on to

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Johnson Avenue and proceed 1.5 miles- bear left on Johnson Ave by Sheetz – to the Bridgeport High School Complex on the right and enter the parking lot.

Coming from the south—Take I-79 North to Exit 121 Meadowbrook Road, turn right at the end of the exit ramp and proceed 1.5 miles – bear left on Johnson Ave by Sheetz - to the Bridgeport High School Complex on the right and enter the parking lot.

Bridgeport City Park @

515 Johnson Avenue
Bridgeport, West Virginia

Directions to the Bridgeport City Park Complex at 515 Johnson Avenue, Bridgeport, WV:

Coming from the north—Take I-79 South to Exit 121 Meadowbrook Road, turn left at the end of the exit ramp on to Johnson Avenue and proceed 1.5 miles- bear left on Johnson Ave by Sheetz – to the Bridgeport City Park on the right and enter the Bridgeport City Park parking lot located behind the Bridgeport High School.

Coming from the south—Take I-79 North to Exit 121 Meadowbrook Road, turn right at the end of the exit ramp and proceed 1.5 miles – bear left on Johnson Ave by Sheetz - to the Bridgeport City Park on the right and enter the Bridgeport City Park parking lot located behind the Bridgeport High School.

Robert C. Byrd High School Complex @

One Eagle Way
Clarksburg, WV 26301

Directions to the Robert C. Byrd High School Complex at One Eagle Way, Clarksburg, WV:

Coming from the north—Take I-79 South to Exit 119, US 50, turn right onto US 50 toward Clarksburg, in ½ mile take ramp toward WV-20/Joyce Street, turn left on Joyce Street, proceed 1 mile to S. Bypass Rd(WV-98), turn right on WV-98, approx. 1.3 miles turn left on Eagle Way

Coming from the south—Take I-79 North to Exit 119, US 50, turn left onto US 50 toward Clarksburg, in ½ mile take ramp toward WV-20/Joyce Street, turn left on Joyce Street, proceed 1 mile to S. Bypass Rd(WV-98), turn right on WV-98, approx. 1.3 miles turn left on Eagle Way

Frank Loria Field

One Clarksburg Parkway
Nutter Fort, WV 26301

Directions to the Frank Loria Memorial Field at One Clarksburg Parkway, Nutter Fort, WV:

Coming from the north—Take I-79 South to Exit 119, US 50, turn right onto US 50 toward Clarksburg, in ½ mile take ramp toward WV-20/Joyce Street, turn left on Joyce Street, proceed 1.8 miles into Nutter Fort, Frank Loria Memorial will be on your left.

Coming from the south—Take I-79 North to Exit 119, US 50, turn left onto US 50 toward Clarksburg, in ½ mile take ramp toward WV-20/Joyce Street, turn left on Joyce Street, proceed 1.8 miles into Nutter Fort, Frank Loria Memorial will be on your left.

Clarksburg City Park

1183 Buckhannon Pike
Nutter Fort, WV 26301

Directions to the Clarksburg City Park at 1183 Buckhannon Pike, Nutter Fort, WV:

Coming from the north—Take I-79 South to Exit 119, US 50, turn right onto US 50 toward Clarksburg, in ½ mile take ramp toward WV-20/Joyce Street, turn left on Joyce Street, proceed 1.8 miles into Nutter Fort, Clarksburg City Park will be on your left.

Coming from the south—Take I-79 North to Exit 119, US 50, turn left onto US 50 toward Clarksburg, in ½ mile take

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ramp toward WV-20/Joyce Street, turn left on Joyce Street, proceed 1.8 miles into Nutter Fort, Clarksburg City Park will be on your left.

28. 8U Division

- Pitching coach must keep one foot on or behind the line marked on the field at a distance of 38'
- Courtesy runner for the catcher at all times. Last out made
- 6 pitches / 3 strikes. If 6th pitch fouled then batter will continue to bat until a ball is put into play or 3rd strike is made
- Batted ball hits pitching coach the ball is declared dead and 1 base is given
- No bunts or infield fly rule
- Defensive team can have 1 coach on each baseline in outfield and they shall remain in foul territory
- Defensive team must stop lead base runner (not attempting to advance) at which time umpire shall call time after every play and declare ball dead.
- Runner gets 1 base if ball goes under or gets caught in the fence
- 10 players allowed on defense
- 6 runs per inning or 3 outs

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