

Tournament Rules

DIVISION I: MAJOR/HIGH-MID AAA TYPE TEAMS

DIVISION II: MID-LOW AAA/AA TYPE TEAMS

DIVISION III: AA/ALL STAR TYPE TEAMS

GAME TIME REQUESTS: REQUESTS ARE ACCEPTED ON A FIRST COME, FIRST SERVE BASIS. WHILE WE DO OUR BEST TO ASSIST EVERYONE AS BEST WE CAN, SUBMISSION OF A REQUEST DOES NOT GUARANTEE IT WILL BE GRANTED.

REGARDLESS, NO GAME TIME REQUESTS WILL BE ACCEPTED AFTER 4PM ON THE MONDAY BEFORE A TOURNAMENT BEGINS, NO EXCEPTIONS!

Unless noted prior to the event, National Federation High School Rules will be used with the following notations. Triple Crown reserves the right to enforce particular invitational tournament rules. Franchisees may offer rule variations.

1. **Age Requirement:** May 1 will be the designated date to determine ages. Photocopies of birth certificates will be required.

NEW FOR 2018-2019 SEASON!!!!

8u Division – Grade	Player turning 9 prior to May 1 of current year is NOT ELIGIBLE, unless player is in 2nd Grade
9u Division – Grade	Player turning 10 prior to May 1 of current year is NOT ELIGIBLE Player turning 10 prior to May 1 of current year is NOT ELIGIBLE, unless player is in 3rd Grade
10u Division – Grade	Player turning 11 prior to May 1 of current year is NOT ELIGIBLE Player turning 11 prior to May 1 of current year is NOT ELIGIBLE, unless player is in 4th Grade
11u Division – Grade	Player turning 12 prior to May 1 of current year is NOT ELIGIBLE Player turning 12 prior to May 1 of current year is NOT ELIGIBLE, unless player is in 5th Grade
12u Division – Grade	Player turning 13 prior to May 1 of current year is NOT ELIGIBLE Player turning 13 prior to May 1 of current year is NOT ELIGIBLE, unless player is in 6th Grade
13u Division – Grade	Player turning 14 prior to May 1 of current year is NOT ELIGIBLE Player turning 14 prior to May 1 of current year is NOT ELIGIBLE, unless player is in 7th Grade
14u Division – Grade	Player turning 15 prior to May 1 of current year is NOT ELIGIBLE Player turning 15 prior to May 1 of current year is NOT ELIGIBLE, unless player is in 8th Grade
15u Division – Grade	Player turning 16 prior to May 1 of current year is NOT ELIGIBLE Player turning 16 prior to May 1 of current year is NOT ELIGIBLE, unless player is in 9th Grade
16u Division – Grade	Player turning 17 prior to May 1 of current year is NOT ELIGIBLE Player turning 17 prior to May 1 of current year is NOT ELIGIBLE, unless player is in 10th Grade
17u Division – Grade	Player turning 18 prior to May 1 of current year is NOT ELIGIBLE Player turning 18 prior to May 1 of current year is NOT ELIGIBLE, unless player is in 11th Grade

18u Division – Player turning 19 prior to May 1 of current year is NOT ELIGIBLE, unless player is in 12th Grade
Player turning 19 prior to May 1 of current year is NOT ELIGIBLE
Player turning 20 prior to May 1 of current year is NOT ELIGIBLE

2. **Roster rules are as follows:** 7u to 14u Rosters may not exceed 20 players during the course of the season. 15u to 18u Rosters may not exceed 25 players during the course of the season.

3. **Protest Fee:** \$100 cash (on rule interpretation only).

4. **Game Time:** Starting time is forfeit time, unless delay is created by Triple Crown. Game time starts at completion of coin toss.

5. **Home Team:** Determined by coin flip in pool play, in playoff rounds the better seeded team will be given choice of home/visitor. Home team is required to keep the official book.

6. **Player Minimum:** A team must start with a minimum of 9 players but can finish with less, taking outs in vacated batting positions.

7. **Championship Games:** No time limit and no ""Triple Crown Tie Breaker"" run rules are still in effect.

8. **Pitching Rules (Innings per Tournament):** **8U-12U:** 6 innings through four games, **13U-14U:** 7 innings through four games, **15U-18U:** 8 innings through four games. Starting with a team's 5th game played in an event, EVERY player will gain an additional inning of eligibility, PER GAME played thereafter (EX. 12U Player A has 4 innings through 4 games. During the 5th game, Player A would then be eligible to pitch 3 innings). NO limit on the number of appearances per tournament, but please be mindful of your young arms.

Scorecards **MUST** be signed by BOTH team managers at the conclusion of each game to eliminate inning validation problems. TCS Scorecards are official, and will be used to settle any discrepancies. Failure to immediately address inaccurate score/pitching totals is acceptance of score/pitching reflected on the scorecard.

An inning is added to a pitcher's total as soon as he/she has toed the rubber and throws one pitch (warm up or game). Each pitcher will receive 8 pitches to warm up at the beginning of the game or as they enter into the game, and five thereafter.

Mound: 14s and younger may throw on flat surfaces depending on field availability.

**If pitching rules are violated and the infraction is detected, the situation will be reviewed and consequences will be determined by the tournament director. Consequences may include, but are not limited to, the following: game forfeiture, removal of team from the tournament, possible suspension from additional tournaments. **

THE FIRST TO THIRD PICKOFF MOVE IS LEGAL IN TCS PLAY

9. **Infield Warm-Ups:** All teams are encouraged to warm-up as much as possible before game time. No pre-game infield.

10. **Baseballs:** Teams must provide all game balls, and they MUST be high school approved. (Typically two new balls and one used ball per game are sufficient.)

11. **No steel cleats in the following age groups:** 10u and younger.

12. 13u and younger = High School bat weight/length differential rule is waived. PLEASE SEE OUR BAT RULES PAGE LOCATED AT THE TOP OF OUR HOME PAGE. 14U and older = -3 restriction in effect.

13. **Uniforms:** Numbers mandatory, matching uniforms recommended.

14. **Adverse Weather:** The Triple Crown Baseball Tournament will be played in adverse weather conditions. The format may be changed to lesser time limits or fewer innings to complete the tournament. Coaches and players accept these conditions when entering the tournament.

15. **Decisions:** The Tournament Director shall have final decision on all tournament questions.

16. **Hotels/Motels/Condos:** Teams that leave unpaid bills or damages will be removed from the tournament and reported to their respective leagues.

17. **Tie-Breaker System:** If a game is tied after all innings have been completed (or at time limit), the "Triple Crown Tie-Breaker" will go into effect. Each team puts the batter who is scheduled to bat last in their offensive half of the inning on second base and plays out a full inning. This happens until the tie is broken and the game is complete.

18. **No Show:** Teams that no-show will forfeit their entry fee and may be subject to suspension from competition in Triple Crown events for the remainder of the season.

19. **Teams may bat any number of players and retain subs but must remain at the same total number of batters they started with throughout the game: Example 11 batters and 3 subs must finish with 11 batters. Batters not listed defensively will be extra hitters (EP or EH) and may rotate anywhere on the field like any other starter. If a team finishes the game with less players than they started, the team must take outs in the vacant positions (NO EXCEPTIONS). Teams may use DH per NFHS rules.**

21. **Courtesy Runners:** A courtesy runner may be used for the pitcher or catcher at anytime. The courtesy runner must be a substitute player that has not been in the game. **IF YOU ARE OUT OF SUBSTITUTES OR BATTING THE WHOLE LINEUP, YOU MAY USE THE LAST BATTED OUT.**

22. **Visits to the mound:** As per NFHS rules, each team is allowed three charged visits to the mound within a game. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the three charged visits are used, every trip to the mound will result in the pitcher being removed. A visit is not charged when the manager removes the pitcher from the mound. Remember, charged visits are cumulative for the entire game (visits are not tracked per pitcher). No restrictions on visits per inning.

23. **Pool Protect Rule:** During pool break if any brackets reflect multiple seeds for example **9 OR 10** then pool protect will be in play. We will change matchups in the first round of bracket play if the change creates a unique matchup for both of the higher seeds. This rule is in place to prevent teams from playing the same team in the first bracket game if those teams played each other in pool play. If you have any additional questions please contact the tournament director or site director at your complex.

24. Coaches are responsible for the conduct of their coaching staff and the parents/fans of their players. Unsportsmanlike conduct by fans, in the umpire's judgment, shall be warned against one time. Should it continue, the umpire in charge is given authority to resolve the problem if he/she deems the situation unsportsmanlike.

25. Malicious or intentional contact is not allowed. If a player is judged to be guilty of that infraction, he shall be disqualified from further play in that game. Additional penalties for this behavior shall be determined by the tournament director.

******TRIPLE CROWN WILL PLAY THESE DIMENSIONS AND RUN RULES******

8u (KID PITCH): 40' pitching, 60' bases

9u and 10u: 46' pitching, 65' bases

11u and 12u: 50' pitching, 70' bases

13u: 54' pitching, 80' bases OR 60'6" pitching, 90' bases

14u-18u: 60'6" pitching, 90' bases

*****All Ages: Championship games will proceed with NO TIME LIMIT, NO TIEBREAKER RULE IN EFFECT. Run rules will still apply. *****

AGE GROUP	TIME LIMIT/INNINGS	RUN RULES
8U-12U	1 HOUR, 45 MINS 6 Innings	15 runs after 3 10 runs after 4 8 runs after 5
13U-18U	2 HOURS 7 innings	15 runs after 4 10 runs after 5 8 runs after 6
ALL AGE GROUPS		20 runs after 2

8U COACH AND KID PITCH SPECIFIC RULES:

- No leadoffs
- No stealing home. A runner starting a play at 3rd base may ONLY advance home on a batted ball or when forced home by a walk, hit batter, or another force play (bases loaded).
- Walks are considered a "Dead Ball" situation, meaning the batter may only take 1st base and any forced runners may only advance one base.
- A runner starting from 1st or 2nd Base may advance home as a batted ball continuation of a play (there is not a mandatory "red light" at 3rd Base for a play in motion).
- A RUNNER STEALING FROM 2ND TO THIRD BASE MAY NOT ADVANCE TO HOME ON AN OVERTHROW BY THE CATCHER. HE MUST STAY AT 3RD BASE. Runner may leave base only after ball crosses plate: 1st Offense = Dead Ball / warning; 2nd Offense = Dead Ball / offending runner is called out, other runners return to previously occupied bases, no ball/strike charged to batter).
- Batter may not run on dropped 3rd strike.
- ONE Successful bunt per inning. No "butcher boy" allowed (Show bunt, pull back to swing).
- No balks.
- No infield fly rule.
- 7 run limit per inning, until the last inning (unlimited runs), which will be declared with less than 15 minutes on the clock at the start of the new inning. This will allow both teams to have a fair and even shot at getting unlimited runs in their last at bat.