



## 2019 TOURNAMENT RULES

### CHECK-IN (IMPORTANT)

Teams must check in **at least 1 hour** prior to 1<sup>st</sup> game. Check in at AGS Pavilion. Coaches must turn in:

- **Roster:** Must have a minimum of 9 players and a maximum of 14 players. No changes or additions will be allowed to the roster once turned in. This copy will not be given back to you. **No player may be double rostered.**
- **Team Insurance Certificate:** This copy will not be given back to you.
- **Birth Certificates:** All teams must have copies of their team's birth certificates on hand. In the event of an age challenge, if not able to produce birth certificate, player must be removed from play until birth certificate is available for review by Tournament Director.

### SPORTSMANSHIP

Please remember these are youth games. Unsportsmanlike conduct by any coach, player, or spectators will not be tolerated. This includes any verbal abuse of opposing teams, officials, or Summer Slam Staff. It may result in a penalty including ejection from Summer Slam. No artificial noise makers are allowed. Players cannot bang on fences or dugout.

### WEATHER RELATED/UNFORESEEN CIRCUMSTANCES

Weather conditions, etc... could change the format of the tournament games, effecting the time limit as well as the innings per game. Tournament Director has discretion to alter format or shorten time limits as necessary to get all games in.

### EJECTIONS

Any individual ejected from a game will be removed for the remainder of that game and receive an additional mandatory 1 game suspension (next full game). An ejected player's position in the batting order will be declared an 'out' for the game from which they are ejected. Additionally, any individual ejected must meet with Tournament Director and Head Umpire (or designee) before being allowed to return to tournament. An investigation into the ejection will determine if further action should be taken beyond a 1 game suspension (up to and including expulsion from tournament). Failure to report a suspended player, coach or manager to the Tournament Director may will be grounds for for forfeit of all remaining games.

Any coach removing their team from the field and refusing to play will have their team banned from further play in the tournament and all of their games will be marked a forfeit. Coaches are reminded they are responsible for their team's parents and fans.

### TOURNAMENT UMPIRES

Judgment calls are final and may not be protested. A coach may question a rules violation call to the umpires. You must work out any conflicts with the umpires at the time of the disagreement. All decisions will be made on the field. The umpires decision is final. Settle it and move on.



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**THERE WILL BE NO PROTESTS.** In the event of a rule dispute, a MANAGER ONLY may confer with the umpire. The umpire's decision is final. If they desire, the umpire may confer with the Tournament Director and Head Umpire. Judgement calls MAY NOT be disputed.

### **REPORTING SCORES**

Winning team will report scores to the home plate umpire. **All scores will be submitted by the umpire after the completion of game.** Brackets will be posted at the main concession stand and in Tourney Machine. Please check to ensure they are correct.

### **CHAMPION & RUNNER-UP AWARDS**

Each Champion and Runner-up will receive a team award and individual player awards. You will receive a maximum of 14 individual player awards per team.

### **MVP AWARDS**

Each team will receive two MVP medals, one for each pool play game. At the conclusion of each POOL PLAY game, your team will award an MVP Medal to one player on the opposing team that you feel best deserves it.

### **RULES**

All rules will follow MHSAA unless specified as different.

### **REFUND POLICY**

No Refunds.

Any questions should be directed to the Tournament Director.

### **TOURNAMENT OFFICIALS**

#### **Tournament Director**

Dave McDermott  
248-930-0333

#### **Head Umpire**

Pat Martin



## 2019 BASEBALL TOURNAMENT RULES

TOURNAMENT RULES	
<b>Minimum # of Players</b>	All games must begin and end with nine (9) defensive players regardless of reason for absent players. A team must play with a minimum of nine (9) defensive players to complete the game. If the number of defensive players available is less than nine (9), the game will be recorded as a forfeit regardless of the score of the game.
<b>Home Team</b>	Pool Play: Home team determined by coin toss Seeded Play: Home team determined by top seed
<b>Dugout Selection</b>	Based on first come/first secured. This includes bracket and Championship play.
<b>Time Limit</b>	Time limit as outlined below. No time limit for Championship Game. No new inning will start after the completion of time.
<b>Max. Innings/Game</b>	Pool Play: 6 innings max (ties will stand regardless of time remaining) Bracket/Championship: 6 Innings. If tied, International Tie Breaker Rule is in effect .
<b>International Tie Breaker Rule</b>	Last batted out of previous inning will start the extra inning on 2nd base; batter will start with a no count (0-0) and there will be no outs
<b>Mercy Rule</b>	12 run lead after 3 innings 10 run lead after 4 innings 8 run lead after 5 innings
<b>Max Runs/Inning</b>	No limit on runs scored per inning
<b>Complete Game</b>	3 innings (2-1/2 innings if home team is winning) or determined by time limit. If a game is called before an inning is completed, the score reverts to the score at the end of the last complete inning played unless the home team is winning or the game is tied.
<b>Courtesy Runners</b>	A courtesy runner is allowed for the pitcher or catcher at any time, but is required for the catcher with two outs. Should be the player who made the last out.
<b>Game Time</b>	Game time is forfeit time. All teams should be ready 45 minutes prior to scheduled time in the event of a mercy. Teams should be READY TO PLAY 30 minutes prior to game time. Games will begin up to 30 minutes early if fields are available. Please limit team gathering at the pitchers mound. Teams should hustle on and off the field due to time limits.
<b>Warm-Ups</b>	There is no infield warm ups prior to games. There is also no soft toss against fences. There is plenty of open space to warm up, but please be mindful of spectators.
<b>Thrown Bat</b>	Dead ball. 1 <sup>st</sup> time = warning / 2nd is an out. Umpires discretion.



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	All Uniformed Players Hit. Continuous Batting Order.
<b>Hitters in Line-up</b>	In the event of injury/illness, remove player from the lineup without penalty. If a player is removed for any other reason their spot will be declared an Out and will be an automatic out every time that player would have batted. Once skipped, player can only re-enter in the same spot in the batting order. If a batter is injured during at bat, next batter will assume injured batter's balls/strikes count. Team must play with a min. nine (9) defensive players to complete game.
<b>Game Balls</b>	Tournament provides all game balls to be used for tournament play. Teams are requested to designate someone to collect foul balls from their side of the field.
<b>Player Age</b>	<b>AGE – SOFTBALL:</b> Determined by player age on January 1, 2019. <b>AGE – BASEBALL:</b> Determined by player age on on April 30, 2019. A player may "play up" but no player is allowed to play below their age level
<b>Lineups</b>	Lineups are to be turned in to the opposing scorekeeper 15 minutes prior to the start of game.
<b>Uniform</b>	All players must have a visible number on the back of their uniform and number is to be listed on their team roster.
<b>Standings / Tie Breakers</b>	Standings will be determined using the following: 1. Overall Points (Win = 2 / Tie = 1 / Loss = 0) 2. Head-to-Head Competition (if 2 teams tied for position) 3. Run Differential (maximum +/-10 per game) 4. Least Runs Allowed (total for pool play) 5. Most Runs Scored (total for pool play) 6. Coin Toss (team traveling the furthest calls)
<b>Spectators</b>	<b>ABSOLUTELY NO PETS ARE ALLOWED AT THE TOURNAMENT.</b> Please leave pets home as you will be asked to leave if you bring a pet.  Managers, please police your fans. Sportsmanship and respect are expected and appreciated. The tournament is for the kids and will remain centered around the kids.
<b>Forfeit</b>	In the event of a forfeit, the score will be entered as 1-0 for the purpose of tie breakers. Any team that forfeits a game is ineligible for semi-final or Championship game play. Highest ranked team will take their place.
<b>Errors/Omissions</b>	Tournament host reserves the right to add, delete, alter any rules as needed. Tournament host reserves the right to correct any rule errors or omissions as needed.



# 2019 BASEBALL TOURNAMENT RULES

	11U	12U	13U
<b>EQUIPMENT</b>			
<b>Bat Restrictions:</b>	Bats must be stamped USSSA 1.15 BPF, BBCOR, USA Bat, OR WOOD. Team managers will be responsible for enforcing bat rules. If a player is found to be using an illegal bat, that bat will be removed from play at that point and play will continue. If that bat is used again during the game, manager or head coach of team will be ejected and bat removed from play. Any ejected individual will receive a minimum 1 game suspension.		
<b>Spikes/Shoes</b>	Rubber or Plastic Cleats Only (No Metal)	Metal, Rubber or Plastic Cleats Allowed	
	Penalty: If a player is found in violation, they will be ejected. See Ejected Players rule.		
<b>GAME TIME / SPEED-UP</b>			
<b>Time Limit (Baseball)</b>	Pool Games: 1:20 Bracket Play: 1:30 Championship No time limit		
<b>Courtesy Runner for Pitcher and/or Catcher</b>	Optional for pitcher or catcher at any time. Required for catcher with 2 outs. Last out, may run once per inning.  Pitcher or catcher is determined by the player's position in the previous defensive half inning. For the first half of the first inning, the position is determined by the roster.		
<b>FIELD DIMENSIONS</b>			
<b>Pitching Distance</b>	50' 0"	50' 0"	60' 6"
<b>Base Distance</b>	70' 0"	70' 0"	90' 0"
	Games will be played at existing dimensions as close as possible to above.		
<b>BATTER</b>			
<b>3rd Strike Rule Applies?</b>	Yes		
<b>Infield Fly Rule Applies?</b>	Yes		



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	11U	12U	13U
<b>PITCHING</b>			
<b>Balk Warnings</b>	1 Warning <u>Per Pitcher</u> Per Game	1 Warning <u>Per Team</u> Per Game	No Warnings
<b>Fake to 3B – Throw to 1B</b>	Allowed		
<b>Intentional Walk</b>	At any time, a manager may elect to "intentionally walk" a batter by verbally letting the home plate umpire know. It is not necessary to throw 4 pitches.		
<b>Hit Batter Limitation</b>	Max 3 hit batters per pitcher per game. Pitcher removed from pitching immediately after 3rd hit batter. Player may remain in game unless determined to be intentional per umpire discretion.		
<b>Pitching Limits</b>	All pitching limitations will be at the discretion of the coach. We hope all coaches use good judgement to do what is best for the athlete.		
<b>Warm-up Pitches</b>	Pitchers are allowed 5 warm up pitches at the start of the game and 3 pitches per inning afterwards. Should there be a pitching change, the new pitcher will receive 5 pitches.		
<b>BASE RUNNING</b>			
<b>Sliding</b>	For all games NFHS Rules will apply. A runner is NOT required to slide. If they do slide, it must be a legal slide. If runner doesn't slide, they must avoid interfering with play. Ejection is umpire's discretion if malicious intent.		
<b>Fake Tag</b>	No fake tags at any time.		
<b>Lead-off</b>	Yes		
<b>Stealing</b>	Yes. No limitation on stealing home.		



TEAM: \_\_\_\_\_

HEAD COACH: \_\_\_\_\_

TEAM ROSTER CONTACT #: \_\_\_\_\_

PLAYER #	NAME	DATE OF BIRTH

PLEASE SUBMIT ROSTER AT TOURNAMENT HQ BEFORE FIRST GAME