



## 2020 Tournament Rules

Updated 03/01/2020

All rules will correspond with the National Federation of High Schools (NFHS) rules, with the following exceptions:

- 1) **TEAM ROSTER DUE BEFORE FIRST TOURNAMENT GAME.** A team roster must be submitted before a team's first tournament game. Coaches will receive link from Tourney Machine asking them to enter roster, this should include player name, number and date of birth.
  - *Teams should have your player's birth certificates readily available at all times. If a player's age is questioned, you have 5 minutes to provide proof of age. If you cannot provide proof of age, the player will be removed immediately from the tournament and a forfeit will be awarded.*
  - *There is a protest fee of \$200 cash for this and must be paid to file a protest a player's age. Money will be returned if protest is upheld. If the Tournament Director believes a coach has intentionally used an ineligible player, that team will forfeit all past and future games and will be removed from the tournament and not receive a refund.*
- 2) **PLAYER ELIGIBILITY.** In order to participate in the tournament each player must meet the guidelines of the age division. Ages for each division for each age group are based upon the players age as of May 1, 2020.
  - *For example; for 12u, a player must be 12 or under as of May 1 in order to play on a 12u team.*
  - *A player that is found to be illegal due to an age limitation during or after a game, shall result in the offending team losing that game(s) and the team player being ejected from the tournament.*
  - *Any exceptions to the age rules must be approved by the Tournament Director.*
- 3) **TOURNAMENT FORMAT.** When in pool play teams will earn 2 points for a win, 1 point for a tie and 0 points for a loss. Based upon those standings, teams are seeded and advanced to the single elimination brackets.
  - *Pool winners will be seeded ahead of other teams, despite their record. Winning a pool seeds you ahead of teams that do not.*
  - *In the event of a tie in the pool games, tiebreakers in the following order will be used:*
    - *Most Points*
    - *Head to head (only when two (2) teams are tied)*
    - *Fewest Runs Allowed*
    - *Most Runs Scored*
    - *Coin toss.*
    - *Bracket seeding will be based upon overall tournament performance, however, pool winners will be seeded first.*



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- 4) **EXTRA HITTER RULE and ROSTER BATTING.** Teams may elect to Roster Bat or you may also choose to bat 1 extra hitter (10) as an EH and that player can go into the game defensively without penalty, and you may also use a DH. Free substitutions when teams elects to Roster Bat. You also have the option to bat nine (9) in accordance with major league rules and may have a DH for any player in the field. Starters can re-enter, subs cannot.
- 5) **BATS.** BBCOR stamped bats acceptable for NFHS use are permitted at any age level if the participant is strong enough to do so. Wood and/or composite bats are also permissible. *In addition, in age levels 14 and under, bats bearing the 1.15 BPF stamp on the bottom of the bat barrel are permissible. We will permit 1.15 BPF bats of 2 3/4" (2 5/8 is the standard) diameter for tournament play.* If a player uses an illegal bat, the batter is out, the player is ejected and the coach is ejected from the game.
- 6) **WOOD BATS.** In a wood bat tournament, bats must be made of all wood only. Bamboo and composite bats that are not all wood, are not allowed.
- 7) **PLAYER INJURY.** If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped with no penalty. Once an injured player leaves the batting order, he is done playing for the remainder of that game.
- 8) **CONCUSSION RULE.** Any player that show signs of a concussion, and is removed from a game, cannot return to play the remainder of the tournament. Only the player's Coach, Umpire or Tournament Director can remove a player from a game due to concussion symptoms. No penalty shall be incurred by a team that has a player removed due to concussion symptoms. If a removed player returns, the team will be disqualified from the tournament.
- 9) **INTENTIONAL WALK.** There will be no pitches thrown to intentionally walk a batter. Notify the umpire and the batter will be awarded first base.

### 10) FIELD DIMENSIONS:

Age Group	Pitching	Basepaths
9u/10u	46 ft	65 ft
11u	50 ft	70 ft
12u	50 ft	70 ft
13u	54 ft	80 ft
14u +	60 ft 6 in	90 ft



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- 11) TWO TRIPS TO THE MOUND. Any time a coach or manager makes two trips to the mound in the same inning to the same pitcher, on the second trip that pitcher must be removed and may not pitch the remainder of that inning. Anytime a pitcher is removed they cannot pitch again in that inning.
- 12) PITCHING LIMITATION. 12 innings for the Tournament, no more than 7 in one day. An inning is defined as a legal pitch being made in that inning. If the pitcher takes the mound and throws one legal pitch to a batter then that pitcher is counted as using one complete inning. Teams will be required to complete a pitching form and have it available for tournament officials at all times. Any violation of this rule will result in a forfeit of the game in which the violation took place. *Any inning pitched during a tie-breaker does not count towards limits.*
- 13) LENGTH OF GAME. 7 inning games (13u+), 6 inning games (9u-12u) No inning can begin after one hour and fifty minutes (1:50). No time limit for Championship Games.
- 14) COMPLETE GAME – If a game is suspended due to weather, it's considered a complete game if three (3) full innings of play have been completed. The score is taken from the last fully completed inning. If the tournament is shortened by weather delays, the Tournament Director has the discretion determine a game complete and take the score from the last completed inning as final and will determine if a suspended game is replayed or continued from the point the game was stopped.
- 15) RUN RULE. If the home or visiting team has an eight (8) run lead or more by the end of the 5<sup>th</sup> inning, the game shall be called. Once the home team reaches the run rule, game is over. If a player hits a walk off hit or home run that results in reaching the run rule, all runs count.
- 16) FORFEIT POLICY BECAUSE OF LACK OF PLAYERS. A team will be allowed a 10-minute grace period from the scheduled starting time of a game to field nine (9) able-bodied players before a forfeit may be declared. Teams arriving late give up all rights to infield and warm-ups other than the usual 8 pitches for the starting pitchers.

*If at any point in the game a team can not field nine players they may continue playing with less than nine players provided an automatic out is recorded to the vacant spot(s) in the batting order.*

*In the event of forfeiture, the winning team is assigned a final score of 7 to 0. Teams that forfeit a game in pool play are not eligible to win their pool, unless approved by the Tournament Director.*



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- 17) METAL SPIKES. No metal spikes are permitted for 9u – 12u teams, they are permitted for 13u and older teams. Metal spikes are not permitted on any of the turf fields we may use in our tournaments. In addition, Gum and Sunflower seeds are NOT permitted on any turf field. Violation of this rule will result in the forfeit of the game by offending team.
- 18) SLIDE RULE. Players do not have to slide at any base, but MUST avoid malicious contact. The result of malicious contact will result in runner being called out and player will be ejected for the remainder of that game ONLY.
- 19) SLIDING BASE RULE – When sliding, the runner shall remain on the ground until the umpire calls time. If the player gets up and moves before the umpire calls time, the runner will be called OUT if tagged and not standing on the original spot of the base. If the player moves the base and gets up and makes it to the next base, the future runner will go to the original spot of the base. *(This only applies when bases are not pegged or tied down)*
- 20) SCORE KEEPING. Home team book will serve as the official book. All scores must be reported by the winning team to the Tournament Director after each game. Failure to report scores within 45 minutes after the end of the game, will result in forfeit of the game. If available, Away team will provide a scoreboard operator.
- 21) PRE-GAME INFIELD – There will be NO infield practice. No hitting into fences. Please do not step on foul lines. No practice is allowed on any unused fields during the tournament.
- 22) HOME TEAM. Will be determined by coin flip prior to the game for pool and consolation games. Games in Championship Bracket, the team with the higher seed will be home, if a higher seed cannot be determined then a coin flip.
- 23) DISORDERLY CONDUCT. Any player, coach, or parent/fan whose conduct is unsportsmanlike or “out of place” will be at the least warned, but may be removed from the playing field at the discretion of the tournament officials or the umpires. Additional infractions may result in team being disqualified from the tournament.
- 24) MANAGER, PLAYER or COACH EJECTION. If a manager, player or coach is ejected from the game, he/she must sit out the remainder of the tournament, unless approved by the Tournament Director. The manager, player or coach must be removed from the facility for all remaining games. It is the responsibility of the manager and/or coach to remove themselves. Failure to comply with this rule will result in the entire team being removed from the tournament.



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- 25) PROTESTS. No Protests allowed. Umpire decisions will be final, only interpretation of the tournament rules will be allowed to be questioned during the game.
- 26) TIE BREAKER RULE. This only applies to games played in the Championship Bracket and not the Championship Game, pool games or consolation games. This format can be used in other games, at the discretion of the Tournament Director to speed up games.

*This is the continuation of the original game, teams remain HOME and AWAY as determined by the original coin toss. Each inning of the format will begin with two (2) outs, with home team taking the field. Base-runners are placed on 2<sup>nd</sup> and 3<sup>rd</sup> base, based upon the last two hitters in the lineup. Play continues in this manner until there is a winner of the game. Strict adherence to the batting order shall be maintained, and all game/tournament rules remain in effect. Innings pitched do not count towards limits within tournament rules.*

- 27) SPEEDUP RULE. Teams may use a courtesy runner for both the pitcher and catcher of the previous inning. Courtesy runner would be the player that made the last recorded out if batting the roster, or a player not currently in the lineup when batting 9 or 10 batters.
- 28) BASEBALLS. Each team will supply one new baseball and one good condition used baseball for each game. Two (2) baseballs are provided for Championship Games.
- 29) PROCEDURE FOR BETWEEN INNINGS. Each team will be allowed no more than five (5) pitches for their pitcher. All infield warm-ups must end when the pitcher has finished their five (5) warm up pitches.
- 30) OFFENSIVE CONFERENCES. Teams will not be permitted to continually stop the game for offensive conferences such as talking to batters, base runners, on deck batters or other offensive team personnel. If a team makes many requests for time outs, umpires may limit such conferences per half inning.
- 31) MODIFICATIONS TO SCHEDULE/FORMAT – The Tournament Director may modify the number or length of games when necessary due to weather, field or scheduling issues. This includes modifying the time limit or number of innings if games get delayed for any reason.
- 32) REFUND POLICY. In the event of weather related cancellation or any other reason for cancellation of games the following will be the policy for refunds, upon request:



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- a) No Games Played – 100% credit to future event.
  - b) 1 Game played – Refund will be 50% of the entry fee.
  - c) No Refunds will be permitted once the second game has been started.
  - d) Once a game is started, it's considered a "game played"
  - e) No refunds will be provided to teams that withdraw less than 60 days before the event or once the event it sold out.
  - f) No refunds will be provided for forfeited games.
  - g) Any refund owed to a team will be paid within 60 days of request
- 33) AWARDS – Team and individual trophies will be awarded to the winner and runner up of the Championship Game in each age group and bracket, individual trophies awarded to runner-up team. 14 trophies per team maximum.