



### **2019 Armageddon 8U-12U Tourney Rules**

**Armageddon Tournament will be functioning under Little League and NFHS Rules with the following exceptions:**

#### **Please Note:**

- **Armageddon Tournament Facility Gates Will Open (90) Minutes Prior To First Scheduled Game. All teams must check in upon arrival to verify roster.** Once roster is verified, it is frozen for that weekend tournament.
- **No Personal/Family Coolers will be allowed within tournament grounds. A FULL concession stand and vending machines are available onsite.**
- **Professional umpires have been assigned to each game. Coaches and Players should treat them with respect. With regard to on-field calls, the decision of the umpire is final.**
- **No Tent shall be secured to the ground with stakes to avoid damage to underground irrigation lines.**
- **In the event any item is not covered in the rules, the tournament committee will make the final decision.**
- **Tournament Director reserves the right to amend any rule at any point of a particular tournament in order to provide better service for our customers and players.**
- **Thank you and have a great tournament. Sportsmanship is required.**

**TOURNAMENT STAFF** – The Tournament Director is head of the tournament committee and is sole responsible person for all aspects of the Armageddon Tournament. The Tournament Coordinator is a member of the tournament committee and will be on site at all times and reports to the Tournament Director. The tournament coordinator is responsible for interpreting facility rules as well as making decisions regarding the weather before the game has begun. All decisions made by coordinators are final. NOTE: When the coin-flip is completed with the coaches and umpires, the umpires will be officially in charge of the playing field and from that moment they shall have sole authority to determine when a game shall be called or suspended on account of weather or the condition of the playing field. The Umpires and Tournament Coordinator will work together in resuming play. All decisions made by the Umpires and Tournament Coordinator will be FINAL.

**INCLEMENT WEATHER POLICY** - The Tournament Director reserves the right to make any changes necessary to game times and lengths due to weather or other reasons. All information

regarding weather related delays will be available through Tourney Machine. Each team is required to give a valid mobile phone number for text alerts regarding weather and other delays if they are not able to access Tourney Machine.

- a. **Lightning Rule:** As soon as lightning is visible **ALL GAMES** must be stopped. Play may continue after a 20-minute wait. If there is a second lightning incident (within the first delay) another 20-minute wait will incur. If the delay exceeds 50 minutes or a 3rd lightning strike occurs, the tournament committee will make a decision as to resume play or suspend those particular games. **NOTE:** Once one game is stopped, due to weather related incidents at Armageddon or its offsite locations, all fields are to suspend playing action. Any decisions made by the umpires and/or tournament committee will be final.
- b. **Cancellations:** Games rained out may be rescheduled. We cannot control the weather but will do all we can to make sure that some baseball is played. The Armageddon Tournament Director has final say on field ability to be played. Refunds will only be issued if NO baseball games are able to be played.

**Suspended Games:** If a started tournament, playoff or championship game is suspended (for any reason); the game must begin from its point of interruption (if time and weather permit). **NOTE:** If a suspended game **DOES NOT** complete one (1) full inning, that particular game will be re-played in its entirety. **The tournament director will make all decisions on all suspended games.**

**Suspension due to ejections** - Any player, coach, parent or spectator that is ejected from a game must leave the vicinity of the fields for the remainder of that game and may be subject to a further suspension by the Armageddon Tournament Committee. The tournament director reserves the right to remove/eject any person from the facility and/or its off-site locations for unsportsmanlike behavior. Play of that game will cease until coach, parent or spectator has left the vicinity. If they don't cooperate, their team will forfeit that game. Any player, coach, parent or spectator that is ejected for the second time, during the same tournament, will be eliminated for the remainder of the tournament.

**Protests-** NONE ALLOWED! Umpire's ruling is final. Good Sportsmanship is required.

**Infield Practice** – NONE ALLOWED! The facilities for Armageddon Tournaments have plenty of open areas to conduct warm ups! Batting Cages are available on first come basis. Please limit hitting time so other teams have a fair opportunity. There will be no monitoring of the cages. **Team's use of batting cage at their own risk and are liable for any injury or loss of property.**

**ROSTERS AND WAIVERS** – **Submit Rosters through TOURNEY MACHINE and verify AT CHECK IN** with the tourney coordinator or Armageddon representative at the **concession stand**.

- 1- **Rosters are frozen upon check-in.**
- 2- 15 player maximum roster.
- 3- Players may only be on one roster per age division and may not change teams in the same age division during the course of the tournament.

- 4- **Age Eligibility:** Player must not exceed the age of the division with a birthday age cut off of May 1<sup>st</sup> to be eligible to play. Some exceptions may be allowed. Must be requested and approved prior to entry by tourney director.
- 5- **Birth Certificates-** Birth certificates **do not** have to be submitted to Tournament Coordinator, however coaches **MUST HAVE** copies of all players birth certificates on hand at all tournament games. Any issues regarding a player's age MUST BE addressed by a coach prior to the start of a tournament game. Questioning a player's age following the completion of a game is NOT an acceptable form of protest. Teams are subject to random birth certificate checks by Tournament Coordinator, all birth certificates must be made available on request. NOTE: Any team violating this rule will automatically receive a forfeit for such game and any other game (said player) had played in previously. The violating team may also be subject to any other disciplinary actions taken by the Armageddon Rules Committee.
- 6- **Lineup Cards-** Each team must provide their own line-up cards. A copy MUST be given to the opposing team. Lineup cards must include all rostered players name and uniform number (including all substitutes). Duplicate jersey numbers are permitted. Once line-ups are exchanged, they will be official throughout the game and if a player is removed from the game for any other reason but injury, every time that player comes to bat, they will be declared out by the umpire. If the player is removed for injury, no out will be declared. There are NO EXCEPTIONS to this rule.
- 7- **Batting Order** – There shall be Continuous Batting Order for all players in uniform (unless injured). Free Defensive Substitutions for all Players throughout the game. Teams are allowed to bat through their entire lineup only 1 time per inning (**U8 level only**). If 3 outs have not been made by the time a team has batted around, the half of the inning will end. **NO INNING CAN END WITH AN INTENTIONAL WALK (Umpire's Discretion) OF LAST BATTER.** Any runners on base will only be allowed to advance as many bases as the hitter advanced them on the last at bat of the inning. **Exception to batting through the order. If Team A and Team B do not have the same number of players listed in their lineup, the team with fewer players will be allowed to bat the equivalent number of batters that the team with more players has listed. For example, If Team A has 12 players listed and Team B has 15 players listed, Team A can bat through their order plus 3 more batters to equal the 15 players that Team B has listed.**
- 8- **Team Insurance-** Each team is required to carry its own insurance and list Watertown Armageddon as part of its insurance certificate. Watertown Youth Baseball and the City of Watertown and its affiliates will not be held responsible for any injury, damage or loss of property. Play is at your own risk.
- 9- **Coaches/ Players Dress Code-** Coaches must wear clothing that distinguishes them from other parents and spectators. Coaches that fail to comply with this policy will be restricted from the dugout area. Players are all expected to be in matching uniforms with uniform numbers. Players who do not have a matching jersey will not be permitted to participate, unless authorized by the tournament committee, or tournament director. **NOTE:** Players or Coaches ARE NOT PERMITTED to stand outside the dugout at any time during the game unless they are coaching first or third base while on offense.
- 10- **Cleats-** METAL CLEATS ARE NOT ALLOWED

### 11- Field Dimensions

- a. 40/60 U8 Division
- b. 46/60 U9 / U10 Divisions
- c. 50/70 U11 / U12 Divisions

12- **Baseballs/ Equipment-** During tournament play Armageddon Tournament will provide umpires with game balls for pool play and playoffs. Balls are to be returned to umpire following completion of each game. **NOTE:** Each team will designate a player for the retrieval of foul balls hit out of play on their side of the playing field.

### 13- Bat Restrictions-

- No bat restrictions

**POOL PLAY** games are played under the following tournament rules:

1. **Game Procedures:** The official playing rules for the tournament shall be Little League rules for (U8 to U10 Division) and NFHS / WIAA for (U11 and U12) except were amended for the tournament. Games will be played to (6) innings if time allows. No new inning will be started after 1 hour 30 minutes. If a game is called, it is a regulation game when four (3) innings have been completed or the visiting team has completed four (3) at bat innings and the home team is ahead. The official time will be kept on the field by the umpires. There will be NO EXCEPTIONS to this rule.
2. **Home/Visiting Team:** home and visitor will be decided by a coin flip. During playoffs and Championship rounds the higher seed will be the home team.
3. **1 hour and 30 minute time limit:** The time of game will start once the home plate umpire calls play and notifies the home team (official scorebook) of the start time. No inning may start after the time limit elapses, or (6) innings are completed.
4. **Mercy Rule:** 20 runs after 3 innings, 15 runs after 4 innings, 10 after 5. (Teams must complete equal at bats, before the 5<sup>th</sup> inning). Once the mercy rule is reached after equal at bats, the game will end and be considered complete.
5. **Forfeits:** Teams may start and finish a game with a minimum of 8 uniform and rostered players. If a team has to play with (8) players, the ninth spot in the batting order is an automatic OUT. If the ninth player uniformed and rostered arrives, that player will be inserted into the ninth spot in the batting order without further penalty. If a team does not have the required number of players (8), to start a game or during the game, the game will be considered a forfeit and a 7-0 score will be recorded to the winning team. Any team not showing up for their game or quitting field of play before game's conclusion will be disqualified from tournament.
6. **Official Scorebook:** Home team will be responsible for keeping the official scorebook.
7. **Dugout Rule-** Only 3 Team Coaches and 1 Team manager will be permitted in each dugout. Failure to comply with this rule may result in suspension of play until rectified.
8. **Reporting Scores** –The home team will be responsible for keeping the official scorebook. Both Teams shall report the final score to the Tournament Director or authorized representative immediately following the game.
9. **Courtesy Runner-** Courtesy Runner for the Catcher is **REQUIRED with two outs**. The courtesy runner must be the last batted out.

10. **Avoiding Contact/ No Sliding Rule-** NFHS slide rule will be STRICTLY ENFORCED. Runner cannot interfere with a fielder making a play. His slide must be on a direct line between the bases. On the violation, the ball is dead and the runner and the batter-runner are out. If an umpire decides a player's approach to a base or home plate is malicious the base runner may be ejected from the game. **NOTE:** This is an umpire's judgment call. Because it is a judgment call it CANNOT be argued or protested.
11. **Between Innings-** Players are expected to hustle on and off the field at all times. Pitchers are permitted to throw 8 warm-up pitches in their first inning of work and 5 in each inning thereafter. If a catcher is putting his gear on it is expected that another player (wearing mask) will warm-up the pitcher. Coaches are also permitted to warm up the pitcher, it is not mandatory that coaches wear a mask for warm-ups. Relief Pitchers that enter game will receive 8 warm-up pitches.
12. **Intentional Delays-** Intentionally delaying a game is unsportsmanlike and will not be tolerated at Armageddon. The umpire as well as the tournament coordinator reserves the right to eject players and/or coaches due to intentional delay. In extreme cases, Armageddon Tournament Coordinator or Director reserves the right to declare a forfeit to the responsible team.
13. **On Deck Batter-** All on-deck batters must stay in their teams designated on deck location inside the fenced in area. No on-deck batters will be permitted on the field of play.
14. **Jewelry-** For safety reasons players are not permitted to wear jewelry during the games. Medical alert jewelry and Phiten Necklaces will be an exception to this rule.
15. **Pitching Restrictions –**
  - a. **Armageddon does require for U10-U12 Groups --- A maximum of 9 consecutive outs per pitcher / per tournament game. For ages U8-U9 –A maximum of 6 consecutive outs per pitcher / per tournament game. There are no pitching count limitations.** As we have no knowledge of a pitcher's use prior to a tournament and each coach knows their players better than anyone we do not enforce any pitching count limitations. Every coach's first priority should be the long-term health and well-being of their players.
  - b. **Trips to Mound-** The pitcher must be replaced on the second (2nd) trip to the mound (to the same pitcher) in any inning. "One pitch in an inning equals one inning." **Pitcher Rule:** Once a pitcher is removed from the game as a pitcher he/she may not return to the pitcher's position at any point throughout the rest of the game.
16. **Intentional Walk-** Notify the umpire and the batter will be awarded first base. On a call for an intentional walk, 4 balls will not be required to be thrown.
17. **Balks –** **Balks will be called at all age levels, except U8 and U9.** Umpires will give each pitcher one warning at the U10, U11 & U12 levels
18. **Tie Breakers:** If the score is tied at the completion of 6 innings or the time limit has elapsed, the game will end in a tie. The following tie breaker system will be used for advancing and seeding out of pool play.
  1. Overall won-lost record
  2. Head to Head

3. Least number of Runs Allowed throughout the tournament.
4. Total Runs Scored.
5. Coin Flip

**BRACKET PLAY:** games are played under the same tournament pool play rules with the following exceptions:

1. **Seeding:** Determination of a #1 Seed or #2 Seed , etc will be based on the following:
  - i) Win Loss Record in your 'Pool'.
  - ii) Overall Win Loss Record
  - iii) Runs Allowed ( team allowing fewer runs will be rated higher than team allowing more runs)
  - iv) Flip a coin. tie breaks will be determined in sequential order.
2. **Mercy rules** will still be in effect for all playoff and championship games.
3. **Tie Breaker Rules: During playoff games only:** In the event of a tie after 6 innings of play or time limit expired (equal at bats top and bottom of inning) the "California Format Tie Breaker will be used".
  - The batting order continues as it would for a new inning
  - The visiting team will place their last player to make an out from previous inning at second base
  - The Umpire will set out count to ONE.
  - Batting order to remain same/ continue until three outs are achieved.
  - Home team will then repeat same process
  - The team with most runs after 1 complete inning will be declared the winner
  - If game is still tied after one inning, then one additional round will begin except the runner will start at 3rd base.
  - If game still remains tied after 2nd extra inning, the team with the lead after the last completed inning prior to the extra innings will be declared the winner.
  - Only 3 warm up pitches between extra innings

#### **SPECIAL RULES FOR U8 and U9**

- Leading off or stealing is allowed when the ball enters the hitting zone. A runner leaving early will result in a dead ball. The same runner leaves early twice during the same appearance on base, will be called out.
- No advancing on dropped 3rd strike,
- No infield fly rule.
- Runners can advance on passed balls or wild pitches to 2B or 3B, but cannot score from 3B on a wild pitch, pass ball or errant throw by the catcher back to the pitcher. Runner may advance and score on a play to any base, a ball put in play by the hitter or a bases loaded walk or bases loaded hit by pitch.
- A batter who has been walked and has become a baserunner CANNOT advance past 1B as a result of the walk.
- The strike zone will be one ball width wider than home plate on the outside, one to one and one-half ball widths wider on the inside and one ball width below the knees.

Umpires will be encouraged not to call the high strike. The widened strike zone is in place at this age level to reduce potential walks.

- The catcher is expected to regularly throw the ball back to the pitcher to develop this skill and not hand the ball to the pitcher after each pitch to avoid errant throws. When appropriate a catcher can still hand the ball to the pitcher.

#### **SPECIAL RULES FOR U10**

- FOR U10 LEVEL ONLY: Leading off or stealing is allowed when the ball enters the hitting zone. A runner leaving early will result in a dead ball. The same runner leaves early twice during the same appearance on base, will be called out. Players can advance on a dropped 3rd strike and infield fly rule will apply.

#### **SPECIAL RULES FOR U11 and U12**

- Leading off and stealing is allowed.
- Players can advance on a dropped 3rd strike and infield fly rule will apply.

**Tournament Director reserves the right to amend any rule at any point of a particular tournament in order to provide better service for our customers and players. Thank you and have a great tournament. Remember, Sportsmanship is required.**

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