

# 2019 Dynamic Tournament Rules

## General Information:

Updated standings and scores will be posted on [dynamicbaseball.org](http://dynamicbaseball.org)

- weather delays and other important tournament information will also be posted on the tournament page.
- sign up for notifications by going to the event page at [DynamicBaseball.org](http://DynamicBaseball.org) and clicking on the green notifications button.
- Please arrive at least one hour before scheduled game time, games will start early when possible
- Flip for home team during pool play. Higher seed is home team in playoffs.
- There will be tournament passes sold. Every team will go thru venues that sell tournament passes. It may be your 1st or last game. Please check your event page at Dynamic Baseball for details. We will not tolerate harassment of our staff. Cash only.
- No player can play for more than one team within the same age division. If this happens, team will forfeit all games.

## Eligibility:

14U - Players must be 2023 graduates or born on/after May 1, 2004

15U - Players must be 2022 graduates or born on/after May 1, 2003

16U - Players must be 2021 graduates or born on/after May 1, 2002

17U - Players must be 2020 graduates or born on/after May 1, 2001

18U - Players must be 2019 graduates or younger

## Rosters:

Team Rosters must be submitted into Tourney Machine prior to the tournament.

## Baseballs:

Each Team will provide NFHS quality baseball evenly throughout each game.

## Bats:

For bat restrictions please view the schedule located at [schedule.dynamicbaseball.org](http://schedule.dynamicbaseball.org). Reference the column entitled "Bats" for your specific event.

## Time Limits:

Pool Play - no new inning after 1 hour and 50 minutes, NO extra innings (games can end in a tie)

Consolation – no new inning after 1 hour and 50 minutes, NO extra innings (games can end in a tie)

Playoffs – no new inning after 2 hours, no extra innings (if tied after 7 innings - bases loaded, 1 out tie breaker)

Championship - no time limit, no inning restrictions

Suspended games - We will attempt to complete all suspended games. In the event the game can't be continued, Dynamic Baseball can declare a winner even if the game has not gone 4.5 or 5 innings. Decision will be made fairly based on the best interest of the tournament and its participating teams.

Mercy Rules :

12 after 3, 10 after 4, 8 after 5

NFHS rules except:

- Teams can hit up to 11 (EH and XH). The EH and XH are like positions in the field. DH can be used and you must follow rules with DH as outlined by NFHS.
- Courtesy Runners can be used for the pitcher and catcher - only a player that is NOT in the game can be a courtesy runner. If a team does not have an available substitute, the last out can be used as a courtesy runner.

Tie Breakers:

1) Head to head 2) Runs Allowed 3) Runs Scored 4) Fewest Runs Allowed in 1st game 5) Coin Flip

Playoffs/Seeding:

Four/Five Game Guarantee Tournaments:

Pool of 4 - Pool winner advances to playoffs

Pool of 5 - Pool winner advances to playoffs

Pool of 6 - Top two teams advance to the playoffs

Pool of 7/8 - Top Three teams advance to the playoffs

Three Game Guarantee Tournaments:

Each team will play two pool games. Teams advancing to bracket play will be based on overall record, head to head (if applicable), runs allowed, runs scored, and run differential (in this order). Teams that did not qualify for the championship bracket will be scheduled a consolation game on Sunday. Number of teams advancing is determined by total teams participating. Check tournament bracket for details.

Seeding is based solely on overall record, head to head (if applicable), runs allowed and runs scored. Winning your pool does not give any sort of seeding priority. A second place team from a pool of six can be seeded higher than a pool winner from a pool of five or four.

Depending on the format - a wildcard team could advance to the playoffs. Wildcard team(s) could come from any pool. Will be chosen by best overall record, head to head, runs allowed and runs scored.