

2020 Mother's Day & Father's Day Tournament Rules & Info

EQUIPMENT:

Bats:

9U-12U: Must be a baseball bat - no restriction on weight or length as long as the bat has "USA Baseball" stamp. All wood bats are acceptable.

13U-15U: Must be a baseball bat - no restriction on weight or length as long as the bat has "USA Baseball" stamp. All BBCOR -3 stamped bats are allowed. All wood bats are acceptable.

Metal cleats are only allowed in the 13U-15U divisions. We do not allow metal cleats in 9u-12u.

Batting Helmet: A full use batting helmet, which covers the top and back of the head and the side of the face, must be worn when at bat, on deck, and while on base.

AGE CUTOFF:

Age as of May 1, 2020

ROSTERS:

May not exceed 18 players. No player may appear on more than one roster within the same division.

USE OF THE PARK:

Teams may warm up in the outfield grass prior to their game if time permits.

Formal infield is not permitted prior to the game. Soft toss into the chain link fences is not allowed.

GAME RULES:

Coaches are expected to maintain rosters and Birth Certificates for all players.

Headfirst slides are permitted at all age levels.

9U/10U: **(60 ft bases and 46 ft pitching distance)**, NO lead offs, stealing after ball passes plate & NO dropped 3rd strike.

11U/12U: **(70 ft bases and 50 ft pitching distance)**, with lead offs, stealing, and dropped 3rd strike.

13U&15U: **(90 ft bases and 60'-6" pitching distance)**, full baseball rules.

Malicious contact supersedes obstructions at all times.

If a runner attempting to reach a base intentionally and maliciously runs into a defensive player in the area of that base, he will be called out and ejected upon judgment of the umpire. This is a judgment call by the umpire and it is final! The Tournament Director shall have the right to reinstate the player for the next game depending on the severity of the ejection. Other players return to the base last touched at the time of the collision.

Courtesy runners will be allowed for the catcher (only) with 2 outs. The courtesy runner will be someone not currently in the line-up, or if the team has no players on the bench, the courtesy runner will be the last recorded out. Re-entry status shall not be affected when using a courtesy runner.

SEEDING:

1. Win/Loss Record
2. Head to Head
3. Runs Allowed
4. Run Differential (max 10/game)
5. Coin Toss

For purposes of breaking ties for seeding, we will place **ALL (even across pools)** tied teams in the tie-breaker. We will NOT reset after a tie is broken. Very seldom does head to head come into play because teams won't always play each other. **Pools are ONLY there for scheduling purposes.** We suggest you look at the bracket seeds to see how your division is being seeded. It may come down to runs allowed so play accordingly.

STARTING & ENDING THE GAME:

Each team is required to begin the game with a minimum of 9 players, may finish with less, but must take an out for the vacant position.

All players that participate in the game must be included on the lineup card provided to the umpire at the pre-game meeting.

HOME/AWAY & DUGOUTS:

- * All games: choice of dugout will be on a first-come, first-serve basis.
- * Pool play games: coin flip will determine home team.
- * Bracket play games: the Higher seed will have the option of Home or Visitor, except for the Championship game, which will be a coin flip.
- * Home Team is responsible for recording the score and pitchers. The umpire will provide them with the card before the game and Home Team will be responsible for returning to the Umpire immediately after the game.

Teams are REQUIRED to pick up their own trash and debris.

9U-12U GAME TIMES: 6 Innings or 1 hour and 45 minutes. No new inning may be started after time has expired, except to enact tie-breaker rule in bracket play. A new inning starts when the previous inning ends.

13U-15U GAME TIMES: 7 Innings or 1 hour and 50 minutes. No new inning may be started after time has expired, except to enact tie-breaker rule in bracket play. A new inning starts when the previous inning ends.

* No time limit on the Championship games only. Mercy Rule applies for all games.

TIES:

There will be no tie-breaker in pool play. Games may end in ties. In bracket play, if there is a tie at the end of the game, the Tie-Breaker will apply. Each team will start the inning with the players who were the last recorded outs, as a Base Runner on 2nd & 3rd base with one out on the books. Batting team's choice as to which player goes to which base of the last two outs. These runners may not be pinch run for or substituted unless due to injury.

A game shall be ruled official and complete if called by the Umpire or Tournament Director due to rain, inclement weather or other reasons beyond our control, provided 3 innings have been completed. If 3 innings have not been completed, the game shall begin from that point when play can be resumed.

MERCY RULES:

9U-12U: 15 runs after 2 ½ or 3 innings

13U-15U: 15 runs after 3 ½ or 4 innings

9U-12U: 10 runs after 3 ½ or 4 innings

13U-15U: 10 runs after 4 ½ or 5 innings

9U-12U: 8 runs after 4 ½ or 5 innings

13U-15U: 8 runs after 5 ½ or 6 innings

For Championship games, only the 10-run rule will apply

BATTING:

You may bat 9 players or 10 players, with the addition of an extra hitter (starters can re-enter one time into their original spot in the batting order).

You can bat the entire roster with free substitution. If a team bats their entire roster and a player gets injured, then that player can be removed from the lineup without penalty. Once a player is removed due to injury, they may not return.

An ejected player will be out when it's their turn to bat.

* NO Slug Bunts Allowed. Batter is out.

PITCHING:

9U-10U: pitchers are allowed 8 innings per tournament. Max of 4 per day.

11U-12U: pitchers are allowed 10 innings per tournament. Max of 5 per day.

13U-15U: pitchers are allowed 12 innings per tournament. Max of 6 per day.

Violation of pitching rules will result in a coach ejection and the pitcher in question must be removed as a pitcher. Violations must be challenged during the game!

One pitch thrown constitutes an inning pitched. A pitcher must be removed from the mound upon the 2nd visit by the coach/manager in an inning.

Only the starting pitcher may re-enter as a pitcher provided, he wasn't removed as a result of a second trip to the mound by the coach.

If a coach calls time to confer with another player and crosses the foul line, this is considered a trip to the mound for that inning.

UMPIRES/PROTESTS:

The umpires will settle all problems on the field at the time of dispute. Rule Interpretation protests must be declared to the Umpire prior to the next pitch being thrown. **No protests will be allowed following the game.** The Tournament Director and Umpire-in-Chief will rule on all protests; their decisions are final. A \$100 cash protest fee will be assessed to all protests and is due at the time the protest is made. Winning protests will be refunded.

SPORTSMANSHIP:

All players, coaches and fans will be expected to conduct themselves in a sportsmanlike manner at all times. The tournament director can remove anyone from the premises for unsportsmanlike behavior. Any individual ejected from the game will miss the remainder of that game, plus the next game. The Tournament Director has the right to reinstate the player/individual based on the severity of the ejection. Failure to comply with these rules will result in forfeiture of the game.

ADVERSE WEATHER:

Schedule and format may change for adverse weather conditions. In the event of tournament cancellation (before it begins), a \$100.00 administration fee will be applied to all teams and the remainder of the tournament fee refunded. No refund after your team's first complete game.

In case of lightning delay, the clock stops.

FORFEITING GAMES:

Forfeiting any game may also forfeit the team's status in the tournament, and the team will not be allowed to play in additional games. Winning team will be given no runs and the losing team will be assigned one run per inning for a forfeit.

GAME SCORECARDS:

Umpires will be responsible for reporting the score and pitching to the tournament director at the conclusion of each game.

Coaches are responsible for verifying this information and signing the scorecard at the end of the game.

All scorecards are FINAL once the umpire leaves the field!

Tournament Directors:

Jamie Dushin: 406-431-2296

Jeremy Perlinski: 406-459-8892

Umpire in Chief:

Chris Romero: 406-417-0575