

Tournament Policy

1. The tournament director reserves the right to alter the tournament format in the event of inclement weather or other unplayable conditions or other events that may arise.
2. Check-In: There is no official check-in, but coaches must be able to produce Copies of Birth Certificates if requested. If Birth Certificates can not be produced, then the player is declared illegal and the team may be disqualified from the tournament.
3. Rainout Info: Each team must show-up and be ready to play at your scheduled game time. If it is raining or threatening to rain Coaches SHOULD call the tournament director or check the website for the most current field conditions. The website is www.mtzybs.org.
5. Use of tobacco and alcoholic products is prohibited on all fields and in dugouts. Failure to comply will result in dismissal from the park and possible team suspension from the tournament with no refund.
6. PLEASE BE WARNED -- Our tournament has "zero tolerance" for any physical confrontations by players, coaches, fans or anyone else. Upon the first violation, the violating party shall be removed from the facility for the remainder of the tournament.

Tournament Rules

1. Age Cutoff: May 1st.

8U – Player can't turn 9 before May 1st of current year
9U - Player can't turn 10 before May 1st of current year
10U - Player can't turn 11 before May 1st of current year
11U – Player can't turn 12 before May 1st of current year
12U – Player can't turn 13 before May 1st of current year
13U – Player can't turn 14 before May 1st of current year
14U – Player can't turn 15 before May 1st of current year
2. The following base length and pitching distance will be used for each age group below:
 - a. 9U – 60/46
 - b. 10U – 65/46
 - b. 11U and 12U – 70/50
 - c. 13U – 80/54
 - d. 14U – 90 /60
3. Pool Play: 3 game guarantee. Tournament format will be determined by the number of teams.
4. Seeding for Pool Play Winners, single elimination seeds, or Wild Card will be determined by:
 - 1) Record
 - 2) Head to Head
 - 3) Fewest Runs Allowed
 - 4) Run Differential (+10 / -10 per game limit)
 - 5) Coin Flip

If a Wild Card is needed, they will be selected after each Pool winner has been determined. The wild card will be determined by Best Record, then fewest runs allowed, then run differential with a +10/-10 limit per game, & coin flip last.

5. In Pool Play the home team is determined by a coin flip. After pool play, the home team is determined by the following:
 - a) Single elimination bracket – the higher seed is the home team.
 - b) If advancing from pool play – Pool winner is the home team in semifinal and coin flip is used in Championship. If 2 pool winners are playing in the semifinal the home team is determined by coin flip.
6. The home team will be the official book and will record game starting time when announced by the umpire. Scorecards: A coach from each team must sign the scorecard provided by the site-supervisor or umpire, listing the team's name and final score of the game. Scorecard must be approved & signed by both coaches at the end of the game and this becomes the official score. Be sure you are signing a correct scorecard. Only one scorecard is provided for each game.
7. Metal spikes are not allowed, except at 14U.
8. Intentional walks: no pitches need be thrown.
9. Game time is forfeit time. Forfeit score: 6 inning game = 6-0 score / 7-inning game = 7-0 score.
10. 10U thru 14U – Leadoffs are allowed, dropped 3rd strike is in play, and stealing home is allowed (Home plate is open). Balks will be called. There will be 1 warning per pitcher for 10U, but no warnings at all other age groups.

For 9u only:

- a. No Leadoffs. Runner can leave his occupied base when a pitch crosses the plate. Each team is allowed one warning per game for leaving early. Subsequent breaches will be an out.
- b. No Balks.
- c. Stealing home is **not** allowed (closed home plate).
- d. Dropped 3rd strike is **not** in play.

For 8u only: Same as 9u above and plus

- a. You must bat your entire lineup. 9 players in the field including the catcher.
- b. 5 run max per inning - NO unlimited run last inning. 6 inning games.
- c. 5 pitch max unless 5th pitch was fouled off. Unhittable pitch does not get the batter an additional pitch.
- d. NO stealing the runner may not leave the base until the ball is hit.
- e. Runners may advance on a live ball until the ball is in the pitcher's control. Umpires judgement on what base the runner is closest to. The runner goes to the base the umpire judges they are closest to when the ball is controlled.
- f. Pitchers must start in the pitching circle beside or behind the coach. NOT in front of the coach.
- g. NO Bunting, - NO Infield Fly Rule, - NO Dropped 3rd Strike.
- h. No inning may start after 1 hour.

11. Bat Restrictions – No limitations for 9u, 10u, 11u, 12u and 13u.

14U - Must use -5 1.15 Stamped Bats or USA Stamped - BBCOR Bats are allowed.

All non-wood bats 31 inches and over in length must meet all of the NFHS standards as detailed in NFHS rule 1-3-2 including: a maximum barrel diameter of 2 5/8 inches; maximum length of 36 inches, a Batted Ball Coefficient of Restitution (BBCOR) silkscreen label on the bat; and in weight, the bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 31-inch-long bat cannot be less than 28 ounces).

Additionally, any bat that has a BBCOR label that meets the NFHS standard is a legal bat.

*** Penalty for using illegal bats:

First Offense - If the umpire discovers that a bat does not conform to NFHS standards until a time during or after which the bat has been used in play, it shall **not** be grounds for declaring the batter out and/or ejection from the game. If the umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch.

Second Offense – If a team is found in violation of this rule a second time, then the team will be disqualified from the tournament. The current game and any remaining games for the team will be considered a forfeit and the scores will reflect (7 - 0 score).

12. Pitching Restrictions: No Pitching Restrictions

13. Game length: 9U, 10U, & 11U = 6 innings. 12U, 13U, & 14U = 7 innings. Time limit is **1 hr and 45 minutes** or mercy rule. **No time limit for Championship game.** An inning can be finished, but a new inning can not be started after the time limit. When the last out is completed determines the time limit. Time limits may be changed by the Tournament Director in order to get the Tournament concluded. If a game is tied during pool play when time limit is reached the game will end in a tie. There are no ties in the semifinal or championship games.

14. Mercy Rules (includes the Championship Game):

6 innings	18-run rule after 1 1/2 or 2 innings	7 innings	18-run after 1 1/2 or 2 innings
	15-run rule after 2 1/2 or 3 innings		15-run rule after 2 1/2 or 3 innings
	10-run rule after 3 1/2 or 4 innings		10-run rule after 3 1/2 or 4 innings
	8-run rule after 4 1/2 or 5 innings		8-run rule after 4 1/2 or 5 innings

15. Game called because of weather: 6-inning game = 3 innings or 2 ½ if the home team is ahead. a 7-inning game = 4 innings or 3 ½ if the home team is ahead, will determine a completed game. Games suspended will begin where it left off, if not an official game as described above.

16. Extra innings: There will be no extra innings during pool play if the time limit has expired. The game will end in a tie. If time allows an extra inning it will be played as a normal inning. In the bracket play, semifinal, and championship extra innings will be played to determine a winner. Extra innings will start as a normal inning.

17. Courtesy runner for the catcher and pitcher is optional, but highly encouraged. The courtesy runner may not be currently in the game as a defensive player. If only 9 players are available on the hitting team or they are hitting the roster, then the courtesy runner is the last player to record an out at the plate. The courtesy runner can not run for both the pitcher & catcher in the same inning.

18. Re-entry rule: a starting player may re-enter the game in their same original batting order. A pitcher may not reenter to pitch again in the same game.

19. A team may use 1 of 3 batting lineups, but it must be declared before the game. DH is not allowed at any age level. It is not required that both teams do the same.

- 1) Team may bat 9 players that are in the field defensively.
- 2) One extra hitter (EH) can be used.
- 3) Team may bat the entire roster.

If a team chooses to use an EH, then the EH can be entered into the game defensively for any player already playing defense. A team using the EH basically has 10 players to fill 9 defensive positions and those players can be rotated without officially leaving the game and needing to re-enter.

If a team bats the entire roster then they have free substitution among all the players.

If a team has an injury and they have no substitutions then that player's spot in the lineup will **not** be counted as an out. This is for injuries only. If a team can't field 9 players the 9th spot in the lineup will be called an out each time.

20. Slide rule does apply and runners must slide on close plays where a tag may occur. A collision between runner & fielder will be the umpire's decision on ejection and the umpire's ruling is final. The umpire will determine if the contact was malicious or not. A player ejection based on the slide rule is for that game only.

21. Unsportsmanlike conduct will not be tolerated: any player or coach ejected from a game for unsportsmanlike conduct will serve the remainder of that game, plus the next game. Managers and coaches are responsible for the behavior of the entire team, parents included. At the umpire and site supervisor's discretion, unruly fans will be warned once, and then suspended from the ballpark for the remainder of the tournament.

22. Infield warm-up is not allowed. Warm-ups must be done outside the playing field due to time restrictions. Teams can play catch in the outfield if time allows before their scheduled game. No soft-toss into fences.

23. Protests: There are no protests besides player age challenges. For player age challenges, a protest must be filed with the Tournament Director at least 1 hour prior to the challenged player's next game. The player challenged must show a birth certificate to the Tournament Director or Umpire in Charge. If the challenged team can not produce a birth certificate before game time then the player is ineligible until the birth certificate is shown. If a player is over-age, the team must forfeit all games the over-age player participated in. All coaches must have your player's birth certificates with you at every game.

24. Refunds for unplayable games as determined by Tournament Committee:

0 games played	= \$300 refund.
1 game played	= \$150 refund.
2 games played	= \$75 refund.
3rd game started	= \$0 refund.