

2021 RAY NELSON TOURNAMENT RULES

PITCHING

Scorekeeper will keep track of the official innings pitched by each player per game.

Pitchers will be allowed to pitch a maximum of 3 innings in any one game.

One (1) pitch constitutes one full inning pitched. Violation of pitching rules could result in forfeit game(s).

A second visit to the mound per pitcher per inning requires the removal of that pitcher. No visit will be allowed on an injury time out.

10U games will be played on 60-ft bases with pitching distance of 46-ft.

12U games will be played on 70-ft bases with pitching distance of 50-ft.

SUBSTITUTIONS AND RE-ENTRY

Coaches will inform the scorekeeper and Umpire of all substitutions prior to entry of the game.

Any of the starting players may be withdrawn and re-enter once, provided such player occupies their original/same batting position in the lineup when re-entry occurs. The starter and substitute cannot be in the game at the same time.

A substitute who is withdrawn may not re-enter the game in any capacity except as outlined in the official rules in the case of an injury.

The starting pitcher may return as pitcher in the same game as long as he/she does not pitch more than 3 innings total in the game. Only the starting pitcher may return as pitcher.

BATTING

Slash Bunting is not allowed - batter in violation is called out, the ball is dead, no runners advance.

BATS – Bats with the USA or USSSA stamp will be allowed. Bat length no longer than 32"

Dropped third strike (12U Division Only) - The batter becomes a runner when the third strike called by an umpire is not caught, providing (1.) first base is unoccupied or (2.) first base is occupied with two outs.

Teams will be allowed to bat their entire roster under the following conditions: (1.) No changes allowed in the batting lineup during the entire game (2.) All substitutions are subject to re-entry rules above and must be reported to the official book keeper, who reports to the umpire (3) In the event of illness/injury to a player during the game that results in a player not being able to bat or continue, an automatic out must be taken (4) Once the game starts, the decision cannot be changed due to injury, illness, or unforeseen circumstances.

One team warning will be given for throwing a bat, a second violation and each violation afterwards will result in batter being called out on that swing.

All batters, runners, and bat boys must wear protective headgear when on the field. All players are asked to stay in the dugout while their team is batting except the batter and batter on deck.

On-deck hitters should warm-up in the on-deck area behind the hitter for safety reasons (this may be the on deck area in front of the opposing team's bench). One batter and one warm-up batter allowed out of the dug-out.

BASE RUNNING

10U Division Runners may not leave the base until the ball has reached the plate. No lead-off. A violation of this rule shall result in the runner being called out.

12U Division will be under the 50-70 rules which allow runners to lead off and steal.

All divisions may slide head first into all bases.

No courtesy runners allowed. Substitution for a runner is subject to the re-entry rules stated above.

Contact Rule is in effect - Runners attempting to reach home plate or another base may not intentionally or maliciously run into a defending player in the area of home plate or any base. Offender will be called out and possibly ejected from the game according to umpire's judgment of the situation. Fielders not in possession of the ball may be guilty of

obstruction if that fielder impedes the progress of a runner. The catcher, without the ball in his possession, has no right to block the pathway of the runner attempting to score. It is entirely up to the judgment of the umpire as to whether or not a fielder/catcher is in the act of obstructing a runner.

For 10U - No leading off (no cat and mouse acts.) In the opinion of the umpire, once the runner has been recognized by the opposing team and the runner does not advance, the runner cannot advance and the ball may be thrown back to the pitcher. Once a player returns to the base, he may not leave again until after the next pitch crosses the plate.

PLAYER/TEAM COMPOSITION

No more than 14 players (maximum) allowed on roster.

A roster complete with birth dates is to be provided with the registration form prior to the beginning of the tournament. Birth Certificates must be furnished upon request to the Tournament Director to confirm eligibility of a player. A player's age is based on his/her age as of May 1st, 2021.

Coaches must present a prepared lineup to the scorekeeper 15 min prior to first pitch.

Home Team will provide a scorekeeper for the entirety of the game.

No player may play on multiple rosters in the same tournament.

TIME LIMIT

Games will be completed after 6 innings or 80 minutes, whichever comes first. Play will continue until a tie is broken using the tie breaker rule. All trophy games will go six full innings regardless of time. A new inning starts the moment the previous inning ends.

Tied game: In the event of a tied game, the international tie breaker will be in effect: EXAMPLE - each team will have the opportunity to score in their next at bat by placing last official out on 2nd base starting with one out; if this does not end the game then place the last official out on 3rd base and starting with one out; continue this way until there is a winner.

Home plate umpire will provide the official start time to the official scorekeeper for each game, and will ensure the time is written correctly into the official book before play begins. The official time piece will be kept on the umpire at all times throughout each game.

Warm-up time: Do not expect warm-up time on the field prior to game. Warm-up should be done elsewhere at coach's discretion to keep tournament running on schedule. It's your responsibility as a coach to find a place to get your team warmed up and ready to

go, regardless of previous game situation on the field. If previous game gets done early, following teams may use the field & time left until their scheduled game time.

Game time is forfeit time. Forfeit will result in a score of 6-0. A team must present 9 eligible rostered players to the field at scheduled game time. No game delays will be allowed unless it is the result of umpire's decision due to weather delays, tie-breakers, etc.

PROTESTS

All protests must be filed with the home plate umpire. Any protest concerning rosters must be made prior to the first pitch of the game. Protests will be decided by the Tournament Director prior to the continuation of play. Umpire decisions on judgment calls are final and are not eligible for protest. No protest or questioning of calls will be allowed after the game.

UMPIRES RULING AND EJECTION RULE

Any umpire decision which involves judgment is final; if an umpire has a question about a call or situation he/she can inquire to the head umpire or tournament director. Arguing a judgment call will not be permitted. If anyone tries to do so they should immediately be warned. Continuing could result in ejection from the game. If there is reasonable doubt that an umpire's decision is in conflict with the rules, the coach may appeal the final decision. The umpire should confer with another umpire (preferably head umpire if they are available) or the tournament board, to gather all necessary information. Protests will be handled before the continuation of the game. Head umpire or tournament director's decision is final. Any coach, player, team personnel or fan ejected by an umpire or tournament official during the tournament shall be prohibited from further participation of any capacity, in the tournament until reinstated by the Tournament Director.

INJURIES

Players wearing casts, braces, or appearing injured will not be allowed to play without prior approval. All players play at their own risk with no liability to the tournament sponsors for injuries sustained during games.

GENERAL

No refunds due to inclement weather or after tournament deadline - money has been paid out for expenses.

The 10 run rule is in effect after 4 complete innings, or 15 runs after 3 complete innings. Championship Game will play 6 complete innings with no time limit until a winner is crowned, however, the run rule will still apply.

The infield fly rule will be in effect.

No metal or spiked cleats.

Home team (as determined in the schedule for each pool play game or as determined by seeding in bracket play) will keep the official book/scoreboard. The scorekeeper is to sit in the scorekeeper box/area. Upon completion of game, scorekeeper will provide umpire with official book, home plate umpire will then deliver or call in the score to the tournament director.

Criteria for seeding of bracket play will be determined by: (1) Win/Loss record (2) Head to Head (3) Total runs allowed (4) Run Diff (5) Runs Scored (6) Coin flip

No video replay will be allowed to challenge umpire calls. Head umpire and tournament director have the final say on any rule, or occurrence.

INFORM – INSTRUCT - INSPIRE