



2022

# TOURNAMENT RULES

## 11U & 12U DIVISIONS

- Cal Ripken Tournament rules apply unless noted otherwise (coaches do not need full uniforms).
- Bat barrel maximum of 2 5/8<sup>th</sup>. Bats must have USABat designation. No BBCOR bats permitted.
- Full team rosters, including jersey numbers, are required to be entered within Tourney Machine at least 7 days prior to the tournament starting.
- Coin flip for visitor/home choice throughout the tournament.
- Free substitution with exception of pitcher. Pitchers **may not return** to the game and pitch again after stopping pitching (including the starting pitcher).
- Bat entire roster (not optional) for all divisions (9U-12U).
- No game may run more than 6 innings and no new inning can start after 1 hour and 45 minutes. (Playoffs exempt)
- Rained out games may or may not be rescheduled at the discretion of the Tournament Directors. Weather decisions will be made by Tournament Officials.
- Mercy Rule – 10 run lead after 4 innings, 15 run lead after 3 innings.
- Pitching – Standard Cal Ripken Pitch Count Rules Apply.
  - The maximum number of pitches in 1 day is 85, regardless of innings pitched. If a pitcher reaches 85, they must be removed and will be required to take 2 days of rest before pitching again.
- **Mandatory:** Each head coach is responsible for reporting final scores and pitchers with pitch counts to **HBSVIscores@gmail.com**. Please include teams and dates in the subject line. This should be sent as soon as possible upon game completion.
- No infield practice before games as we need to flip the fields quickly.
- Batting cages – please limit your team to 15 minutes per session while others are waiting. First come, first served. Take a few swings and get moving.

**11U** will have 3 pools of 4 teams. Each pool will have a pool champion (3) and between the pools there will be a total of one (1) wild card winner who will also advance to the playoffs. Pool champions and wild card winner to be determined by SVI pool play scoring and tiebreakers. Coin flip for Finals Home-Visitor selection.

**12U** will have 3 pools of 4 teams. Each pool will have a pool champion (3) and between the pools there will be a total of one (1) wild card winner who will also advance to the playoffs. Pool champions and wild card winner to be determined by SVI pool play scoring and tiebreakers. Coin flip for Finals Home-Visitor selection.

**Remember :** 8 teams out of 42 will go home with a trophy or medal, 34 teams will not. Your team will likely experience missed calls, bad hops, bonehead plays, and grumpy parents. Despite this, you and your staff will continue to shape these kids into great young men/women. Be a superb example for them.



# Tiebreakers for Pool Play ALL DIVISIONS

The following system will be used for advancing and seeding out of SVI pool play.

- 1) We use a traditional scoring system for tournament play.
  - Teams will receive:
    - 3 Points for a WIN
    - 2 Points for a TIE
    - 1 Point for a LOSS
- 2) If 2 teams are tied – Head to Head Winner. If there was no Head to Head, move to #3.
- 3) If 3 teams are tied – If one team has defeated both other teams, that team advances. If not, move to #4.
- 4) Total runs ALLOWED in pool play (also determines the wild card winner if records are tied).
- 5) If still tied – Total runs SCORED in pool play.
- 6) If still tied – Totals runs allowed subtracting game with most runs allowed in pool play.
- 7) If still tied – Coin Flip between tied teams.