



1) USA RULES

USA rules will be in effect except as may be described below. Other modifications and clarifications are as follows:

2) 8 & UNDER

a) Game Time

Pool play: Game time = 1:15 no new/1:30 drop dead.

Game can end in a tie for pool.

Elimination Play: 1:20 no new.

Championship Game: 1:40 no new or 6 innings, whichever comes first.

Game time starts at first pitch of warm ups

b) Run Limit

4 runs per inning for first 3 innings; unlimited thereafter.

Run limit applies in pool play and elimination games only.

Championship game there is no run limit.

c) Pitching distance will be 30 feet.

Base paths will be 60 feet.

A RIF 10" ball will be used.

d) Four outfielders (optional) must remain on the grass until ball reaches the plate.

e) No coach pitch; walks allowed.

- f) No dropped third strike.
- g) No infield fly rule.
- h) Base Stealing – one base per pitch. No stealing home (home plate is frozen) Runner may leave base when ball leaves pitcher's hand.
- i) All players bat (Round Robin batting).
- j) Courtesy runners are allowed for the pitcher and catcher. The last recorded out is eligible to be a courtesy runner. If two runners are necessary in the same inning (one for pitcher and one for catcher), the last two recorded outs will be used.

3) 10 & UNDER

a) Game Time

Pool play: Game time = 1:20 no new/1:30 drop dead.

Game can end in a tie for pool.

Elimination Play: 1:25 no new or 6 innings

Championship Game: 1:45 no new or 6 innings

Game time starts at first pitch of warm ups

b) Run Limit

10 U GOLD:

No run limit during pool play, elimination and championship games.

10U SILVER:

5 runs per inning for first 3 innings; unlimited thereafter.

Run limit applies in pool play and elimination games only.

Championship game there is no run limit.

c) Pitching distance will be 35 feet.

Base paths will be 60 feet.

A RIF 11" ball will be used.

d) Pool Play - teams must bat Round Robin (all players bat).

e) Elimination games - teams have the option of batting the entire roster, batting the starting line-up of 9 players, or utilizing the DP/FLEX, USA Rules apply.

- f) Courtesy runners are allowed for the pitcher and catcher if you are batting entire roster. If batting entire roster, the last recorded out is eligible to be a courtesy runner. If two runners are necessary in the same inning (one for pitcher and one for catcher), the last two recorded outs will be used. If batting 9 or DP FLEX, USA rules apply.

4) 12 & UNDER

a) Game Time

Pool play: Game time = 1:20 no new/1:30 drop dead.

Game can end in a tie for pool.

Elimination Play: 1:25 no new or 7 innings

Championship Game: 1:45 no new or 7 innings

Game time starts at first pitch of warm ups

b) Run Limit

No run limit during pool play, elimination and championship games.

c) Pitching distance will be 40 feet.

Base paths will be 60 feet.

A Dream Seam 12" ball will be used.

d) Pool Play - teams must bat Round Robin (all players bat).

e) Elimination games - teams have the option of batting the entire roster, batting the starting line-up of 9 players, or utilizing the DP/FLEX, USA Rules apply.

- f) Courtesy runners are allowed for the pitcher and catcher if you are batting entire roster. If batting entire roster, the last recorded out is eligible to be a courtesy runner. If two runners are necessary in the same inning (one for pitcher and one for catcher), the last two recorded outs will be used. If batting 9 or DP FLEX, USA rules apply.

5) 14 & UNDER

a) Game Time

Pool play: Game time = 1:20 no new/1:30 drop dead.

Game can end in a tie for pool.

Elimination Play: 1:25 no new or 7 innings

Championship Game: 1:45 no new or 7 innings
Game time starts at first pitch of warm ups

b) Run Limit

No run limit during pool play, elimination and championship games.

c) Pitching distance will be 43 feet.

Base paths will be 60 feet.

A Dream Seam 12" ball will be used.

d) Pool Play - teams must bat Round Robin (all players bat).

e) Elimination games - teams have the option of batting the entire roster, batting the starting line-up of 9 players, or utilizing the DP/FLEX, USA Rules apply.

f) Courtesy runners are allowed for the pitcher and catcher if you are batting entire roster. If batting entire roster, the last recorded out is eligible to be a courtesy runner. If two runners are necessary in the same inning (one for pitcher and one for catcher), the last two recorded outs will be used. If batting 9 or DP FLEX, USA rules apply.

6) DUGOUT – HOME/AWAY

a) The team listed first/on top in the schedule will occupy the 3rd base dugout. A team playing back-to-back games on the same field should not switch dugouts.

b) Home team will be determined by coin toss at the pre-game coaches meeting (pool, bracket and championship).

7) RUN AHEAD RULE

a) 8U/10U/12U/14U divisions, all games end if there is a 12 run lead after 3 innings, 10 run lead after 4 innings, 8 run lead after 5 innings.

8) GAME SCORE REPORTING

a) Each team must provide a scorekeeper for each game. The home team will be the official scorekeeper.

b) The umpire in each game in the tournament will have a "game card" to report the scores of their games to a tournament representative at each

field. It is the responsibility of a representative from each team, at the end of each game, to verify the accuracy of the score. Official scorekeepers should communicate with umpires to ensure consistency between “game card” and official book.

c) Pool play games may end in a tie.

9) DROP DEAD RULE

a) At drop dead the score is to REVERT to last completed inning UNLESS home team has tied or taken the lead when drop dead time is reached.

10) PROTESTS

a) There will be no protests permitted. All calls made by the umpire will be final.

11) SEEDINGS FOR ELIMINATION (BRACKET) PLAY

a) This is a pool play tournament. Teams will then be seeded into a single elimination bracket. Pool play tiebreakers will be determined in the following order:

- i) Win/Loss record
- ii) Head-to-head
- iii) Least runs allowed
- iv) Most runs scored
- v) Run differential-maximum of 10 runs per game
- vi) Coin toss (coin toss winner is higher seed and does not select the seed)

* In an occurrence of a more than 2 team tie breaker scenario, unless all teams have played each other, then teams are FIRST determined by least runs allowed. Next, they are determined by total runs scored. Then, run differential. Once it is narrowed down to two (2) teams that have played, head-to-head play will take priority, followed by least runs allowed, then most runs scored, then run differential, and finally coin toss.

12) ETIQUETTE & EJECTION

a) Managers and coaches are responsible for their team, staff and fans both on and off the field. Unruly behavior will not be tolerated. Improper conduct during games or anywhere on the premises may result in team disqualification from the tournament.

b) If a person is ejected from a game, they will be required to leave the premises for the remainder of that game as well as the following game their team is scheduled to play.

13) MISCELLANEOUS

a) Player Attire: No jewelry will be worn during games; medical devices such as bracelets should be taped over if possible and shown to the umpire prior to beginning of play. Uniform shirts must be tucked in at all times.

b) Players Equipment: All bats must be USA approved and may be subject to approval by the umpire. Helmets must also be USA approved and may be subject to inspection by the umpire and may be thrown out due to visible damage. No metal cleats, with the exception of 14U.

c) Post Game: Due to tight scheduling, all post game activities (player of the game, cheers) are to take place in center field to allow for field prep for next game.

d) Sportsmanship: No taunting the pitcher or batter with negative cheers, screaming out or making sudden noises. This is considered bad sportsmanship. The umpire will have the discretion to issue a warning, call a strike on a batter (when batting team is taunting pitcher) or award a walk (when defensive team is taunting).

e) A no-alcohol policy will be strictly enforced and any person in possession of alcohol will be asked to leave the field for the balance of that game and the tournament director will consider ejecting the coach and disqualifying the team.

f) No smoking or vaping permitted

g) Please ask your parents and players to clean-up after finishing a game.

h) No loud artificial noise making devices allowed on or near any playing field. Personal open air music will be allowed, however noise level should be respectful to the other teams and fields. You may be asked to turn off your music at any time.

i) No overnight parking of any vehicles, illegal parking or behavior will be ticketed by law enforcement. Park only in designated parking areas and follow signs directing the flow of parking traffic.

j) No BBQs at the fields

k) **No Pets – i.e., no dogs allowed on premises**

l) E-bikes will not be permitted near the fields