



Team listed first has 3rd base dugout.
*Note: Highest seed on Sunday is home team.

- ♦ Home team will be the official scorekeeper in all tournament games.
- Pre-game conference and coin flip between manager and umpires will take place 5 minutes prior to start of game.
- No organized infield practice before games. Teams may warm up beyond the baselines or in foul territory while infield is being prepared. No live batting is allowed in the complex at any time. Batting nets are allowed.
- **◆** Time limit
- ♦ 10U-13U (110) minutes.
- ♦ 14U-18U (120) Minutes
- Time begins after the pre-game conference. Time limit could change in case of tournament interruptions. All teams should be prepared to start their game up to 20 minutes early.
- ♦ Championship Game will be 7 innings or run rule or (120) minutes max.
- ♦ <u>Time Constraints</u>, certain games could go to "Drop Dead" when tournament is behind schedule. Score will resort back to the last completed inning like a rain out game. Please initial score card at coin flip.
- Pool Play Games will be 7 innings or time limit. If the game is tied at the end of regulation, it will be declared a tie.
- Bracket Play Games will be 7 innings or time limit. Games that are tied at the end of regulation will use the ITB rule until a winner is declared. (Last batted out)
- Run rules: 15 runs after 3 innings; 12 runs after 4 innings; 8 runs after 5 innings.
- <u>Team manager</u> may consult with umpires ONLY; players/sponsors/other coaches are to keep out of discussions.
- Parents are not allowed to ask questions or approach the Tournament Director , just the head coach please
- ♦ <u>Teams may bat up to 20 players</u> Saturday & Sunday. Regardless of the number of players you have, you will need to announce your line-up format at the pre-game conference with the officials.
- Courtesy runners will be allowed for pitchers or catchers last batted out or player off the bench.
- ◆ <u>Teams may begin a game with 8 players.</u> One (1) out will be declared when reaching #9 spot in the batting order. If a player arrives after the start of the game, they will be able to enter immediately.
- Rulebook batting line-up: Teams may add a 9th player to the line-up. Any additional players will be designated as substitutes. Teams may add any and all players to the end of the line-up. These players must be listed on the line-up card submitted prior to the game.
- <u>Injury Rule</u>: If any player is removed from the game for injury or ejection, a substitute player is required or the spot in the line becomes an automatic out each at bat for the entire game.
 <u>Pitching Limits</u>:
- ⇒ (7) Inning Max per weekend-BE SAFE COACHES
- ⇒ Teams caught cheating will have their game declared a loss
- ⇒ Pitchers May NOT re-enter as a pitcher in the same game
- POOL PLAY Seeding rules:
 - 1. Best record
 - 2. Head to Head-(2) Teams only-If (3) teams are tied head to head will not be used
 - 3. Runs Allowed
 - 4. Run Differential (maximum of (8) runs per game will be used
 - 5. Runs Scored
 - If a team is playing an extra pool game, see the tournament director to draw a # out a hat and that game # will be dropped win or lose.
- <u>In case of rain-shortened</u> tournament, pool play games can be deemed official after the 2 ½ innings of play (If the home team winning) or 45 minutes elapsed game time. If games are cancelled due to weather, there may be an adjustment in application of the tie-breaking procedures.
- ◆ **DH=**Designated Hitter is allowed
- Coaches may allow the intentional walk just notify the umpire.
- ♦ \$100 Fee to protest. Stop the game, call the TD over, pay the fee. Refunded if correct.
- ALL TEAMS are responsible for checking brackets BEFORE they leave fields.
- ◆ **Jewelry** is allowed at the umpire discretion-Big loops are NOT allowed though.

Balks

- ⇒ MLB Balk Rule will be used
- ⇒ 1st to 3rd (Busby) Move is not allowed

Bat Rule: Drop 3 or Drop 5 is allowed