Tournament Rules

Check In: Insurance information, birth certificates, and your roster (we will need possession of the roster only) shall be presented to the field director at the complex headquarters BEFORE YOUR FIRST GAME. Headquarters are usually near the concession area. You will also be asked to verify the name, contact #, and lodging for your team.

Tournament Rules

- Time Limit All games are 80 minutes The winners bracket championship final game will have no time limit.
 - A new inning starts at the completion of the 3rd out by the home team of the previous inning.
 - No drop dead rule, however, we will NOT finish an inning if the home team is winning and batting when time expires.
 - game time begins at the conclusion of the pregame meeting. The official clock shall be declared by the umpires.
 - The official clock will only stop during lengthy delays (determined at umpire's discretion)
 - Stalling will not be tolerated and may result in another inning being played. Umpire judgment in FINAL.

Speed up rules will apply

- In an attempt to get in full 7 innings of play, a pitcher will receive 5 warm ups the first inning, 3 every inning thereafter. A new pitcher will receive 5 warm ups.
- Infield/Outfield balls will be permitted the 1st inning only. No team huddles between innings. 1 minute between innings.

• "Run Ahead Rule" as follows will be in place for ALL games:

• 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.

- In **Pool Play** games, one inning of ITB will be played to break ties if the time limit has not expired.
 - Ties will be recorded as such in pool play after 80 minutes has elapsed.
- In *Elimination Round* games, ITB will begin after 80 minutes has elapsed or 7 innings have been played (whichever comes first). We will play until a winner has been declared
 - The last batter due up on the offensive team will be placed on 2nd base to start each inning in

ITB NOTE: A substitute with eligibility may be used to pinch run in this situation as the runner

Seeding criteria, and if necessary the tournament winner shall be based upon (in order):

- Points Per Game Win=2, Tie=1, Loss=0, Forfeit= -1
- · Least runs allowed per game
- Most runs scored per game
- Flip of a coin

NOTE: A forfeit is a 7-0 win. Games will only count if complete. All 6-0 teams will be seeded ahead of all 3-0 teams and 0-3 teams will be seeded ahead of all 0-6 teams when teams have an unequal # of games.

Equipment

Batting helmets must be NOSCAE stamped and have approved face mask (no chinstrap requirement)

Jewelry must be removed with the exception of a medical alert bracelet. Any violation of this rule will require removal and re-entry use of that player. If it cannot be removed, she cannot play.

14&U and UP are permitted to wear metal cleats. (Except where park do not allow)

Offensive team

- A courtesy runner (CR) can be used for the pitcher and/or the catcher at any time. the same runner may not be used for both.

 Only players not yet in the game may be used. If no substitutes are available, there is no CR.
- The batter shall keep one foot in the box between pitches.

Conferences

- Defensive: 3 games, then pitcher is removed (can all be used in 1 inning), 1 per inning in ITB.
- Offensive: 1 per inning between the coach and any offensive player.



Tournament Rules

Pitching

- A pitcher may be removed as a pitcher, move to a different defensive position and return as a pitcher only once per inning provided the return as a pitcher does not violate substitution or charged conference rule.
- The pitcher must start with both feet on the rubber and movement must be forward.
- Distances: 14, 16, & 18U = 43' 12&U = 40' 10&U = 35'

Miscellaneous Tournament Information:

- Game time if forfeit time to be regulated at the tournament director's discretion. In rain situations, please do not leave the fields as the schedule may be adjusted without prior notice. All teams shall be ready to play 30 minutes before scheduled game time.
- Home team shall be determined by the flip of a coin for ALL games.
- Championship Game in the winners bracket will not have a time limit; however the run rule will remain in place for ALL games.
- **Head coach** must sign the umpire's game slip with the final score and winning team indicated. By signing, the head coach verifies that the score and winning team are correct. Once signed the score is final.
- We allow the use of an EP (See Below)
- ALL players, both starters and substitutes, may re-enter the game one time.
- **Protests** on a "rule interpretation" will be settled by the field director in a timely manner. a \$100 cash fee is required immediately or play continues. Protests cannot be made on an umpire's "judgment" call only rule applications.
- Practice and warm up areas will be designated at check-in. Please do not hang or climb on field fences.
- Forfeits: A team may forfeit no more than 1 game of a bracket ball and advance in elimination round play.
- Shorthanded play: A team must only have 8 players to start a game, but will record an automatic out where the 9th player would appear in the lineup.

Additional Information:

- Announce all substitutions to the Umpire avoid ejections
- Coaches must remain in the dugout during the game. Non-playing members and coaches are to remain in dead-ball territory until time has been called by the umpire
- Please do not impede the progress of the game any signs of poor sportsmanship, actions that demean any players, fans, or the umpire may result in you being removed permanently from the game and premises. Any coach/player ejected from a ball game will be reviewed by the tournament committee and further action **may** be taken.
- Concessions are available at all fields. You may bring coolers. Please clean up after yourselves.
- Alcohol and any other illegal substances are forbidden at ALL complexes.
- Please do not smoke near the players. Remove yourself to the parking lot or an out of the way area if you need to smoke.
- Pets must be kept on a leash and cleaned up after unless they are prohibited from the park premises.

More on the EP

- Any team may use 1 or 2 extra players (EP) per game and it must be made known prior to the start of the game and properly indicated on the lineup. The use of an EP without indicating as such on the lineup is an illegal player.
- The EP must remain in the same position in the batting order for the entire game.
- The EP may play defense at any time without her status being effected. She may go in and out of the defensive lineup as often as needed as long as her position in the official batting order is not altered.
- The EP may be substituted for at any time with the substitute becoming the new EP. The substitute must be a player that has not been in the game.
- Penalty for a player not remaining in the game: Short handed rule applies
- DP/Flex can be instead of the EP (can not use both)

The Fine Print: The Tournament Director reserves the right to adjust the rules, schedules, brackets, and field locations as needed to complete the tournament. Every attempt will be made to honor the game minimum - however, if a situation develops where a team forfeits or the weather does not cooperate the Tournament Director will make an attempt to reschedule games, shorten games, or cancel games in order to complete the tournament in a timely fashion.