START OF GAME

Unless there is an agreement between the opposing managers before the game starts, home and away will be determined by bocce ball for all pool play games. One PLAYER from each team must be the one to toss the ball, and both players must toss the ball at the same time. Once seed is determined, top seed will have choice of visitor or home. A team may start with 6 players and add the remaining players at any time. The spot(s) missing in the batting order will be an out(s).

END OF GAME

Pool play games may end in a TIE after the time limit is reached, or at the end of 6 or 7 innings based upon the chart below. However, all single elimination games, including the championship game, must have a winner. All extra innings games will use the following rule: The new inning(s) will be started with bases loaded, utilizing the last 3 batters from the previous inning as the runners. ALL GAMES that go to EXTRA INNINGS will start with BASES LOADED. If a mistake is made by not starting with bases loaded, proceed without.

AGE, FIELD, BAT AND INNING DETERMINATION

Age	Mound	Bases	Bat	Innings
10	46'	60'	No Restriction	6
11	50'	70'	No Restriction	6
12	50'	70'	No Restriction	6
13	60' 6"	90'	No Restriction	7
14	60' 6"	90'	-3 BBCOR or Wood	7

TIME LIMIT

There is a 1 hour 50 minute time limit (unless altered by weather) on all games except the championship game. No new inning may start after 1 hour 50 minutes. For the purpose of determining if a new inning may start, the time is determined at the time of the last out in the bottom of the inning. All games should stop in the bottom of the inning if the home team is winning when the time runs out, meaning that the visiting team will not be able to bat.

MERCY RULE

Regardless of age, fifteen (15) runs after three innings, ten (10) runs after four innings and eight (8) runs after five innings. Home team does not bat if ahead by mercy.

DUGOUT

All dugout selection is based upon a first come first serve basis; any disputes will be determined by tournament director.

OFFICIAL ROSTER

Once a team has started the tournament, and submitted their official roster to the Tournament Director, additional players may NOT be added. PENALTY: At the discretion of the opposing manager, the game will either be declared as a forfeit victory, or, if agreed upon, the game can continue with the ineligible player being removed from the game at the time of notification. A substitute may replace the ineligible player if one is available, otherwise an automatic out will take place in the same manner as an injured player.

AGE DETERMINATION

The age of the player is determined by their age on April 30th, 2019.

PROTESTS

No protest will be allowed for judgment calls. Protests will be allowed for rules only and must be decided before restart of play. A $200.00 payment must accompany protest and will be returned if protest is upheld. A Protest is only “official” if accompanied with a $200.00 fee and done before the next pitch. This same fee will apply for protests of age and birth certificates.

DETERMINING STARTING LINE-UP

We want to let the coach play as many players as he/she wants. The only information needed regarding a "starting lineup" is the number of batters.

Offensive

Team may bat 9 players, the entire lineup, or in-between. Once the number of batters is determined, it must remain for the entire game. An injury or ejection will result in an automatic out if a substitute is not available. A substitute is anyone not placed in the batting order. Once a substitution bats or runs for a player, the sub and the original starter are locked into that batting position and either one may bat or run in that position ONLY.

Defensive

Any player on the roster may play in any defensive position at any time, regardless of being in the batting order. For example, a team may have 18 players, bat 9 of them, and play the other 9 in the field. No one player in a game can assume more than one offensive position.

PITCHING RESTRICTIONS

There are no pitching restrictions. Pitching is at the manager’s discretion.
Second visit to the mound per inning will result in removal of pitcher. Once a pitcher is removed from the mound, they may NOT re-enter to pitch. Again, pitching is at the manager’s discretion, but we strongly recommend the USA pitching guidelines.

BALKS
10u – No balks
11u – One warning per pitcher. Dead ball. The fake to third is not allowed.
12u-14u – No warnings. Dead ball. The fake to third is not allowed.

CLEAT RESTRICTIONS
10U -12U divisions: rubber cleats or sneakers only
13U and over: no restrictions

BAT RESTRICTIONS
10u-13u: No Restrictions
14u: -3 BBCOR or wood
Altered or illegal bats will be removed.

DESIGNATED HITTER
NONE. Offensive rule takes care of designated hitter.

COURTESY RUNNER
Teams may use their last batted out as a courtesy runner for the pitcher and catcher at any time. If no batted outs have been recorded, the last batter in the lineup will be used as the courtesy runner.

AVOID CONTACT RULE
A player may not intentionally run over anyone at any time or place on the field. Umpire's discretion.

HEAD FIRST SLIDE
Permitted at all bases.

INTENTIONAL WALK
Pitches do NOT need to be thrown for an intentional walk.

OFFICIAL GAME
All pool play games are official at the end of one (1) complete inning (same rules as if it were a 4-inning complete game) regardless of age or reason for the stoppage (weather, darkness, etc.)
All single-elimination games including championship are complete after 3 innings.

DETERMINING THE WINNER
If the tournament must be cancelled after pool play has concluded, or during single elimination, the highest seed left standing will be the winner.

SEEDS

At the conclusion of pool play, teams will be seeded based upon record. If multiple teams have the same record, we will use the following tie-breakers:

Tie breakers

1. Head-to-head
2. Run differential
3. Lowest average runs allowed per game played (if head-to-head, does not apply)
4. Highest average runs scored per game played
5. Coin flip

*The Tournament Director has final decision when making adjustments to schedule due to game delays or cancelations.

There is a possibility that a team does not play all of their pool play games due to weather or other circumstances. In this case, that team and their opponent will be given a 6-6 tie for purpose of determining seeds. This will only be used when a team or teams have not played all of their pool play games. We realize that this could result in an outcome that would seem unfair to someone, under the circumstances we have no other choice. In the event that all games are canceled for pool play, we record all pool play games as a 1-1 tie for purposes of seeding for single elimination play. The seeds will then be determined in order of when full payment was received. Refund policy will come into effect at the conclusion of the tournament.

REFUND POLICY

0 games - $500
1 game - $350
2 games – no refunds