



## Tournament Rules

**All tournament games will be played according to MLB American League rules, including the Designated Hitter, with the following exceptions:**

- ❖ All games shall be seven (7) innings, except the Championship Game which will be nine (9) innings. Games during pool play that are tied after 7 innings will be declared a tie.
- ❖ The top 3 seeded teams following pool play will qualify for the playoff round. The #1 seed will secure an automatic berth in the Championship Game, seeds #2 and #3 will play for a berth in the Championship Game.
- ❖ The following tie-breakers will determine seeding for playoff games following pool play:
  1. Head-to-head record
  2. Runs allowed
  3. Runs scored
  4. Coin flip
- ❖ A mercy rule will be in effect and the game declared over if there is a run deficit of 10 runs or more after the completion of 5 innings (4 ½ innings with the Home Team leading). The mercy rule will not be in effect for the Championship Game.
- ❖ A courtesy runner can be used for the pitcher or catcher only. Only players that are eligible substitutes may serve as a courtesy runner. No player is permitted to run for pitcher and catcher in the same inning. If the courtesy runner becomes injured during the inning, a substitute courtesy runner may replace them under the same provisions as the original courtesy runner. Entering the game as a courtesy runner does not forfeit the eligibility to enter as a substitute.
- ❖ The line-up must be turned in to the press box at least 15 minutes before the game and must include first and last name and number of each player. Penalty of a strike on first batter or ball if the defensive team is at fault.
- ❖ The Home team will be decided by a coin flip before each game. Home team will occupy third base dugout. The coin flip will occur 15 minutes before the game: if team captains are not available, the tournament committee will flip for them.
- ❖ An Extra Hitter (EH) may be used in the lineup. This player can be used at any time on defense as a shared position with any position player other than the pitcher.

### Miscellaneous Tournament Rules

- ❖ Only solid all-wood bats are legal for tournament use, composite and bamboo bats are prohibited.
- ❖ All team personnel, including coaches and scorekeepers, are required to wear the team uniform. Scorekeepers and coaches are not required to wear team pants, but a team jersey must be worn. Any team personnel that are not in uniform will be prohibited from the dugout and playing field, no exceptions.
- ❖ Scheduled game start times are listed in the playing schedule. Teams are expected to arrive on-site in time to prevent delays. Field managers will be responsible for ensuring the games start as scheduled.
- ❖ In the event of unforeseen circumstances involving a traveling team, the Tournament Committee may grant additional time via the team contact person.
- ❖ All team warm-up activities must be performed in the designated area located behind the left field fence, teams will be directed to this area upon arrival. For safety and liability reasons, batting cages are for team personnel only, children and non-team personnel are not permitted in the warm-up and batting cage areas.

## **Official Protests and Team Rosters**

- ❖ Protests: Prior to considering filing a protest, Managers should consider whether or not the protest decision will influence the score or outcome of the game.
  1. Protests will be permitted for player eligibility or rules application only, judgement calls by game officials are not subject to official protest.
  2. The Manager must declare an official protest to the Umpire In-Chief immediately following the incident resulting in the protest, at which time the game will be halted pending the protest decision.
  3. The Manager must post a protest fee of \$50.00 in cash. If the protest is upheld the fee will be refunded, otherwise the fee will be forfeited.
  4. All protests will be resolved prior to resuming the game, no game will continue and be played under protest. A member of the Tournament Committee will be present at all times during the tournament for this purpose.
- ❖ Team rosters will have a limit of 40 players, and will be open through the completion of each team's first game. Following the first completed game the team roster will be locked. Rosters must be forwarded to the Tournament Committee prior to the start of your first scheduled game, any changes must be communicated before the game ends.
- ❖ No player will be permitted to be included on the roster of more than one team. No player will be permitted to change to a different team once included on a teams roster, regardless of whether or not that team has played its first game.
- ❖ Tournament officials retain the right to check the eligibility of any player during the tournament. All players must present a valid photo ID to a tournament official upon request. Failure to do so will disqualify the player until valid identification is shown.

## **Speed-Up Rules**

- ❖ When a clock violation occurs a horn will sound, the ball becomes dead immediately.
- ❖ The pitcher must start his delivery within 20 seconds after receiving the ball. Penalty: Ball awarded to the batter.
- ❖ Following a pick-off attempt or feint at any base, the pitcher must start his delivery within 10 seconds. Penalty: Ball awarded to the batter.
- ❖ The pitcher will be allowed eight (8) warm-up pitches when entering the game. All subsequent innings he will be permitted five (5) warm-up pitches.
- ❖ Only one throw is permitted after an out. If the out is a strikeout, the catcher may only throw the ball to third base. If the out is made by an outfielder, the ball must be returned to an infielder, and then directly to the pitcher. Penalty- clock will start if a 2nd throw is made.
- ❖ The batter must be in the batter's box within 10 seconds after the clock starts. Penalty: Strike called on the batter.
- ❖ Time outs are only permitted in case of emergency and can only be called by an umpire when deemed necessary.
- ❖ A protest or dispute of an umpires call can last up to one minute. Penalty after warning: Ball or Strike.
- ❖ Each team is permitted one (1) defensive conference per game. A conference is not charged if the pitcher is removed. The defensive conference applies to any coach or defensive player. The catcher is permitted to confer with a new pitcher entering the game without being charge a conference.
- ❖ Between innings, the defensive team must be ready to play within 90 seconds. Penalty: Ball awarded to the batter.
- ❖ The Tournament Speed-Up Rules will not apply to the Championship Game, standard MLB American League rules will apply with the exception of courtesy runners and EH provisions.
- ❖ The foregoing rules shall be interpreted and enforced, if necessary, by the game officials and Protest Committee, consisting of the following tournament officials: Tournament Director or Designee, Announcer, Official Scorer and Clock Operator.