



Top Prospects Tournament Series

RULES & POLICIES

Major League Rules

Major league rules are in effect and can only be modified by this document. Leading, stealing, dropped third strike, and infield fly rule are in effect (11U and above).

1. Registration

All teams registered for a Top Prospects Tournament Series must submit a completed roster form, waiver forms signed by each family, and proof of insurance before playing any games.

2. Eligibility

A player's tournament age is based on age as of April 30, 2024. Players cannot be double rostered. Each team is responsible to keep a copy of the official state-issued birth certificate for each player with the coach at all times. If any player does not have his/her birth certificate, he/she cannot participate in the tournament. If a team is caught using a player that is older than the cutoff for the division, that team will forfeit every game that player has played in, and the team will be removed from the tournament.

3. Game Length

Games will be 6 innings in length for 9U-12U and 7 innings for 13U and above, unless the Mercy Rule is invoked or the time limit is reached.

4. Mercy Rule

The mercy rule is as follows: 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings. The trailing team must complete their at bat in the inning to constitute a completed inning for purposes of this rule.

5. Time Limit

If a new inning has started prior to the time limit, that inning will finish. No new inning can start after the time limit, which is **1:45** for ages 9u, 10u and 12u and **1:50** for 13u and **2 hours** 14u above.

****Games cannot end in a tie, If a game is tied after all innings have been completed (or after the time limit), the "California Tie-Breaker" rule will go into effect (Bases loaded 1 out). Each team puts the last 3 batters due up that inning in order on the bases with one out and we play out a full inning. (Only in "Bracket play)**

Teams should be prepared to play 30 minutes prior to the listed start time for each game, except for the first games each day at each field.

If a game should be called due to darkness or weather, and it is the middle of an inning, the game will revert back to the score from the previous inning if the third inning has been completed.

A team will forfeit if they do not have at least 8 players present by game time.

6. Format Alterations

TP Tournament Series officials reserve the right to alter, change or abbreviate tournament formats and/or rules, when necessary. This includes, but is not limited to, shortening times limits to maintain the game schedule and to ensure all games are played.

7. Official Game

All games are official after the completion of one inning. If a game should be called due to darkness or weather, and it is the middle of an inning, then the game will revert back to the score from the previous inning if the third inning has been completed.

8. Pitching

The limit on pitching is as follows:

9u – max of 5 innings through 4 games

10u/11u and 12u – max of 6 innings through 4 games

13u/14u – max of 7 innings through 4 games

15u and up – no inning limit per game

One additional inning per pitcher for every game played after 4th game.

Teams are expected to closely monitor pitching rule.

Eight warm-ups to start and five thereafter.

One pitch in an inning constitutes an inning pitched.

Once a player is removed from the mound, he/she cannot return to the mound in the same game. The second trip to the mound in the same inning results in removal of the pitcher.

9. Balks

There will be no warnings on balk calls. Umpire discretion may be used on younger ages. Fake to 3rd, throw to 1st, is a balk!!!

10. Intentional Walk

A coach must notify the home plate umpire, and the hitter will be granted 1st base.

11. Re-entry

Defensive: Each team will be allowed unlimited substitutions in the field if batting the entire roster. If not batting the entire roster, substitution rules apply.

Offensive: You may bat nine players, your entire roster, or anything in between. After the start of the game, you cannot change the number of batters you have - it must remain the same for the whole game. If you bat your entire roster and a player should get thrown out of the game, and no substitute (a player not in the batting order) remains, you must take an out in that spot in the order. If a player is removed due to an injury, no out is recorded in that player's spot in the order.

Once a sub bats or runs for a player in the batting order, those two players are locked into that position. From then on, one of those two must hit/run in that spot only.

Courtesy Runners for Pitcher and Catcher *AT ANY TIME*. If not roster batting: Must be a Player off the Bench/Player not in the Batting Order. You cannot use the same player to run for both the Pitcher and Catcher in the same inning! If you are batting your entire lineup, then you may use the LAST BATTED OUT. Please remember the purpose is to SPEED UP THE GAME! If the Courtesy Runner is not ready with his helmet and at the entrance to the field at the time the Batter reaches the base, the Umpire reserves the right to refuse the Courtesy Runner option if it slows the speed of the game. Please have a Coach or Player ready to warm up the Pitcher.

12. Home Team

In pool play, a coin flip will determine who the home team is. In playoffs and the championship, the higher seed will have their choice of being the home team or visiting team. If two teams should have the same seed, then a coin flip will determine home team.

13. Scorekeeping

A. Each team's manager must prepare 1 written copy of his lineup listing first and last names and numbers of all players and substitutes prior to each game to the announcer. Lineups must also be provided to the opposing team's manager.

B. The Official Scorebook is to be kept by the home team. Both teams should confer after each inning to confirm the score.

C. Scores from completed games will be updated by the field scorekeeper and posted shortly after the game.

D. Scores and results will be posted on Tourney Machine and on our social media platforms @topprospectstf (twitter, facebook and Instagram)

14. Slide Rule

For ages 9u-12u, no head first slides, except when going back to the bag. Head first slides will constitute an automatic out. In the event of a close play, the runner must avoid contact. The umpire has discretion to eject a player from the game if the action is deemed to be purposeful.

On double plays, a runner must slide straight into the bag, not past the bag, or to the side to make contact. If a player does make contact sliding past the bag or to the side, then that player and the runner, to where the defensive player was trying to make the play, are out and the sliding player may be ejected. All close plays and slides are at the umpire's discretion.

15. Equipment

All batters are required to wear a helmet, and all catchers must wear a mask, chest protector, shin guards, and athletic cup.

16. Bat Restrictions

There are no bat restrictions

Exceptions to this rule:

8U,9U,10U divisions all bats -5 or greater must be stamped BPF 1.15 USSSA or USA Baseball. There are no restrictions on weight or length as long as bat has "BPF 1.15" stamp

11U & 12U all bats -5 or greater must be stamped BPF 1.15 USSSA or USA Baseball. There are no restrictions on weight or length as long as bat has "BPF 1.15" stamp- this applies only if 11U & 12U are playing 50/70

11U & 12U MUST NOT EXCEED 2 5/8" barrel bats and must contain the 1.15bpf stamp(USSSA or USA Baseball) if pitching distance is 46' mound

13U division all bats **-5 ONLY** must be stamped BPF 1.15 USSSA or USA Baseball. There are no restrictions on weight or length as long as bat has "BPF 1.15" stamp

14U and older will follow WV High School Rules(BBCOR -3)

Bat rules apply to the age division you are playing in (not the age of the player or team) If a player/team uses an illegal bat, the penalty will be:

- a.) Umpires will ask at the plate meeting prior to the game if both teams are properly equipped
- b.) If this is caught during the game, the bat will be removed and the batter at bat will be considered out.
- c.) If the illegal bat is contested after the game – the outcome of the game will stand. Once the game is complete, the bat may not be contested.
- d.) If this happens during a 2nd game, the Manager will be removed from the remainder of the tournament

17. Protests

ANY PROTEST MUST HAPPEN AT THAT POINT IN THE GAME! THE PROTESTING COACH MUST TELL THE UMPIRE, THE OPPOSING TEAM MANAGER, AND A TOURNAMENT OFFICIAL, THAT HE IS GOING TO PROTEST. THE PROTEST MUST BE ACCOMPANIED BY \$100 CASH AT THAT POINT IN TIME!

- Judgment calls by the umpire cannot be protested, RULES ONLY.
- Protests include questioning a player's age and/or Official Roster
- A \$100 cash protest fee must be presented to the Site Director at the time of protest. If a Site Director is not available, please call 304.685.0259.
- A protest is only "Official" if accompanied by the \$100 and done before the next pitch.
- If the protest is upheld, then the \$100 will be refunded and the game will be replayed from the point of the protest.
- Burden of Proof lies with the Protestor

18. Entry Refunds

There will be no entry refunds for withdrawal from a tournament within 21 days of the start of the event. The \$100 deposit is non-refundable. Refunds due to weather postponement will be calculated by the number of games played. The weather refunds will go as follows:

- 0 games played: Entry fee minus a \$150 administrative fee
- 1 game played: 50% Refund
- 2 games played: No Refund
- 3 games played: No Refund

19. Dugouts

Please help keep the fields and common areas clean. Please be sure to pick up all your team's trash after the game. Only coaches, 1 scorekeeper, and players are permitted in the dugouts.

20. Ejections

A. NO WARNINGS will be given to coaches, players, or fans for unsportsmanlike or unruly behavior.

B. Upon ejection, the coach, player, or fan must completely leave the premises. Failure to comply will result in a team forfeit.

C. Any player or fan ejected from more than one game will not be permitted to return for the rest of the season.

D. Should a coach be ejected from a game, he/she will not be permitted to participate in the next game. Two ejections result in an indefinite suspension.

21. Field Dimensions

Field Dimensions will be as follows:

- 9u/10u/11u - 46' mound and 60' bases (no leads, can steal once the ball passes the batter)
- 11u/12u - 50' mound and 70' bases (leads and steals)
- 13u - 54' mound and 80' bases
- 14u and up – 60'6 mound and 90' bases

***11u may play 46'/60' dimension if so, NO LEADS!!**