

OFFICIAL 717 Tourney Rules

[8U-12U – KID PITCH DIVISION]

717 Tours – Tournament Rules

Uniforms

All players need to be dressed in a full baseball uniform. Duplicate numbers are strongly discouraged, but in the event they exist, the team must report and get approval by the tournament field director and announced at the pre-game meeting with both head coaches prior to the start of the game.

Bat Restrictions

8u/10u/11u/12u = Any USA or USSSA Approved bat is acceptable

Pitching Rules

8u / 9u / 10u = NO PITCHING RESTRICTIONS – COACHES DISCRETION

11u / 12u = NO PITCHING RESTRICTIONS – COACHES DISCRETION

Pre-game Meeting

Head coaches must attend the pre-game meeting to discuss sportsmanship, ground rules, exchange line-ups, review home-away team, and establish the “official start time” for the game

POOL PLAY:

Home team will be determined by a coin flip at plate meeting

BRACKET PLAY:

Home team will be the higher seeded team

Official Game

Four (4) innings will constitute an official game –or– three and one half (3 ½) innings if the home team is winning.

Games called due to the time limit are considered an official game regardless of the number of innings that are completed.

Games stopped for any reason (weather, lightning, darkness, emergency injury, etc.) before the game is official, will be suspended and resumed, if possible, from the point of the stoppage a time scheduled by the Tournament Director. In the event that no feasible time can be established, the Tournament Field Director will deem the game complete at the end of the last fully completed inning and the team that is winning at that point will be the winner.

Time Limits

There will be a 1 hour and 45 minute time limit [FINISH THE INNING] on all games, with the exception of the Championship Game. The official game start time will be noted at the home plate meeting with the umpire and head coaches. Teams are expected to hustle on and off the field at all times to keep the games moving.

Pool play and consolation games may end in a tie – **no extra innings** in pool play games.

EXTRA INNINGS: In the event the time limit has been reached during bracket play, and a winner must be declared, we will use the following rules for extra innings play until a winner is reached.

OFFENSIVELY: The offensive team will place the 3 previous batters in the lineup, in order, at 1st, 2nd and 3rd.

DEFENSIVELY: The inning will start with (1) out.

Length of Game

All games are 6 innings -or- time limit as noted in Rule #5

Mercy Rule

Games may end early do to the mercy rule.

12 runs after 3 innings

10 runs after 4 innings

8 runs after 5 innings

Mercy rules are in effect for all games including the Championship

**** 15 RUN DROP DEAD RULE** Pool Play ONLY**

If at any time, after 3 full innings of play, either team (HOME OR VISITOR) is trailing by 15 runs, the game will immediately end, regardless if the home team bats in the bottom half of that inning.

Protests

No protests will be allowed. The umpire possesses complete control over the game and all decisions made on the field during play by the umpire will be deemed final. The only exception will be to protest the use of an ineligible player outlined below.

Player Eligibility

The age cutoff date is April 30th of the current calendar year.

Ineligibility Player Protests

If a coach questions the eligibility of a particular player(s), he must notify the Tournament Field Director during the game or within ten (10) minutes following the game. The player protest fee of \$100 (cash) must be paid in order to initiate an investigation.

If the player is found eligible, the fee will be deposited in the tournament treasury.

If the player(s) is found ineligible, the \$100 fee will be returned.

If a player is found ineligible and the player has not participated in any games, the game will simply be played without the ineligible player and the head coach will be permitted to remain with his team.

If a player is found ineligible and has played in a game, any games (including any game in progress) will immediately be forfeited to the opposing team. In addition, the ineligible player and head coach will be removed from the remainder of the tournament. The team (without player and head coach) may continue to play in the tournament.

Rosters / Birth Certificates / Team Insurance

Teams will be required to register their team with the Tournament Field Director prior to their first game. At that time, coaches will need to have copies of all players' birth certificates on hand and available to be inspected upon request during the tournament.

Each team is required to carry its own insurance and should ensure that the

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is listed as an 'Additional Insured' on their certificate. A copy of this certificate will need to be given to the Tournament Field Director when the team checks in prior to their first game.

Inclement Weather Policy

The Tournament Committee will make all decisions regarding playing conditions prior each game and will make their best effort to get fields playable. After a game starts, the umpire will be responsible for stop/start related to weather. In the event of any weather related cancellations, the three (3) game guarantee is waived, however, the Tournament Directors will make every effort to get all teams three (3) games.

If the entire weekend is cancelled due to weather then the tournament refund policy will apply.

If the first day of games are completed but weather prohibits the completion of bracket play on the second day, then the tournament champions and runners up will be determined based on the (2) highest remaining seeded teams.

Tournament Payment Policy

Your spot will be guaranteed once your payment is received, as long as the tournament is not full at the time the payment is received.

Team Cancellation Policy

A \$150.00 fee will be charged to any team that withdraws more than 30 days from the Tournament start date. There will be no refunds for any cancellations within 30 days of the Tournament start date.

Tournament Refund Policy

The following scenarios will apply to refunds should weather impact the tournament:

One (1) game played on Saturday or Sunday, no refund will be given.

Should the entire tournament be cancelled due to weather prior to any games being played, 100% of the registration fee will be credited to your organization for a future event.

Concessions

Concessions/Food Trucks will be available on site at most locations.

Game Results Reporting

Immediately following the completion of each game, each coach will submit the Player of the Game form, which nominates (3) players from the opposing team for the Tournament All-Tournament Team, as well as indicate the Final Game Score.

Game results & brackets will be posted using Tourney Machine.

Umpires

(1) Umpire will be provided at each 9u /10u game;
(2) Umpires will be provided at each 11u/12u game

** In the event that there is an emergency or umpire shortage, the tournament director reserves the right to play games with only (1) umpire.

Awards

Championship Banners will be awarded to the winner of each age division.

Individual Awards will be given to players on the Championship and Runner-Up Teams.

A Championship Game MVP award will be given at all age levels. .

A maximum of 14 trophies will be awarded per team

All-Tournament Team

All team managers will be required to select (3) players from the opposing team for each

game they play to recognize the Players of the Game. These selections will then be used by the Tournament Directors to publish the “All Tournament Team” for that event.

Any team managers who fail to turn in their selections will forfeit the opportunity for any players on his/her team to be considered for recognition for the “All Tournament Team”

Parking and Admission

Parking and admission are free.

First Aid

Each team is required to carry a first aid kit at all times.

Baseballs

The tournament will provide baseballs for each game. Teams are expected to help recover foul balls that are hit. In the event it is needed, teams are required to have with them 2 used but good quality baseballs that can serve as back up.

Teams may keep HR balls, maximum of (1) ball per player. .

Forfeited Games

The final score of any forfeited games will be recorded as 1-0.

Game Format/Tie Breaker Criteria

The tournament format will be based on the number of registered teams in each division. All teams will be guaranteed 3 games (weather permitting) in all formats.

The following criteria will be used for tie breakers:

1. Win-Loss Record
2. Head to Head
 - ONLY when 2 teams are tied and played each other
3. Total runs allowed
4. Run differential for all games
5. Blind Draw

Collision Rule

All runners must slide or otherwise attempt to avoid a fielder who has possession of the ball and is waiting to make a tag. If in the judgment of the umpire the collision is intentional, the offending player is called out and may be ejected from the game. If a runner does not slide but does not impact the play and is called safe, then the runner remains safe.

Courtesy Runners

Courtesy runners are allowed for pitcher and catcher of record at any time during the

game. The player that made the last out will be used as the courtesy runner when a team is using a continuous batting lineup, otherwise, any player not in the batting lineup may be used.

Intentional Delays

Intentional delaying a game to achieve victory through time limit is considered unsportsmanlike conduct and will not be tolerated. The umpire and/or Tournament Field Director reserve the right to eject a coach or player for intentionally delaying a game and have the discretion to declare a forfeit against the offending team.

Official Start Time & Ready Play

OFFICIAL START TIME will begin at the conclusion of the home plate meeting between the umpires and head coaches. At that time, a team must start the game with 9 players. Should a team not have 9 players at the Official Start Time, the game will be declared a forfeit.

** There is no 15 minute grace period.

READY PLAY

Teams need to be on site and ready to begin play a minimum of 45 minutes before their scheduled start time. In the event games finish early, we will begin subsequent games early.

Ejections

Any player or coach that is ejected for a game will not be able to play in the following game even if it is a championship game.

Leading / Stealing

8U: No Leading / No Stealing

9U-10U: Runners may lead off/steal once the ball crosses the plate. If the umpire deems the runner left his base early, he shall be declared out. No warnings will be given.

11U-12U: Leading is allowed.

Bunting

ALLOWED in all divisions, except 8U

** Fake Bunt AND Swinging is not allowed in any division and will result in an out

** Teams will be given a warning and any subsequent offenses, the player will be ejected

Infield Fly Rule

NOT in effect for 8U-10U

ALLOWED for both the 11U-12U divisions

Dropped 3rd Strike Rule

NOT in effect for 8U-10U

ALLOWED for both the 11U-12U divisions

Sliding

No sliding rules, players may slide head or feet first.

Balks

NOT in effect for 8U-10U

ALLOWED for both the 11U-12U divisions

** One (1) Balk warning per pitcher for 11u ONLY any subsequent balk by that pitcher will result in the advancement of all baserunners by 1 base.

** NO Balk Warnings for 12u

Catcher's Equipment

Catchers may wear a 1-piece (Hockey Style Mask) or 2-Piece Mask as long as it meets NOCSAE safety standards

Defensive Substitutions

There will be free defensive substitutions throughout the entire game, regardless if a player is in the batting lineup. Defensive players are in no way tied to the batting lineup.

Batting Lineup

Teams may bat anywhere from 9 to the entire roster. The batting lineup is locked at the conclusion of the pre-game meeting. Any player not in the starting batting lineup may bat for another player in the starting batting lineup. However, once the substitution occurs, these two players are then locked into the same spot in the batting lineup and MAY NOT bat in any other spot. Either player may bat in this spot of the order for the duration of the game.

Mound Visits

Coaches will be allowed (1) mound visit per pitcher per game. A 2nd mound visit for that pitcher will require that pitcher be removed.

MISCELLANEOUS ITEMS:

Any rule question that arises during an event that is not specifically covered in these rules, the on-site tournament director will have the final authority on said rule and that rule will remain in effect for the remainder of the tournament.

13-18U TOURNAMENT RULES

717 Tournaments - 13-18u Tournament Rules

Uniforms

All players need to be dressed in a full baseball uniform. Duplicate numbers are strongly discouraged, but in the event they exist, the team must report and get approval by the tournament field director and announced at the pre-game meeting with both head coaches prior to the start of the game.

Bat Restrictions

13u = Bats may be 2 1/4", 2 5/8" or 2 3/4" barrels with NO weight restrictions

14 - 18u = Bats must be BBCOR (-3 ONLY) or Wood

**** PENALTY FOR USING AN ILLEGAL BAT ****

If the umpire discovers that a batter enters the batter's box with an illegal bat, the batter will be called out (even if a pitch has not been thrown). If the illegal bat is discovered after the ball is put into play (but before the next pitch is thrown to the next batter), the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch. An appeal on the legality of the bat must be made prior to the next pitch thrown to the next batter or the result of the previous at-bat will stand. SECOND OFFENSE - If a team is found in violation of this rule a second time (either in the same game or in any other game throughout the tournament), in addition to the previous penalty, the manager will be immediately ejected and could face further suspension.

Pitching Rules

NO PITCHING RESTRICTIONS – COACHES DISCRETION

Pre-game Meeting

Head coaches must attend the pre-game meeting to discuss sportsmanship, ground rules, exchange line-ups, review home-away team, and establish the "official start time" for the game

POOL PLAY:

Home team will be determined by a coin flip at plate meeting

BRACKET PLAY:

Home team will be the higher seeded team

Official Game

Five (5) innings will constitute an official game -or- four and one half (4 ½) innings if the home team is winning.

Games called due to the time limit are considered an official game regardless of the number of innings that are completed.

Games stopped for any reason (weather, lightning, darkness, emergency injury, etc.) before the game is official, will be suspended and resumed, if possible, from the point of the stoppage a time scheduled by the Tournament Director. In the event that no feasible time can be established, the Tournament Field Director will deem the game complete at the end of the last fully completed inning and the team that is winning at that point will be the winner.

Time Limits

There will be a 1 hour and 45 minute time limit [FINISH THE INNING] on all games, with the exception of the Championship Game. The official game start time will be noted at the home plate meeting with the umpire and head coaches. Teams are expected to hustle on and off the field at all times to keep the games moving.

Pool play and consolation games may end in a tie – no extra innings in pool play games.

In the event the time limit has been reached during bracket play, a winner must be declared and extra innings will be played until a winner is declared. For extra innings, teams will load the bases, with the previous (3) batters and begin the inning with (1) out.

Protests

No protests will be allowed. The umpire possesses complete control over the game and all decisions made on the field during play by the umpire will be deemed final. The only exception will be to protest the use of an ineligible player outlined below.

Player Eligibility

The age cutoff date is April 30th of the current calendar year.

Ineligibility Player Protests

If a coach questions the eligibility of a particular player(s), he must notify the Tournament Field Director during the game or within in ten (10) minutes following the game. The player protest fee of \$100 (cash) must be paid in order to initiate an investigation.

If the player is found eligible, the fee will be deposited in the tournament treasury.

If the player(s) is found ineligible, the \$100 fee will be returned.

If a player is found ineligible and the player has not participated in any games, the game will simply be played without the ineligible player and the head coach will be permitted to remain with his team.

If a player is found ineligible and has played in a game, any games (including any game in progress) will immediately be forfeited to the opposing team. In addition, the ineligible player and head coach will be removed from the remainder of the tournament. The team (without player and head coach) may continue to play in the tournament.

Rosters / Birth Certificates / Team Insurance

Teams will be required to register their team with the Tournament Field Director prior to their first game. At that time, coaches will need to have copies of all players' birth certificates on hand and available to be inspected upon request during the tournament.

Each team is required to carry its own insurance and should ensure that the

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is listed as an 'Additional Insured' on their certificate. A copy of this certificate will need to be given to the Tournament Field Director when the team checks in prior to their first game.

Inclement Weather Policy

The Tournament Committee will make all decisions regarding playing conditions prior each game and will make their best effort to get fields playable. After a game starts, the umpire will be responsible for stop/start related to weather. In the event of any weather related cancellations, the three (3) game guarantee is waived, however, the Tournament Directors will make every effort to get all teams three (3) games.

If the entire weekend is cancelled due to weather then the tournament refund policy will apply.

If the first day of games is rained out, the tournament format will move to a **SUNDAY ONLY FORMAT**. and teams will play their (2) Pool Games from Saturday's Schedule and the Championship Game will be [#1 vs #2 Seeds] based on the Pool Play Game Results.

If the first day of games are completed but weather prohibits the completion of bracket play on the second day, then the tournament champions and runners up will be determined based on the (2) highest remaining seeded teams.

Tournament Payment Policy

Your spot will be guaranteed once your payment is received, as long as the tournament is not full at the time the payment is received.

Team Cancellation Policy

A \$150.00 fee will be charged to any team that withdraws more than 30 days from the Tournament start date. There will be no refunds for any cancellations within 30 days of the Tournament start date.

Tournament Refund Policy

The following scenarios will apply to refunds should weather impact the tournament:

One (1) game played on Saturday or Sunday, no refund will be given.

Should the entire tournament be cancelled due to weather prior to any games being played, 75% of the registration fee will be refunded or 100% of the fee will be applied to a future 717 Tourneys Event.

Concessions

Concessions/Food Trucks will be available on site at most locations.

Game Results Reporting

Immediately following the completion of each game, each coach will sign the Game Summary Card, which will indicate the Winning/Losing Team, Final Score.

Game results & brackets will be posted using Tourney Machine.

Umpires

(2) Umpires will be provided at each game. In the event that there is an emergency or umpire shortage, the tournament director reserves the right to play games with only (1) umpire.

** Pay at the Plate Events: Coaches are responsible to pay (1) umpire each at the current rate of \$70 per game, due at the pre-game plate meeting.

** If there is only (1) umpire, each team will pay \$35

Awards

Championship Banners will be awarded to the winner of each age division.

Individual Awards will be given to players on the Championship and Runner-Up Teams.

A Championship Game MVP award will be given at all age levels. .

A maximum of 14 trophies will be awarded per team

All-Tournament Team

All team managers will be required to select (3) players from the opposing team for each game they play to recognize the Players of the Game. These selections will then be used by the Tournament Directors to publish the "All Tournament Team" for that event.

Any team managers who fail to turn in their selections will forfeit the opportunity for any players on his/her team to be considered for recognition for the "All Tournament Team"

Parking and Admission

Parking and admission are free.

First Aid

Each team is required to carry a first aid kit at all times.

Baseballs

The tournament will provide baseballs for each game. Teams are expected to help recover foul balls that are hit. In the event it is needed, teams are required to have with them 2 used but good quality baseballs that can serve as back up.

Teams may keep HR balls, maximum of (1) ball per player. .

Mercy Rule

Games may end early do to the mercy rule.

12 runs	after 3 innings
10 runs	after 4 innings
8 runs	after 5 innings

****15-RUN DROP DEAD ****

If at any time, after 3 full innings of play, either team (HOME OR VISITOR) is trailing by 15 runs, the game will immediately end, regardless if the home team bats in the bottom half of that inning.

** The mercy rules are in effect for all games including the Championship Game, with the exception of the 15-run Drop Dead

Length of Game

All games are 6 innings -or- time limit as noted in Rule #5

Forfeited Games

The final score of any forfeited games will be recorded as 1-0.

Game Format/Tie Breaker Criteria

The tournament format will be based on the number of registered teams in each division. All teams will be guaranteed 3 games (weather permitting) in all formats.

The following criteria will be used for tie breakers:

1. Win-Loss Record
2. Head to Head (when 2 teams are tied and played each other)
3. Total runs allowed
4. Run differential for all games
5. Blind Draw

Collision Rule

All runners must slide or otherwise attempt to avoid a fielder who has possession of the ball and is waiting to make a tag. If in the judgment of the umpire the collision is

intentional, the offending player is called out and may be ejected from the game. If a runner does not slide but does not impact the play and is called safe, then the runner remains safe.

Courtesy Runners

Courtesy runners are allowed for pitcher and catcher of record at any time during the game. The player that made the last out will be used as the courtesy runner when a team is using a continuous batting lineup, otherwise, any player not in the batting lineup may be used.

Intentional Delays

Intentional delaying a game to achieve victory through time limit is considered unsportsmanlike conduct and will not be tolerated. The umpire and/or Tournament Field Director reserve the right to eject a coach or player for intentionally delaying a game and have the discretion to declare a forfeit against the offending team.

Official Start Time & Ready Play

OFFICIAL START TIME will begin at the conclusion of the home plate meeting between the umpires and head coaches. At that time, a team must start the game with 9 players. Should a team not have 9 players at the Official Start Time, the game will be declared a forfeit.

** There is no 15 minute grace period.

READY PLAY

Teams need to be on site and ready to begin play a minimum of 45 minutes before their scheduled start time. In the event games finish early, we will begin subsequent games early.

Ejections

Any player or coach that is ejected for a game will not be able to play in the following game even if it is a championship game.

Leading / Stealing / Bunting / Slash Bunting / Infield Fly / Dropped 3rd Strikes / Balks / Catcher's Equipment

Will follow NFHS (National Federation of State High School Associations) unless otherwise noted

- * 13u – 18u Leading / Stealing permitted
- * Bunting / Slash Bunting permitted
- * Infield Fly / Drop 3rd Strike are in effect
- * Balks No Warning
- * Catchers may wear either a 1-piece (Hockey Style) or 2-piece catchers mask, as long as it meets NOCSAE safety standards

* Cleats Metal are permitted

Defense / Defensive Substitutions

There will be free defensive substitutions throughout the entire game, regardless if a player is in the batting lineup. Defensive players are in no way tied to the batting lineup.

Batting Lineup

Teams may bat anywhere from 9 to the entire roster. The batting lineup is locked at the conclusion of the pre-game meeting. Any player not in the starting batting lineup may bat for another player in the starting batting lineup. However, once the substitution occurs, these two players are then locked into the same spot in the batting lineup and MAY NOT bat in any other spot. Either player may bat in this spot of the order for the duration of the game.

Mound Visits

Coaches will be allowed (3) mound visits per game,. On the 3rd and subsequent visits ALL pitchers will be required to be removed

MISCELLANEOUS ITEMS:

Any rule question that arises during an event that is not specifically covered in these rules, the on-site tournament director will have the final authority on said rule and that rule will remain in effect for the remainder of the tournament.

SHOWCASE RULES

717 Tournaments – Tournament Rules

Uniforms

All players need to be dressed in a full baseball uniform. Duplicate numbers are strongly discouraged, but in the event they exist, the team must report and get approval by the tournament field director and announced at the pre-game meeting with both head coaches prior to the start of the game.

Bat Restrictions
Players may choose to use either a BBCOR Certified or Wood/Wood Composite Bats

Pre-game Meeting

Head coaches must attend the pre-game meeting to discuss sportsmanship, ground rules, exchange line-ups, review home-away team, and establish the “official start time” for the game

POOL PLAY:

Home team will be determined by a coin flip at plate meeting

BRACKET PLAY:

Home team will be the higher seeded team

Official Game

Five (5) innings will constitute an official game -or- four and one half (4 ½) innings if the home team is winning.

Games called due to the time limit are considered an official game regardless of the number of innings that are completed.

Games stopped for any reason (weather, lightning, darkness, emergency injury, etc.) before the game is official, will be suspended and resumed, if possible, from the point of the stoppage a time scheduled by the Tournament Director. In the event that no feasible time can be established, the Tournament Field Director will deem the game complete at the end of the last fully completed inning and the team that is winning at that point will be the winner.

Time Limits

All games will be 7 innings or a 1 hour and 50-minute time limit [FINISH THE INNING]. No new inning will be started after the time limit has expired. The official game start time will be noted at the home plate meeting with the umpire and head coaches. Teams are expected to hustle on and off the field at all times to keep the games moving.

Protests

No protests will be allowed. The umpire possesses complete control over the game and all decisions made on the field during play by the umpire will be deemed final. The only exception will be to protest the use of an ineligible player outlined below.

Player Eligibility

All players should have either just finished their senior year of high school or have high school eligibility remaining.

Rosters / Team Insurance

ROSTERS: Teams MUST submit rosters using the template emailed to all coaches. In addition teams are encouraged to bring copies of their rosters to hand out to any college coaches in attendance. Rosters should follow the template that is emailed.

INSURANCE: Team are required to carry its own insurance and should ensure that:

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is listed as an 'Additional Insured' on their certificate. A copy of this certificate will need to be submitted to the Tournament Director before playing your first game.

Inclement Weather Policy

The following scenarios will apply to refunds should weather impact the tournament:

- (0) Games Played = 100% Credit
- (1) Game Played = 50% Credit
- (2) Games Played = 25% Credit

Team Cancellation Policy

A \$150.00 fee will be charged to any team that withdraws more than 30 days from the Tournament start date. There will be no refunds for any cancellations within 30 days of the Tournament start date.

Game Results Reporting

Immediately following the completion of each game, each coach should verify with the Tournament Director the Game Summary: Winning/Losing Team, Final Score.

Game results & brackets will be posted using Turney Machine.

Umpires

Two (2) umpires will be scheduled for all games, whenever possible. In the event of an umpire shortage or an emergency, games may be played with only 1 umpire.

All umpire fees are included in your registration fee.

Awards

A Championship Banners will be awarded to the winning team.

First Aid

Each team is required to carry a first aid kit at all times.

Baseballs

The tournament will provide new baseballs for each game. Each team is required to have 1 (one) used baseball in good shape to serve as back up if needed. In the event of wet weather, teams should bring towels to dry baseballs while their team is playing defense

Mercy Rule

Games may end early due to the mercy rule.

12 runs after 3 innings 10 runs after 4 innings

The Mercy Rule is in effect for all games including the Championship Game.

Length of Game

All games are 7 innings -or- 1:50 time limit [NO NEW INNING WILL START ONCE TIME EXPIRES]

Forfeited Games

The final score of any forfeited games will be recorded as 1-0.

Game Format/Tie Breaker Criteria

The tournament format will be based on the number of registered teams in each division. All teams will be guaranteed 3 games (weather permitting) in all formats.

The following criteria will be used for tie breakers:

1. Win-Loss Record
2. Head to Head (when 2 teams are tied and played each other)
3. Total runs allowed
4. Run differential for all games
5. Blind Draw

Courtesy Runners

Courtesy runners are allowed for pitcher and catcher of record at any time. When batting the lineup, teams must use the player that made the last batted out. Otherwise, any legal substitute left in the game.

Intentional Delays

Intentional delaying a game to achieve victory through time limit is considered unsportsmanlike conduct and will not be tolerated. The umpire and/or Tournament Field Director reserve the right to eject a coach or player for intentionally delaying a game and have the discretion to declare a forfeit against the offending team.

Official Start Time & Ready Play

OFFICIAL START TIME will begin at the conclusion of the home plate meeting between the umpires and head coaches. At that time, a team must start the game with 9 players. Should a team not have 9 players at the Official Start Time, the game will be declared a forfeit.

** There is no 15 minute grace period.

READY PLAY

Teams need to be on site and ready to begin play a minimum of 45 minutes before their scheduled start time. In the event games finish early, we will begin subsequent games early.

Ejections

Any player or coach that is ejected for a game will not be able to play in the following game even if it is a championship game.

Pitching Rules

No Pitching Limits placed on pitchers

PITCHER RE-ENTRY: Any pitcher who is removed from a game and replaced by another pitcher, is ineligible to return pitch for the remainder of that game, regardless of how many innings or pitches they have thrown. They would be eligible to play other positions, but not as pitcher.

Leading / Stealing / Bunting / Slash Bunting / Infield Fly / Dropped 3rd Strikes / Balks / Catcher's Equipment

Will follow NFHS (National Federation of State High School Associations) unless otherwise noted

* Catchers may wear either a 1-piece (Hockey Style) or 2-piece catchers mask, as long as it meets NOCSAE safety standards

Defense / Defensive Substitutions

There will be free defensive substitutions throughout the entire game, regardless if a player is in the batting lineup. Defensive players are in no way tied to the batting lineup.

Batting Lineup

Teams may bat anywhere from 9 to the entire roster. The batting lineup is locked at the conclusion of the pre-game meeting. Any player not in the starting batting lineup may bat for another player in the starting batting lineup. However, once the substitution occurs, these two players are then locked into the same spot in the batting lineup and MAY NOT bat in any other spot. Either player may bat in this spot of the order for the duration of the game.

Mound Visits

Coaches will be allowed (2) mound visits per game,.

At the 3rd mound visit and each one thereafter, a pitching change must be made

Extra Innings – BRACKET PLAY ONLY

In the event a game is tied after the 1:50 time limit, each 1/2 inning will start with the bases loaded (using the last three batters in the batting lineup from the previous inning) and there will be 1 out. This will continue until a winner is decided.

MISCELLANEOUS ITEMS:

Any rule question that arises during an event that is not specifically covered in these rules, the on-site tournament director will have the final authority on said rule and that rule will remain in effect for the remainder of the tournament.