

IMPORTANT RULES AND INFORMATION

1. Pool Play Time Limit: All games except the CHAMPIONSHIP game will be played with a strict two hour time limit. This means no new inning can start after the two hour mark. Time will be kept by the tournament director. The time will start immediately after the conclusion of the pregame meeting. For each team's pool games the home team will be determined by a coin flip.

2. Innings: 7 inning games.

3. Tie Games: All non-playoff games that are tied after 7 innings or the time limit will be recorded as a tie.

4. Forfeits: All forfeits will result in 6-0 win.

5. Mercy Rules: 15 runs after 3 innings; 12 runs after 4 innings; and 10 runs after 5 innings.

6. Pitching Restrictions: Once a pitcher has been removed from the mound, he may not pitch again that game. Other than that, there are no pitching restrictions, but we strongly encourage each coach to keep the safety of their players as their top priority.

7. Trips to the Mound: Second visit to the mound per inning with the same pitcher will result in removal of that pitcher.

8. Balks: Dead ball, no warnings.

9. Starting the Game: All games must be started with at least 8 players. If a team does not have at least 8 players at the start of the game then the result is a forfeit. If a team starts with 8 players then an automatic out will be called every time the 9th slot in the batting lineup comes up. If and when a 9th player arrives at any time during the game, that player is to be inserted immediately into the lineup in the 9th spot and placed into the game (even if the team is on defense). Any other player(s) that arrive after the 9th player can only be used as a legal substitute. The tournament director will determine if a start time can be delayed from its original time. Defensively, each team may play any player anywhere in the field even if that player is not in the line-up. On Saturday a coin flip will determine home team. On Sunday, home team is determined by the better seed. Benches/dugouts are first come, first served.

NOTE: All teams should be prepared to start their game 15 minutes prior to the scheduled start time.

10. Hitting Line Up: Each team may bat between 9 players and their entire line-up.

11. Re-Entry Rule: A starter who is replaced may re-enter the game only once and stay in the same spot in the lineup. If a substitute is replaced by a starter, then that substitute cannot re-enter.

12. Courtesy Runner: Pitcher and catcher only. May be at any time. If you have substitutes they will be your courtesy runner. If you don't, then use the player who made the last out(s).

13. Intentional Walk: In all ages the coach can call for an intentional walk (do not need to throw/ball is dead).

14. Official Games called due to the weather by the umpires or the tournament director that cannot be resumed will be considered complete after 4 innings or 3 ½ innings if the home team is ahead. If after 4 complete innings there is a tie score then it will remain a tie score if in pool play.

15. Scoring: We recommend that all teams (home and visitors) keep a scorebook. The official scorer of the game will be the home team's scorebook. It is both team's responsibility to check every inning with the other team to confirm the score.

16. Bat Restrictions: This is a wood bat tournament. Wood composite bats that are BBCOR stamped are allowed.

17. Tie-breakers: head to head, runs allowed, coin flip.

18. Not covered in the Rules: In the event any item is not covered in the playing rules, the tournament director will make the fairest possible ruling and that ruling will be final.