



## **TOURNAMENT RULES JUNE 15-16, 2024**

**Date of Birth Cutoff:** May 1, 2024 or grade in school year 2023-2024

### **GENERAL PARK RULES**

- Smoking is not permitted inside the fences of Great Crossing Park.
- Leave the dugouts like you found them; clean and free of trash.
- Please keep your area clean and use the trash cans.
- Please do not allow children to run around unsupervised, climb the trees, destroy landscaping, etc.
- Alcoholic beverages are not permitted and any problems with alcohol at the park will be handled by the local Police Department.

### **COACHES AND PARENTS CONDUCT**

This tournament is a fundraiser and is designed for the kids and we intend to make sure that they are the main priority. There will be umpire judgement calls made during the game that coaches and parents will not be happy with. Please remember that your kids develop their opinions of acceptable behavior from what they see you doing. There will be absolutely no foul/abusive language or unsportsmanlike conduct tolerated. Tournament Director has the right to remove a fan/parent that continues to harass the umpires. Tournament Director has the right to restrict a coach to the dugout during a game. If a coach or assistant coach is ejected from a game, they must sit out that game and the next game. If a coach is unruly, deemed out of control or creates contact with umpire the Tournament Director reserves the right to end a game and remove team from tournament with no refund.

### **GENERAL RULES FOR ALL AGE GROUPS**

- Waiver Form. Please complete and turn into tournament director before team takes the field for first game.
- All coaches shall have copies of players birth certificates and copy of last report card in their possession should any question of player eligibility arise. The tournament will not require production of the birth certificates or report cards as a requirement upon check-in. However, should a dispute arise, you will be expected to produce them.
- Teams may have up to two grade exemptions. More than two will require to play up an age group.
- Players can only play on one team for the tournament (regardless of age) and must be listed on the team roster prior to the start of the first game -- otherwise they are ineligible.

- Teams should be ready to play 30 minutes prior to the scheduled start time. Otherwise, teams can be given a forfeit if not ready to take the field.
- Balls: Teams will use their own balls through the tournament. No full infield/outfield practice between games.
- Each team is guaranteed 3 games. In the event a tournament is shortened or cancelled due to inclement weather; the following refund schedule will apply: 0 games played: 100% Refund, 1 game played: 50% refund, 2 games played: No refund.
- Gate fee is \$8 per person per day. Children age 5 and under are free.
- Awards are only given out at conclusion of tournament, not pool play.
- Visitor Team will be in control of scoreboard. This is the head coach's responsibility to make sure someone is controlling the scoreboard. Home Team will be in control of Official Score Book.
- Saturday teams will flip coin for Home Team. Sunday the higher seed will be Home Team.
- Seed placement will be based on: (1) Record, (2) Head to head (NOTE: There are some situations where you can't use head to head) (3) Least runs allowed (4) Most Runs Scored. Max 8 runs/game. (5) Coin flip
- A tie may occur in pool play. Tie will equal ½ win and ½ loss for seeding purposes. Ties on Sunday in regulation will result in extra innings to determine a winner. There is a 2 hour time limit on Sunday's Championship Game.

## **PROTESTS**

There are no protests allowed. Coaches have the right, at any time, to call the Tournament Director to a field for a rules interpretation (Tournament Director Call). This does not include JUDGMENT CALLS made by the umpires. This action is to be taken in lieu of protests. In order to properly handle each Director Call, play must be stopped and the Director must be called BEFORE the next pitch. Game time rules still apply during disputes (the clock does not stop). If the disputed call involves the last play of the game, the protesting team must appeal before the umpires leave the confines of the field.

## **7U/8U – Coach Pitch**

**INNINGS:** 5 during pool play and bracket play; 6 for Championship

**TIME LIMIT:** No new inning after the 1 hour, 15-minute mark (pool play) / 1 hour 30-minute mark (tournament play) / 2 hour mark (Championship game)

**MERCY RULES:** 6 runs per inning; 12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings. Game over when mathematically impossible to tie.

**OFFENSIVE:** Open substitution if batting entire lineup. Otherwise, follow regular substitution rules.

**DEFENSIVE:** 10 players (4 outfielders)

**PITCHING:** 5;5<sup>th</sup> pitch foul equals another pitch

**BATS:** USA or USSSA stamp

**CLEATS:** Plastic only.

**SPECIAL RULES:** Each team is allowed two coaches in the outfield on defense (foul territory only). Runner may not leave base until contact is made with the baseball. Runner leaving base early equals team warning; next occasion is an out. Infielder must stop the lead runner, once the infielder has stopped the lead runner time will be called; runners not halfway must return to base. If a batter throws/slings the bat after hitting the ball and hits the catcher it will equal a team warning; next occasion is an out; and an out thereafter for any player (per day). No infield fly rule. Follow all other Cal Ripken rules.

## **9U - 46/60**

### **INNINGS:** 6

**TIME LIMIT:** No new inning after the 1 hour, 30-minute mark (pool play) / 1 hour 45-minute mark (tournament play) / 2 hour mark (Championship game)

**MERCY RULES:** 12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings.

**OFFENSIVE:** Open substitution if batting entire lineup. Otherwise, follow regular substitution rules.

**PITCHING:** 8 innings for the weekend (6 innings max per day; more than 3 innings requires one day rest)

**BATS:** USA or USSSA stamp

**CLEATS:** Plastic only.

**SPECIAL RULES:** Courtesy runner for pitcher and catcher. Follow all other Cal Ripken rules.

## **10U - 46/65**

### **INNINGS:** 6

**TIME LIMIT:** No new inning after the 1 hour, 30-minute mark (pool play) / 1 hour 45-minute mark (tournament play) / 2 hour mark (Championship game)

**MERCY RULES:** 12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings.

**OFFENSIVE:** Open substitution if batting entire lineup. Otherwise, follow regular substitution rules.

**PITCHING:** 8 innings for the weekend (6 innings max per day; more than 3 innings requires one day rest)

**BATS:** USA or USSSA stamp

**CLEATS:** Plastic only.

**SPECIAL RULES:** Courtesy runner for pitcher and catcher. Follow all other KHSSA rules, with exception to the following: Pitcher may not fake pickoff to 3B with runner's on 1<sup>st</sup> & 3<sup>rd</sup>, and once a batter shows bunt, he may not pull back and swing. Warnings will be given on 1<sup>st</sup> balk on Saturday. No warnings given on Sunday.

## **11U & 12U – 50/70**

### **INNINGS:** 6

**TIME LIMIT:** No new inning after the 1 hour, 30-minute mark (pool play) / 1 hour 45-minute mark (tournament play) / 2 hour mark (Championship game)

**MERCY RULES:** 12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings.

**OFFENSIVE:** Open substitution if batting entire lineup. Otherwise, follow regular substitution rules.

**PITCHING:** 8 innings for the weekend (6 innings max per day; more than 3 innings requires one day rest)

**BATS:** USA or USSSA stamp

**CLEATS:** Plastic only.

**SPECIAL RULES:** Courtesy runner for pitcher and catcher. Follow all other KHSSA rules, with exception to the following: Pitcher may not fake pickoff to 3B with runner's on 1<sup>st</sup> & 3<sup>rd</sup>, and once a batter shows bunt, he may not pull back and swing. No warnings given on balks – they will be called as they occur.