

Triple Crown Sports

Rules Cheat Sheet

- Time limits: 10's, 11's, 12's, **6 innings or 1hr 45min..** 13's, 14's, 15's, 16's 18's **7 innings or 2 hours...** No NEW inning can start after the time limit has expired. If you are in the middle of an inning and the time expires you must finish the inning unless the team that is coming up to bat is the home team and is already winning. *The time starts at the completion of GROUND RULES. Make sure you check with the umpire and are in agreement with starting time.*
- Run Rules 20 after 2, 15 after 3, 10 after 4, 8 after 5.
- **Pitching regulations: 10's, 11's, 12's get 6 innings... 13's and 14's get 7 innings for the first four games. The 15's, 16's, and 18's get 8 innings for the first four games. When teams reach their 5th game, each player will get 1 additional inning added to their total. *this is not on you to keep track of, but to be aware of. It is the sole reason why you need to get signatures from the coaches so they can verify their pitching in each game.**
- You can have a DH and an EH. The designated hitter bats for someone who is in the field. The Extra Hitter can bat anywhere in the line-up and play defensively as well. If he goes in defensively he must remain in the line up in the same batting order. You can choose to bat more than 10 or universally. If you have eligible substitutes when batting more than 10, that is fine. If you bat universally and someone gets hurt or ejected, you will have to take an out in the vacated batting position. NO COURTESY RUNNERS if batting entire lineup.
- **Courtesy Runners: An eligible substitute will run for the pitcher and/or catcher with 2 outs. If both the pitcher and catcher are on base you will use eligible substitutes first, than last batted out if necessary. These do NOT count as substitutions. This is MANDATORY with 2 outs and optional for the CATCHER ONLY with less than 2 outs.**
- To decide the home and visiting team prior to pool play games, a coin flip will make that determination. PLAYOFFS ONLY is when the HIGHER seed gets the choice to be the Home team or the Visiting team..
- **For PLAYOFFS ONLY in the event of a tie after the time limit has expired or after 6 innings for 9-12u and 7 innings for 13-19u are completed, we go right to a Triple Crown Tie Breaker. The batter scheduled to bat last in that perspective half inning gets put on second base and the inning is played out until the tie is broken. (The team MAY substitute this player.) You play two innings with a runner on second, if a third extra inning is needed, the runner moves to third and you play out the inning, no outs. Pool play will end in a tie.**
- If a player or coach is ejected from the game, that player or coach must sit out the following game. We **CANNOT and WILL NOT** bend on this rule whatsoever.

When they get ejected you must send them to the parking lot. Record the team name and player/coach's name so that we can make sure they serve their suspension the following game. In some cases, we will let the coach watch the game from afar but will not be able to communicate with the team in any capacity. If he is caught communicating with the team, the next coach in line will be ejected.

- **TOBACCO PRODUCTS.**
 - **No player or coach will be permitted to use tobacco products on the field during the game. A warning at ground rules will suffice and any player or coach found with it will be ejected from the game. Simply carrying it does not warrant an ejection. They must use it to warrant an ejection.**
- Two-Piece catcher helmets WILL BE permitted in Triple Crown Tournaments contrary to HS Federation rules in the majority of Northeast states.
- **Calling of a game due to unsafe playing conditions will be the responsibility of both the umpires on duty and the tournament director. No one party will make the definitive call unless they are both in agreement. We will do everything in our power to provide a safe working and playing environment for all involved and if after all of our efforts, the field is still not safe, we will call the game together.**
- Thunder/Lightning. 30 minutes from each occurrence. The clock will restart on each occurrence. The tournament director with the umpires on duties will decide when it is safe to restart play.