

2015 FALL FINALE Tournament Rules

WOOD BATS ONLY - NO COMPOSITE OR BAMBOO

9u - 46'/60' - no leading - stealing after balls crosses plate - 6 innings

10u - 46'/65' - 1 balk warning per pitcher - 6 innings

11u - 51'/75' - leading - run on dropped 3rd strike - no balk warnings - 6 innings

12u - 51'/75' - - leading - run on dropped 3rd strike - no balk warnings - 6 innings

13u/14U - 60'/90' - leading - run on dropped 3rd strike - no balk warnings - 7 innings

Infield fly rule for 11u - 13u

*** Rubber cleats on all fields ***

*** No inning may start after 1:50 mins ***

*** All pool games will be decided by a coin toss ***

Home/Visiting Team: In tournament pool play, home and visitor will be decided by a coin flip. During, re-seeding rounds, playoffs and Championship rounds the higher seed will be the home team.

Dugout Rule- Only 3 coaches and 1 manager will be permitted in each dugout. No parents, scorekeepers, children or batboys will be allowed in dugouts at any time. Failure to comply with this rule will result in suspension of play until rectified.

Tie Breakers- In pool play games if the score is tied at the completion or the time limit has elapsed, the game will end in a tie.

The following system will be used for advancing and seeding out of pool play.

1. We use a Traditional Scoring System for tournament play

Teams will receive:

A. 3 Points for a Win B. 1 Point for a Tie

C. 0 Points for a loss

2. If 2 teams are tied- Head to Head Winner. If there was no Head to Head move to #4

3. If 3 teams are tied- If one team has defeated both other teams, that team advances. If not move to #4.

4. Total runs allowed in pool play to determine pool winner, second place and third place. This will also determine wild card winners if records are tied.

5. If still tied- Total runs scored in pool play

6. If still tied- Total runs allowed subtracting game with most runs allowed in pool play

7. If still tied- Total runs allowed minus two games with most runs allowed in pool play

8. If still tied- Runs scored inning by inning starting with first game until one team has more runs after a complete inning starting with pool games

Coaches/ Players Dress Code- Coaches are not required to wear uniforms during league play. Coaches must be dressed appropriately while on the field of play or in dugouts. Coaches must wear clothing that distinguishes them from other parents and spectators. Coaches that fail to comply with this policy will be restricted from the dugout area. Players are all expected to be in matching uniforms with uniform numbers. Players who do not have a matching jersey with number will not be permitted to participate, unless authorized by the tournament committee, or tournament director.

NOTE: Players or Coaches ARE NOT PERMITTED to stand outside the dugout at anytime during the game unless they are coaching first or third base while on offense.

Lineups ALL Divisions- (Team managers may use the following options when choosing line-ups)

1- A team may use a nine (9) player line-up

2- A team may use a nine (9) player line-up, with the option of batting a designated hitter (DH). The DH may bat for anyone in the line-up and will be considered a starter for re-entry purposes.

3- A team may use up to a thirteen (13) player line-up, with the 10-13 batters being utilized as an extra-hitter (EH).

The EH's may change position and/or rotate from EH to the field at the coach's discretion, but batting order must remain the same.

5- AN EH MAY BAT ANYWHERE IN THE LINE-UP

6 - If a player is injured and there are no substitutes, when that injured player comes up in the batting order, an out will be called if he is unable to hit.

Comments: Line-ups *MUST* be given to the home plate umpire before each game. Once line-ups are exchanged, they will be official throughout the game and if any player in that said line-up gets injured, ejected or removed from the game for any other reason, and no substitute is available, an out will be recorded each time that position in the batting order is reached. There are NO EXCEPTIONS to this rule.

Starting Games- Teams may start a game with 8 players. In this situation the 9th batter in the lineup will be counted as an out. If the 9th player joins the team he/she may be added to the empty spot in the batting order at any time. If a team begins the game with 9 players and 1 player is ejected the team may continue, but must take an out in that batters place in the order. If an injury occurs and a team is left with only 8 players, an out will be recorded.

Forfeits- If a team does not have the required number of players (8), to start a game, the team will be given 5 extra minutes to have the required number of players ready to start. If the team fails to get the required amount of players for that particular game, the game will be considered a forfeit and a 7-0 score will be recorded to the winning team.

Lineup Cards- Each team must provide their own line-up cards. A copy *MUST* be given to the opposing team as well as the umpire prior to each game. Lineup cards must include all rostered players name and uniform number (including all substitutes). This policy will be *STRICTLY ENFORCED*, as the umpires will now be *IN-CHARGE* of keeping the official line-up cards.

Courtesy Runner- A team may choose to use a courtesy runner for the pitcher and catcher only at any time. The courtesy runner must be the last batted out. Available substitutes may not be used as a courtesy runner, unless officially entering the game as a substitute.

Official Scorebook- The home team will be responsible for keeping the official scorebook.

Re-entry Rule: Starters may re-enter the batting order once after being removed from the game and **MUST** re-enter in the same line-up position. **NOTE:** If a starting pitcher is removed from the line-up, that starting pitcher may re-enter to any other position other than pitcher during the game and must return to the original line-up spot. **MLB Rule 3.03 Comment:** A pitcher may change to another position only once during the same inning while on defense; e.g. the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning. Once a pitcher is removed from the game as a pitcher he/she may not return to the pitchers position at any point throughout the rest of the game, unless done as stated in MLB Rule 3.03 above. **Substitutes will not be available for re-entry.**

Mercy Rule-

-In 9U-12U divisions, 15 runs after 3 innings, 10 after 4, 8 after 5. (Teams must complete equal at bats, before the 4th inning). **Once the mercy rule is reached after three equal at-bats, the game will end and be considered complete.** Example: In the top of the 4th inning the visiting team goes up by 10 runs the game is over.

-In 13U/14U division, 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5. (Teams must complete equal at bats before the 5th inning) For Example; **Visitors go up by ten (10) runs in top of 4th. The home team MUST BAT in the bottom of the 4th. If no runs are scored in the bottom of the 4th, the game would end. If a team goes up by 8 runs in the top or bottom of the 6th the game is over.**

NOTE: Once the mercy rule is reached after five equal at-bats, the game will end and be considered complete.

Mercy rules will be in effect for playoffs and championship games.

Avoiding Contact/Sliding Rule- NFHS slide rule will be **STRICTLY ENFORCED**. The base runner must slide or avoid contact at a base when a play is being made on him. He cannot interfere with a fielder making a play. His slide must be on a direct line between the bases. On the violation, the ball is dead and the runner and the batter-runner are out.

If an umpire decides a players approach to a base or home plate is malicious the base runner may be ejected from the game.

NOTE: This is an umpire's judgment call. Because it is a judgment call it **CANNOT** be argued or protested.

MUST Slide Rule:

1- In all divisions, there will be **NO HEAD FIRST SLIDING**, unless it's back to a base. Each team will be given one (1) warning per game for head first sliding. If **ANY** member of a team slides head first, after teams warning, that player will be called out, the ball will become dead and all runners will be returned to their bases occupied at time of violation. Any head first slides into home plate will be an automatic out and it will become a dead ball.

2- In the 10u – 13u divisions, a runner **MUST SLIDE** when a play is being made on them at HOME PLATE. **PENALTY:** Runner will be called out and all runners will return to their bases occupied at time of violation.

NOTE: This is an umpire's judgment call. Because it is a judgment call it **CANNOT** be argued or protested.

Time Limit- All POOL PLAY games are played under the following time limits

1- In all divisions, there is a 1 hour and 50 minute time limit. The time of game will start once the home plate umpire calls play and notifies the home team (official scorebook) of the start time. No inning may start after the time limit elapses, or six innings are completed.

3- In ALL DIVISIONS: If a POOL PLAY game is tied after the innings limit or the time limit expires, that game will end in a tie.

Comments: The official time will be kept on the field by the umpires. There will be NO EXCEPTIONS to this rule.

Playoff Time Limits: Time limits will be enforced in all playoff games.

Tie Breaker Rules: During playoff games only, if the time limit is reached and both teams are tied the following tie breaker rules will go into effect:

The last 3 hitters from the previous inning will load the bases. The runners will be placed as follows:

Last hitter from the previous inning @1st Base

Hitter before him in the lineup @2nd Base

Hitter before that in the lineup @3rd Base

Normal substitution rules apply to these runners

The hitting team will start the inning with 1 out

Play will continue like this until one team is ahead at the end of an inning

This rule will go in effect in **ALL** Championship Games after 9 innings are completed.

NOTE: Mercy rules will still be in effect for all playoff and championship games.

Between Innings- Players are expected to hustle on and off the field at all times. Pitchers are permitted to throw 8 warm-up pitches in their first inning of work and 5 in each inning there-after. If a catcher is putting his gear on it is expected that another player (wearing mask) will warm-up the pitcher. Coaches are also permitted to warm up the pitcher, it is not mandatory that coaches wear a mask for warm-ups. Pitchers that enter game due to an injury will receive unlimited warm-up pitches.

On Deck Batter- All on-deck batters must stay in their teams designated on deck location inside the fenced in area. No on-deck batters will be permitted on the field of play.

Official Regulation Game Procedures: All divisions will play six (6) innings

If a game is called, it is a regulation game when the following occurs.

- 1- In all divisions: When three (3) innings have been completed or the visiting team has completed three (3) at bat innings and the home team is ahead.

SUSPENDED GAMES: If a started tournament, playoff or championship game is suspended (for any reason); the game must be replayed from its point of interruption (if time and weather permit). **NOTE:** If a suspended game **DOES NOT** complete one (1) full inning, that particular game will be re-played in its entirety. **The tournament committee will make all decisions on all suspended games.**

Pitching Restrictions- There are no pitching restrictions for tournament play.

Trips to Mound- The pitcher must be replaced on the second (2nd) trip to the mound (to the same pitcher) in any inning.

Cleats- Rubber cleats and/or turf shoes are required for **ALL AGE GROUPS.**

Suspension- Any player, coach, parent or spectator that is ejected from a game must leave the vicinity of the fields and will be subject to a further suspension by the Sharks Tournament Committee. The tournament Committee reserves the right to remove/eject any person from the facility and/or its off-site locations for unsportsmanlike behavior. Play of the game cease until coach, parent or spectator has left the vicinity. If they don't cooperate their team will forfeit the game. Any player, coach, parent or spectator that is ejected for the second time, during the same tournament, will be eliminated for the remainder of the tournament.

Intentional Walk- 4 balls need NOT to be thrown. The coach may notify the ump of the intentional walk and the runner will take 1st base.

Intentional Forfeits- Forfeits will be handled on a case by case basis, but will always be marked as a 7-0 score. Intentional forfeits are grounds for team suspensions from future Shark tournaments. Please keep in mind that teams are paying to play their games, not to take forfeits. Forfeits jeopardize the integrity of the organization, as well as the team that is forfeiting. In the event that an intentional forfeit plays a role in playoff seeding or playoff entry the Tournament Director reserves a right to make judgment on which team advances.