

## **Player Eligibility**

- Maximum roster size is 18 players
- Baseball-Age cut off is May 1st
- Any request for plus-age players must be made prior to the tournament to the tournament director

## **Game Rules**

- All games are 7 innings.
- For tournament purposes, a game is an official game when the trailing team has had 4 complete at bats.
- Any game that reaches the Time Limit shall be deemed an official game
- A coin flip will determine home/away for pool play games. Higher seed will determine home/away for single elimination.
- Any game shortened by weather or darkness after 90 minutes has elapsed since the first pitch of the game, shall be deemed an official game
- Pool play games can end in a tie. Play shall continue into extra innings if the time limits are not yet met. Once time limit is met, if score is still tied, the game is recorded as a tie.
- Single elimination rounds must have a winner. Play shall continue until a team wins the game.
- 10 run mercy rule after 5 at bats for trailing team.
- No new inning shall begin after 2:10 has elapsed from the time of first pitch
- An inning is "complete" the moment the third out is made. If the third out is made 2:09 after first pitch, the next inning shall be played.
- For tournament purposes, a game is an official game when the trailing team has had 4 complete at bats.
- NEW EXTRA INNINGS RULE (Check game rules below)

## **Playing Rules**

- **EXTRA INNINGS** Starting the first extra inning teams will start with runners on first, second and third with one out. The runner on first is the last batted out, the runner on second is the batter one spot in the lineup before the first base runner and the runner on third is the batter two spots before the first base runner. This process resets each extra inning until a winner is determined.
- **COURTESY RUNNER** To speed up the game, a courtesy runner shall be allowed for the catcher and active pitcher only, after the 2nd out of an inning has been recorded. The "pinch runner" in this case shall be the last previous batter to make a "batted" out in the game (failed to reach 1B safely).
- **SLASH BUNTING** is not allowed. Fake bunts shall be prohibited. A batter that shows bunt is committed to an attempt to bunt or take the pitch. The batter may NOT pull the bat back and swing away at the pitch.
- **BAT RESTRICTIONS** USA stamped bat (Note: USA is different from USSSA. USSSA bats are not allowed) Wood (Composite and BAUM are allowed)
- **PITCHING RESTRICTIONS** There are no restrictions on pitch counts in tournament play. All players are eligible to pitch.
- **ONE WARNING BALK** Each pitcher receives one balk warning, then balks will be called from that point on.
- **GAME START/CONTINUATION** Teams must start with 9 players but can finish with 8 in the circumstance of injury. If a team cannot field 9 players due to ejection the game is a forfeit and the opposing team is awarded a 7-0 victory (or current score if more advantageous).
- **AUTOMATIC OUT** If a player is injured and there is no eligible replacement, that player's spot in the batting order becomes an automatic out.
- EXTRA HITTER Unlimited extra hitters are allowed
- **DESIGNATED HITTER** Follow Designated Hitter rule for Major League Baseball with the exception that the designated hitter does not have to be for the pitcher.
- NCAA SLIDE RULE: On a force play, a runner must slide directly to the base and in a direct line between the bases, or attempt to avoid contact with the fielder.
- **EJECTIONS/SUSPENSION** In the event that a player or coach is ejected by an umpire, they will serve a one game suspension. The ejected party must immediately leave sight and sound of the playing field or else the offending team forfeits the game.

All other playing rules shall conform to the official rules of Major League Baseball with the exceptions and modifications denoted herein.