



TOURNAMENT RULES

2011 13U ELITE

COLLEGE CONFERENCE CHALLENGE

RAIN OR ACTS OF GOD

If weather or other acts of god cause long delays the format of the tournament and number of games will be revised as deemed necessary. We will use the One Call system to update coaches on any changes to game times or tournament format. When necessary, we will meet with the coaches at the fields to discuss changes that need to be made.

WARM-UPS/INFIELD PRACTICE

Due to the tight schedule and number of games, there will be **NO** Infield Practice before games. Teams can warm up on the soccer fields located south of the baseball complex. The batting net at Avery North is first-come, first sever.

GENERAL FACILITY RULES

- No smoking at the complex.
- No outside coolers. Teams can have water or a cooler in the dugout.
- No abusive or foul language will be tolerated.
- We are one of the few tournaments that provide all baseballs. To assist and do your part, please return foul balls to the field.

COMPLAINTS/CONCERNS

We are here to make your experience as rewarding and enjoyable as possible. If you have any questions or concerns, please have the Head Coach or Assistant Coach find the Tournament Director. We will also have an umpire coordinator at the fields for the entirety of the tournament. He will be available to meet with the tournament director and/or umpires where deemed necessary. Once a decision is made by the tournament staff, the decision is final.

PROTESTS

If a team protests, the manager must immediately notify the home plate umpire and the umpire will summons the tournament director to the field to address the protest. The protest fee is \$100.00 in cash. The fee is returned if the protest is ruled in favor of the protesting team. Judgment calls cannot be protested. * **No protests will be allowed after the next legal pitch is made or after a game is completed.**

GENERAL TOURNAMENT PLAY RULES

PLAYING RULES

Tournament rules will follow in order of preference:

- **This Sheet**
- **National Federation of State High School Associations (NFHS)**

GAME LENGTH

- All games will be 7 innings.

FIELD DIMENSIONS

- Base paths will be 80 feet.
- Pitching distance will be 54 feet.

WEATHER DELAYS/SUSPENDED GAMES

In the event of inclement weather preventing the completion of a game, the game shall revert to the previous complete inning. A game that has 4 completed innings if inclement weather strikes and the delay in the schedule does not permit the game to be completed. If a game has not reached 4 complete innings when inclement weather strikes, the game will be resumed where it stopped.

PITCHING RULES

There are no pitching limitations for the tournament. We are relying on coaches to be responsible and keep the players' health as the primary concern in all situations.

MERCY RULE

- 15 runs after three innings, or two-and-one-half innings if the home team is ahead.
- 10 runs after four innings, or three-and-one-half innings if the home team is ahead.
- 8 runs after five innings, or four-and-one-half innings if the home team is ahead.

PLAYER ELIGIBILITY

The birthday cutoff is May 1. Teams shall have player birth certificates readily available upon request of the Tournament Director. Questions of age eligibility shall be brought to the attention of the Tournament Director. Such matters will be investigated and resolved as quickly as possible. A team found using an ineligible player will forfeit all games that ineligible player played. The forfeit score shall be 7-0 for tiebreaker purposes.

If a team fails to field 9 uniformed, eligible players at game time, that team will forfeit the game. The team that wins the game by forfeit will be credited with a 7-0 victory for tie breaker purposes.

EXTRA PLAYERS/ROSTER BATTING

Teams can bat a nine-player lineup, a 10-player lineup using an extra hitter (EH), or roster bat all present uniformed players. The lineup must be declared before the start of the game and used the entire game. If a team roster bats and a player due to illness or injury cannot continue and

approved by the umpire-no automatic out is recorded and that player will be skipped in the batting order with no penalty. The player will not be permitted to return to the game. However, if a team roster bats and a player is removed from the game do to an ejection or any other reason other than illness or injury and leaves the game, an automatic out is declared in the batting order position of the player that left the game.

COURTESY RUNNERS

If eligible, a courtesy runner may be used any time for the pitcher or catcher of record. A courtesy runner is defined as a player not currently active in the lineup. If roster batting, the courtesy runner is the player with the last recorded batted out. If the pitcher or catcher is the eligible courtesy runner, you can use the previous last recorded batted out.

INTENTIONAL WALKS

An intentional walk is granted upon request to the umpire.

TRIPS TO THE MOUND

A second trip to the same pitcher in the same inning causes the pitcher's automatic removal from the mound (not the game). A pitcher removed from the pitching position cannot return to the pitching position during a game, but can re-enter to any other position.

EJECTIONS

When a manager, player, coach, or trainer is ejected from the game, he or she can take no further part of that game. Depending on the conduct of the manager, player, or coach, additional penalties can occur. The tournament official assesses the length of the suspension following the ejection based upon the incidents of the ejection.

GAME CARDS

After each game, a manager or coach from each team **MUST** meet with the home plate umpire to review and sign the game summary card. This card will represent the game's official scoring record. This is not a "Gotcha" rule. Rather, it is intended to ensure that accurate information is provided to our tournament statistician. **PLEASE NOTE** that a Manager or Coach's failure to sign the game summary card prior to umpires leaving the field will result in his/her team relinquishing its ability to challenge that game's official scoring record.

GROUP/SEEDING GAMES

GAME TIME LIMIT

The start time shall begin with the first pitch. The home plate umpire or his designee shall monitor the official time. All pool play games will have a 2-hour time limit. Once an inning starts, it must be completed. The official time is ended when the third out of the bottom of the inning is recorded. If the home team is ahead when the time limit is reached, the game is over and the bottom half of the last inning shall not be played.

HOME/VISITOR

A coin flip will determine which team has the choice of home or visitor. The home team will be the official scorebook and be responsible for keeping the game card.

TIE GAMES

If a game is tied after the time limit expires or when the regulation innings have been completed, we will use the following tiebreaker:

Each team will start the inning with a man on second base and 0 outs. The base runner will be the last batted out from the previous inning (for clarification, this is the player who had the last official at bat in the previous inning). Each batter will start with a 1 -1 count. There will be one extra inning. If the game is still tied, it shall be recorded as a tie.

BRACKET SEEDING

Upon completion of the group/seeding games, all 24 teams will be seeded into the championship bracket. We will use a double elimination format for bracket play. Brackets can be found on the website and were provided to the coaches. Teams seeded #1 through #8 will have a bye in the first round.

A. Once a tie is broken with three or more teams, teams advance to the next tie breaker rule until the tie is broken.

B. The following rule determines how teams are seeded after their group or seed games

- Win-Loss Record
- Head to Head (two teams only)
- Fewest Runs Allowed
- Highest Run Differential (This calculation is determined by taking total runs scored minus total runs allowed. The maximum run differential per game is +8 or -8)
- Runs Scored
- Coin Flip

When three or more teams are tied, the fewest runs allowed in all four group/seeding games is used in determining all three places. If there is still a three-way tie, the highest run differential is used to determine the higher seed. When a three-way tie is broken, and the remaining two teams are tied with runs allowed, the next tie breaker is highest run differential. If the teams are still tied, the next tie breaker will be total runs scored.

BRACKET GAMES

Bracket play will be double elimination format. Once a team loses its first game in the Championship Bracket, that team will be seeded into the Loser's Bracket and will continue to play and advance until that team loses a game. The team that advances from the Loser's Bracket on Monday will play the team advancing out of the Championship Bracket to determine the overall Champion. The team that advances out of the Loser's Bracket will have to defeat the team from the Championship Bracket twice to win the championship.

TIME LIMIT

There is no time limit for bracket play games. All games will be played until a winner is determined.

HOME/VISITOR

In all bracket games, the higher seed will have the choice of home or visitor.