

TOURNAMENT RULES

- 1) HIGH SCHOOL PLAYERS ELIGIBLE
- 2) WOOD BAT ONLY
- 3) TOURNAMENT FORMAT
 - a. Three game minimum.
 - b. Top four teams will advance to the semi-final round
 - c. Winners of semi-final round meet in the championship game

4) TOURNAMENT STANDINGS

- a. 2 Points for a Win
- b. 1 Point for a Tie
 - i. Extra innings are permitted only during semi-final and finals.

5) TIE-BREAKING CRITERIA

- a. Head to Head
- b. Runs Allowed
- c. Run Differential (runs scored less runs allowed)
- d. Runs Scored

6) MERCY RULE

- a. 12 runs after 4 innings
- b. 10 runs after 5 innings
- c. 8 runs after 6 innings
- 7) TIME LIMIT (exception: no time limit for semi-final and finals)
 - a. No inning will start after 1hr- 45min have elapsed from the first pitch. Umpire will announce Game Start Time.
 i. New inning is defined as when the last out of the previous inning is made.

Please be at the field at least 30 minutes prior to your scheduled start time- game times may be moved up slightly if possible *** No I/O prior to games***

8) **BATTING ORDER**

- a. You have two choices:
 - i. Bat 9 (DH is permitted)
 - ii. Bat 10 (DH and EH is permitted)

9) HOME TEAM IS DETERMINED BY FLIP OF COIN PRIOR TO PLAYOFFS. IN PLAYOFFS HIGH SEED IS HOME TEAM

10) NO PITCHING LIMITATIONS

a. Except once a pitcher is removed from the mound he may not re-enter as a pitcher

11) HURRY UP RULE

- a. You may run for your pitcher and/or catcher with 2 outs
- b. "Courtesy Runner" must be a player on the bench. If you have no subs- it must be the last batted out.
- 12) SLIDE OR AVOID
- 13) PROTESTS
 - a. Once a game is under protest- the game will not resume until tournament director gives direct consent.
- 14) ANY RULE NOT COVERED ABOVE- WE WILL DEFER TO HS FEDERATION RULES

TOURNAMENT DIRECTOR: BRIAN CASEY (CELL) 347-545-1991