



TOURNAMENT RULES YOUTH-LEVEL

1. BAT RULES:

NO "big barrel" bats

2. ROSTERS:

Rosters are to be presented to the Admin at your 1st game - this will be your "LOCKED Roster."

3. TOURNAMENT FORMAT:

Three-game minimum

Top four teams advance to the semi-final round (1 vs. 4, 2 vs. 3)

Winners of the semi-final round meet in the championship game.

4. TOURNAMENT STANDINGS:

2 pts for a Win / 1 Point for a tie. There are no extra innings in pool play, only during the semi-finals and finals.

5. TIE-BREAKING CRITERIA:

Head-to-head competition

Runs allowed

Run Differential (runs scored less runs allowed)

6. MERCY RULE:

10 runs after 4 innings

7. TIME LIMIT (Pool Play only)

6 innings or 1 hour 45 minutes. No inning will start after 1 hour 45 minutes have elapsed from first pitch. Umpire will announce Game Start Time. New inning is when the last out of the previous inning is made.

**** Please be at field at least 30 minutes prior to your scheduled start time - game times may be moved up slightly if possible ***

8. BATTING ORDER:

You have three choices:

Bat 9 players, bat 10 players with a DH/EH (all players are eligible to play the field), or you may bat entire roster.

9. HOME TEAM - is determined by flip of coin during pool play.

10. NO PITCHING LIMITATIONS - Meaning, there is no pitch count. Once a pitcher is removed from the mound he may not re-enter as a pitcher. Pitcher must be removed after the 2nd mound visit,

11. HURRY-UP RULE:

You may run for your pitcher and/or catcher with 2 outs.

The "courtesy runner" will be a player on the bench. If you have no subs - it will be the last batted out.

12. SLIDE OR AVOID

13. PROTESTS: 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 standard Williamsport rules.

TOURNAMENT DIRECTOR: Brian Casey (cell) 347-545-1991