

# Fall Tournament Rules

We will play by the same rules as the NFHS with the following exceptions. If there is any uncertainty as to a rule the tournament director has the final say and cannot be challenged.

1. Pitchers may not pitch more than 6 innings(12U and younger) 7 innings(13U and older) during the tournament. One pitch in an inning counts as a whole inning.
2. Game time is forfeit time. (unless team coming from another field). Games may start up to 30 minutes early if field is ahead of schedule please be ready.
3. The re-entry rule will apply for all starters as long as they enter back into the batting order in the same position they started.
4. Games are to be 6 innings(12U and younger), 7 innings(13U and older) in length, unless the time limit is reached. **No new innings will start after 1hr. 40min., 2hr 15 minute time limit in finals**, the umpire will have the official time. In case of a tie in bracket play you will start the next inning with the last out from the previous inning on second base. You start with one out and the batter due up with a 1-1 count. Follow this format until a winner is determined. Pool play games may end in ties.
5. Run rules are as follows: 15 runs after 3 innings. 10 runs after 4. 8 runs after 5.
6. Courtesy runner is allowed for the catcher or pitcher. You must use someone not in the lineup unless you are batting everyone, and then you will use your last out.
7. All teams are scheduled to play as shown on the tournament schedule. The tournament director shall have the right to reformat the tournament in the event of bad weather. Before arriving to the tournament please email a copy of your roster and proof of insurance to the director.
8. You may bat 9, 10 or roster.
9. Pitchers may not return to the mound. They may play any other field position but once they are removed from the mound they cannot go back in to pitch.
10. There are no protests. The umpire's decision is final.
11. Home team will be decided by coin toss in pool play games and games played by equal seeds. If there is a higher seed they will be home team.
12. 4 Game balls will be provided. **Please have backups if necessary and have players chase down foul balls.**

13. Runners must slide or attempt to avoid contact when the tag is waiting. No malicious contact shall be allowed and is at the umpire's discretion. If the umpire deems contact malicious the player will be ejected and must sit the following game as well.
14. Any coach or manager ejected from a game will also be suspended the next game.
15. There will be no infield practice taken on the field before games. You may hit ground balls on your half of the infield, or fly balls in the outfield if time permits. No batting practice is allowed, however you may hit wiffle balls in the outfield if time allows.
16. Coaches must have copies of player birth certificates on hand in case a player is questioned.
17. A concession stand will be provided with drinks and snacks. No Coolers Allowed.
18. Refund Policy. If no games are played you will get a 90% refund. If one game is played you will get half returned. If 2 or more games are played you will not get any refund. We will do everything possible to get all games in.
19. Tie Breakers for seeding purposes.
  - a. head to head – If more than 2 teams are tied you go to runs allowed unless a team that is tied beat all the others they are tied with.
  - b. Runs allowed
  - c. runs scored
  - d. coin toss
20. After games please make sure the dugout and surrounding area have been cleaned up and move out promptly so next game can start on time. Your help in this matter is greatly appreciated.

Thank you  
Tony Cappel  
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