Age divisions 9 – 14 will use a continuous batting order. If a team has 10 or more players present they must bat 10. There is no penalty for having less than 10 players present. If a team has less than 10 players present and an additional player arrives later, that player must be inserted into the last spot in the batting order (10). If a team starts with 9 players and 10th player arrives late, he will be placed in the batting order as the 10th hitter. If one of the teams has less than 10 batters in the lineup at the start of the game, the other team has the option of matching the same number of batters. Example: A team only has 9 players to start the game. That team has a 9 man batting order. The opposing team has the option of using a 9 man batting order also. The rule regarding late arrivals will apply to both teams if a player arrives late for the team starting with 9 batters. The team with 9 or more must match the number of batters to reflect the same number of batters as the opposing team. The added batter will be utilized from the team’s non-starters/substitutes. If a team has more than 9 players present, they have the option of batting as many players as they want. The opposing team does not have to match more than 10 batters. If a team chooses to start a game batting more than 10, they must finish the game batting the same number of players they started the game batting. Age divisions 15 and older are wooden bat and above have the option of using a 10 man batting order. The 10th player is considered an Extra Player (EP). There is free substitution among the 10 players listed in the batting order. If a team is using an Extra Player, the original 10 batters are considered the starters for re-entry purposes. Teams also have the option of batting as many players as they want. The aforementioned Extra Player rule applies for each additional player.

**Game start time begins with the coin flip.** All pool games will have a 1 hour 45 minute 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 made. If 1 hour 45 minutes or more has expired when the third out in the bottom half of an inning is recorded, the game is over unless it is tied or there is a 1 run lead or less. If less than 1 hour 45 minutes has expired when the third out of the bottom half of an inning is made the next inning starts and must be completed unless the home team is ahead. If the Home Team is ahead and batting when the time expires, the game ends at that point. In games with a 1 run lead, the time limit is extended 5 minutes to 1 hour 50 minutes or 1 more inning, whichever occurs first. Exception: Ages 15U-18U must play at least 5 innings, 4 ½ if home team is ahead unless ended by mercy rule, even if 1 hour 45 minutes has expired.

**Re-Entry:** Only original starters. Extra players are considered starters for this rule. If a starter re-enters he must re-enter in his original spot in the batting order.

**Pitching Limitations**

<table>
<thead>
<tr>
<th>AGE</th>
<th>A Pitcher throwing 1 pitch more than innings listed requires 1 calendar day rest</th>
<th>A Pitcher throwing 1 pitch more than innings listed requires 2 calendar day rest</th>
<th>A Pitcher throwing 1 pitch more than innings listed requires 3 calendar day rest</th>
<th>Maximum innings a pitcher is allowed in 1 calendar day</th>
<th>Maximum innings a pitcher is allowed over 2 consecutive days</th>
</tr>
</thead>
<tbody>
<tr>
<td>9U</td>
<td>4</td>
<td>5</td>
<td></td>
<td>6</td>
<td>7</td>
</tr>
<tr>
<td>10U</td>
<td>4</td>
<td>5</td>
<td></td>
<td>6</td>
<td>7</td>
</tr>
<tr>
<td>11U</td>
<td>4</td>
<td>5</td>
<td></td>
<td>6</td>
<td>7</td>
</tr>
<tr>
<td>12U</td>
<td>4</td>
<td>5</td>
<td></td>
<td>6</td>
<td>8</td>
</tr>
<tr>
<td>13U</td>
<td>5</td>
<td>6</td>
<td></td>
<td>7</td>
<td>9</td>
</tr>
<tr>
<td>14U</td>
<td>5</td>
<td>6</td>
<td></td>
<td>7</td>
<td>9</td>
</tr>
</tbody>
</table>

NOTE 1: 1 Pitch is considered an inning in all ages.

NOTE 2: In ages 9 – 12U a pitcher may not pitch on 3 consecutive days even if he has not exceeded the above listed limitations.

NOTE 3: In ages 9 – 14U, once a pitcher is removed from the pitching position, he may not re-enter as a pitcher for the remainder of the game.

**VIOLATION PENALTY:** If a pitcher violates any of the above pitching limitations and a formal protest is filed with the tournament director the pitching logs will be checked to verify the alleged violation. If it is determined there is a violation:

1) Pitcher will be removed from the mound and not be allowed to pitch for the remainder of the tournament.
2) Coach will be ejected from the game and suspended for the next scheduled game. All innings pitched and runs scored up to the time the violation is discovered will be counted for both teams. This only applies if the protest is made when the violation is discovered while the game is in progress. If the violation is discovered after the completion of the game, the game results stand and no penalties imposed.

**NOTICE:** PLEASE BE ADVISED THE ABOVE PITCHING LIMITATIONS ARE A “GOOD FAITH EFFORT” TO REASONABLY ENSURE COACHES ARE NOT USING PITCHERS. ULTIMATELY, IT IS THE RESPONSIBILITY OF THE COACH TO PROPERLY UTILIZE PITCHERS.

**Courtesey Runners**

In all age divisions, courtesy runners are optional any time for the pitcher & catcher. The courtesy runner may be a player not currently in the lineup or the player who made the previous out. The team has the option of using either. If a team chooses to use a player in the line-up, the runner used will be the player who made the last out prior to the pitcher or catcher getting on base. If a team uses a player not currently in the line-up that player can only run for either the pitcher or catcher but not both. If both the pitcher and the catcher get on base in the same inning, then the runner for the second player will be the player who made the previous out to the last out. If either the pitcher or catcher is the first hitter in the inning, the runners are selected from the recorded outs from the previous inning. If the pitcher or catcher is the leadoff hitter and reaches base safely in his first at bat and there is no non-starter to be the courtesy runner, he must stay on base until an out is recorded. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning with the exception of the top of the first inning. The pitcher or catcher is considered official if they are listed as such with the starting lineup.

**Game Length, Mercy Rule & Field Dimensions**

**Game Length:**

<table>
<thead>
<tr>
<th></th>
<th>9U, 10U, 11U &amp; 12U games will be 6 innings unless shortened by mercy rule or time limit.</th>
</tr>
</thead>
</table>

**Mercy Rule:**

<table>
<thead>
<tr>
<th></th>
<th>6 inning games – 10 runs after 3 innings 8 runs after 4 innings</th>
<th>7 inning games – 15 runs after 3 innings 10 runs after 4 innings 8 runs after 5 innings</th>
</tr>
</thead>
<tbody>
<tr>
<td>9 &amp; Under</td>
<td>Mound-44 Feet  Bases-65 Feet</td>
<td>Bases-70 Feet</td>
</tr>
<tr>
<td>10 &amp; Under</td>
<td>Mound-46 Feet  Bases-65 Feet</td>
<td>Bases-65 Feet</td>
</tr>
<tr>
<td>11 &amp; Under</td>
<td>Mound-50 Feet  Bases-70 Feet</td>
<td>Mound-50 Feet</td>
</tr>
<tr>
<td>12 &amp; Under</td>
<td>Mound-54 Feet  Bases-70 Feet</td>
<td>Mound-54 Feet</td>
</tr>
<tr>
<td>13 &amp; Under</td>
<td>Mound-60.5 Feet</td>
<td>Bases-80 Feet</td>
</tr>
<tr>
<td>14U &amp; Older</td>
<td></td>
<td>Bases-90 Feet</td>
</tr>
</tbody>
</table>

**Inclement Weather**

If a game in progress is stopped due to inclement weather, a game will be considered official if 4 innings are completed, 3.5 if the home team is ahead. If less than 4 innings has been completed the game will be suspended and completed through 4 innings at a later time. If a team has a 4 run lead or more in a game stopped by weather, the game will be considered complete as long as the home team has had an opportunity to complete their half of the inning the 4 run lead occurred.

In the event a game is tied after a time limit expires or the regulation innings have been completed we will use the following rule in an attempt to break the tie:

1) Each team will start the extra inning with a runner on third base and 0 out. The player on third will be the player who was the third out from the previous inning.
2) Each batter will start his turn at bat with no count.
3) There will be a maximum of 1 extra inning. If the game is still tied it is recorded as a tie. Quarterfinals, Semifinals & Championship games must be played (conditions permitting) until there is a winner using this rule.

**Tie Games**

On the second charged conference in the same inning or a third charged conference in a game the pitcher must be removed from the pitching position for the duration of the game. This applies for each new pitcher. In the event a game goes extra innings, each team gets 1 additional charged conference per each extra inning.

**Conferences**

Home Team

Home team will be determined by coin flip in all games, except in Quarter Finals, Semi Finals and Championships higher seed is home team.

Slide Rule

There is no mandatory slide rule. However, players are encouraged to slide if possible. When a defensive player clearly has the ball and waiting for the runner and the runner deliberately, with force, maliciously crashes into the defensive player the runner will be declared out. The offender is ejected, the ball is dead and all runners must return to the last base touched at the time of the collision. This is an umpire’s call and his judgment is final.

Intentional Walks

There will be no pitches thrown to intentionally walk a batter. Notify the umpire and the batter will awarded 1st base.

Leadoffs, Stealing & Balks

Lead offs & stealing is permitted in all ages except 9U. In the 9U division base runners may not leave the base until the ball is released from the pitcher’s hand. Stealing home is allowed. Violation results in the runner(s) returned to the base they left. In the case of a hit, with exception of out of the park home run, all runners may only advance 1 base and the batter may only advance to 1st base. Balks will be called in all age divisions except 9 & Under Division.

Continued on page # 2

Page # 2
In ages 9-13U bats must be 1.15 BPF. USA bat, BBCOR or wood with no restriction on weight drop. Age 14 may use transition minus 5, wood or BBCOR. 15 & up BBCOR or wood. If a tournament is listed as a “Wooden Bat”, wood bats must be used. **VIOLATION PENALTY:** If a player has an illegal bat and it is challenged prior to, or while he is at bat, the bat must be removed and the player is allowed to hit with a legal bat. If the player hits the ball and the illegal bat is then challenged, the results of the play stand. The manager must remove the bat and he is restricted to the dugout and not allowed to exit the dugout onto the field for the remainder of the game. If there is a second violation by the same team anytime in the remainder of the tournament, the manager and player are ejected. There will be an automatic out in the line-up for the spot the ejected player was hitting in. (No substitute may enter in his spot) If the team only has 9 players they must finish the game with 8 players. **ALL 15-18 HO CHUNK TOURNAMENTS ARE WOODEN BAT.** If your team is in a wooden bat tournament you are responsible to supply your own bats. There will be wood bats available for sale at reasonable prices at the complex during the tournament. Metal spikes are not allowed in ages 9U – 12U. Metal spikes are allowed in all ages 13U & older. **SLASHING is not allowed in ages 12U and younger.**

**Bat & Metal Spikes Restrictions**

If a team is the recipient of a forfeit the forfeit score will not be a 7 – 0 score. The forfeit score will be determined after the forfeit recipient plays the other games.

After the other games are completed the scores allowed in those games will be added then divided by 3 or 4, whichever applies, to get the runs allowed in the forfeit game. We will then add 1 to that number for the runs scored. If a team forfeits the final game of pool play, they will not be allowed to advance to finals.

Teams may play if they have 6 players but will have an automatic out recorded each time the spot in the batting order comes up. Teams must designate batting order spots for the absent player. If a player arrives late they will be inserted into one of the vacant spots to avoid the automatic out in that spot.

**Forfeits**

Each team is required to have copies of all birth certificates at each game they play. Birth certificates will only be checked if there is a challenge regarding a player’s age. If there is a player challenge and a team is unable to produce a birth certificate for that player that player will be declared illegal and the games played in will be forfeited.

A copy of your roster must be submitted prior to playing your first game. Each team is allowed a 20-man roster. Each roster must list the team name, team age, manager’s name, player’s name, player’s uniform number, player’s age and player’s birthday. Once the first pitch of your first game of the tournament is thrown, your roster is locked in for the remainder of that tournament. Players may not be on more than one roster in the same age division in the same tournament. If there is a player challenge and your roster has not been submitted, that game will be declared a forfeit. The team will not be able to play any more games until a roster is submitted.

**Birth Certificates**

All teams must check in with the tournament director prior to playing in the event. Check in may be completed by email, fax or at the event site. All teams must turn in copies of their tournament roster, insurance certificate and have birth certificates. Team rosters must list the team name, team age, manager’s name, coach’s names (3 maximum), player’s name, player’s uniform number, player’s age and player’s birthday. If any of the roster information required is missing the roster will be considered invalid and the same as not turning in a roster. Teams will not be allowed to play until they have completed check-in. Only coaches listed on the team roster will be allowed free admission to the sites with admission charges. If their team check-in has not been completed they will either have to pay the admission fee or wait until their team has checked in. If their name is not listed on the roster they are not allowed inside dugouts nor are they entitled to free entry. **THIS WILL BE STRICKLY ENFORCED.**

**Rosters**

If a non-rostered player participates in a game and the player is challenged, the game will be declared a FORFEIT. The innings pitched by both teams up to the time the challenge is official. Refer to the **“FORFEIT RULE”** to determine the official score of a game that falls into this category.

**Non-Rostered Players**

Only the manager and 3 assistant coaches are allowed in the dugout. The coaches must be listed on the roster submitted prior to the team’s first game. If there is arostered or a non-rostered player on the roster, that player's name, player's name, player's uniform number, player's age and player's birthday. (Only the manager and 3 assistant coaches are allowed in the dugout. No non-rostered player or coach may be in the dugout. Only players listed on the roster and the manager or 3 assistant coaches are allowed in the dugout.)

**Dugout Personnel**

If a player or coach is ejected from a game, he or she will have a 1 game suspension. The suspension will be for the next game the team plays.

**Ejections**

Protests must be made at the time of the incident being protested. The protesting team must notify the umpire to inform the tournament director who upon notification will respond to the field and determine the outcome of the protest at the field. The game continues until such time the director responds to the field. Only rule violations, pitching limitations and roster issues may be protested. If a protest is upheld, the game reverts to the point of the game the protest was made, the protest issues corrected, time limit adjusted to the point of infraction and the game will be completed.

**Protests**

If a team is in a wooden bat tournament you are responsible to supply your own bats. There will be wood bats available for sale at reasonable prices at the complex during the tournament. Metal spikes are not allowed in ages 9U – 12U. Metal spikes are allowed in all ages 13U & older. **SLASHING is not allowed in ages 12U and younger.**

**Additional Rules**

If games are ended due to inclement weather or darkness the following applies: 6 inning games will be official if 3 innings have been completed; 2 ²⁄₃ if the home team is leading. 7 inning games will be official if 4 innings have been completed, 5 ²⁄₃ if the home team is leading. Tie games will be recorded as a tie. Games started completing less than the official game innings will be suspended and completed only if the game at the field of the protest at the field. The game continues until such time the director responds to the field. Only rule violations, pitching limitations and roster issues may be protested. If a protest is upheld, the game reverts to the point of the game the protest was made, the protest issues corrected, time limit adjusted to the point of infraction and the game will be completed.

**Official Games**

If there is not a game rule listed, the Major League American League Rules apply.

**Warm-Up**

There will be no infield practice. Any warm-ups must be done outside the playing field. There are designated areas at the facility for teams to warm-up.

**Batting Cages**

There are adequate batting cages throughout the facility. All forms of hitting must be done in these areas. All players in and around batting cage areas must be wearing protective headgear. ANYONE ENTERING INTO OR NEAR BATTTING CAGES DO SO AT THEIR OWN RISK.

**ADVANCING TO FINALS**

4-7 Teams: 2 teams advance to the championship. Top 2 teams are determined by best record first, head to head second, only if all teams tied have played each other, next fewest runs allowed & last is run differential. If the fewest runs allowed decided the first tie breaker and the teams remaining have played each other, **revert back to head to head**, unless there is still at least one tied team that has not played all the others remaining. The process is repeated until all seeds are decided.

8-20 Teams: The top 4 teams advance to semi finals. Teams are seeded. #1 plays 4 and #2 plays 3. Semi final winners advance to play for the championship. Top 4 teams are determined by best record first, then head to head, but only if all teams tied have ALL played each other, next is fewest runs allowed last run differential. If the fewest runs allowed decided the first tie breaker and the teams remaining have played each other, **revert back to head to head**, unless there is still at least one tied team that has not played all the others remaining. The process is repeated until all seeds are decided.

21-32 Teams: The top 8 teams advance to Quarterfinals. Teams will be seeded 1 - 8. (1-4, 2-7, 3-6 & 4-5) Quarterfinal winners. Winner 1-8 plays Winner 4-5 and Winner 2-7 plays Winner 3-6 in Semi finals. Semi final winners play for championship. Top 8 teams are determined by best record first, head to head second, only if all teams tied have played each other, next fewest runs allowed and last run differential. If the fewest runs allowed decided the first tie breaker and the teams remaining have played each other, **revert back to head to head**, unless there is still at least one tied team that has not played all the others remaining. The process is repeated until all seeds are decided.