

2025 DUBLIN WAYNE WILLIAMS MEMORIAL BASEBALL TOURNAMENT RULES

UMPIRES AND COACHES NEED TO REVIEW THESE RULES BEFORE THE GAMES START
WE WILL USE OHSAA RULES UNLESS OTHERWISE NOTED ON THIS SHEET

- All teams must be at their assigned field 30 minutes prior to the scheduled time. We will start early if we can.
- GAME Cards must have Pitchers Names and Number (no nicknames), pitches thrown by each pitcher, team name, age of teams - game time and field number.
 - After each game, the managers or coaches **MUST** meet to review and sign the game summary card. This card will represent the game's official scoring and pitching records. Manager or Coach's failure to sign the game summary card prior to leaving the field, will result in his/her team relinquishing its ability to challenge that game's official scoring or pitching records and could result in forfeiture of that game.
 - Home team is responsible for the official scorebook and scorecard. Home scorekeeper will confirm scores and pitching statistics with the visiting team at the end of every full inning.
- For pool play games, a coin flip between the umpire(s) and a manager (or coach) from each team will determine the home team.
- A tournament director or coordinator is permitted to manage or coach a team.
- No player can be rostered on two teams in the same tournament
- A regulation game will last 6 innings for 7U thru 12U age groups and 7 innings for 13U & 14U.

TIME LIMIT RULES:

- 7U - 8U is 1 hour and 30 minutes
- 9U - 12U is 1 hour and 45 minutes
- 13U - 14U is 2 hours
 - Time limits apply to all pool play and bracket play games with the exception of Championship Games.
 - During pool play games, no new inning will begin after the time limit has been reached. Start time is once ground rules are completed. The limit must be reached before the last out of the current inning, not before the first pitch of the next inning. Umpires for each specific game will make this determination. A pool play game can end in a tie as a result of the time limit.
 - All pool play games tied at the end of regulation (innings) or at the end of the time limit will be counted as a tie in the standings. No extra innings will be played in the pool play round.
 - If an inning is started it must be finished.
- INFIELD PRACTICE IS NOT ALLOWED. Prior to games, your team may warm up in the outfield. No infield warm-ups are permitted in fair or foul territory while the grounds crew prepares the field for an upcoming game. Players, including pitchers, must be warmed up and prepared to play at game time.
- Mercy Rule:
 - 7U-8U
 - 15+ run lead after 4 innings (game is over after trailing team bats in 4th inning)
 - 9U-12U
 - 15+ run lead after 3 innings (game is over after trailing team bats in 3rd inning)
 - 10+ run lead after 4 innings (game is over after trailing team bats in 4th inning)
 - 8+ run lead after 5 innings (game is over after trailing team bats in 5th inning)

- 13U & 14U
 - 15+ run lead after 3 innings (game is over after trailing team bats in 3rd inning)
 - 12+ run lead after 4 innings (game is over after trailing team bats in 4th inning)
 - 10+ run lead after 5 innings (game is over after trailing team bats in 5th inning)
 - 8+ run lead after 6 innings (game is over after trailing team bats in 6th inning)
- At any time a team at bat may use a courtesy runner for the current pitcher or catcher. The courtesy runner must be a player not presently in the lineup or the last batter out when roster batting and may appear as an offensive player one time per inning.
- Teams are allowed to roster bat. If a team is roster batting, they must notify the umpire and opposing team at the pregame meeting.
- No slug bunting at any age group.
- Teams will be allowed to use an extra hitter (EH). Teams cannot use a designated hitter (DH).
- Runners must slide or seek to avoid contact with a fielder. If a runner does not slide and contact occurs, the runner will be declared out. Unnecessary contact may result in ejection at the discretion of the umpire.
- The home plate umpire will resolve all protests. The umpire may contact tournament officials, but the umpire makes final rulings. No further protests are permitted.
 - Should a rules issue arise that is unable to be resolved between the coaches and umpires on the field, please pause the game and contact our Tournament Rules Official Gary Patton; 614-419-7311
 - Gary will be located at Avery North throughout the weekend. Please do everything you can to resolve any rules issues on the field. Your Site Coordinators will also have Gary's contact information and can help contact him if needed.
- The official score of a forfeited game
 - 7U-12U:
 - Less than 3 complete innings: 8-0
 - 3 complete innings or more: Score of the game at the last completed inning.
 - 13U-14U:
 - Less than 4 complete innings: 8-0
 - 4 complete innings or more: Score of the game at the last completed inning.
- A player, coach, or fan will be ejected from the game and team's following game for foul language, abusive behavior, and intentionally throwing equipment. A player unintentionally throwing a bat will incur a team bench warning. Subsequent unintentional bat throwing will result in the offending player being ejected from the game. Any player, fan, or coach verbally or physically abusing an umpire will be removed from the tournament.
- Any player, coach, or fan taunting an opposing team or player will prompt a warning to the head coach. Additional taunting warnings may include possible suspension to the head coach. Taunting includes but is not limited to harassing a batter, a pitcher in his windup, and team members on the bench.
- Age cutoff date is May 1st. If requested by tournament officials, coaches must be prepared to present birth certificates for all his/her players. Failure to do so upon request of the tournament coordinator could result in game forfeiture.
- Weather shortened tournament - refund policy
 - Two Games played: tournament will refund \$100

- One Game played: tournament will refund \$175
- No Games played: tournament will refund \$275

TOURNAMENT PITCHING RULES

- The manager or coach is responsible for knowing and adhering to pitching rules. Failure to comply will result in forfeit of the game in which the violation occurs. Our tournament committee's goal is to have no forfeited games due to pitching violations. If you are uncertain about a specific rule, contact your tournament director.
- Balks:
 - Balks are enforced in 11U and above age divisions without warning. In divisions 10U and below, balks are not enforced strictly unless a persistent violation of the balk rule occurs.

PITCHING LIMITATION RULES

- Daily Pitch Limit
 - 9U & 10U: 75 pitches
 - 11U & 12U: 85 pitches
 - 13U & 14U: 95 pitches
- Teams shall adhere to the following pitch/rest limitations:
 - 0 Days Rest: 1-30 pitches
 - 1 Day of Rest: 31-50 pitches
 - 2 Days of Rest: 51-75 pitches
 - 3 Days of Rest: 76+ pitches
- A team in violation of the pitching limitation rules will forfeit the game. See forfeit score rules above for the score that will be applied to the game.
- All pool play games are treated as Day 1 of the tournament and all bracket play games are treated as Day 2 of the tournament.
- Any pitcher that has pitched two days in a row must rest the 3rd day regardless of pitches thrown.
- Pitch limits are total number of pitches thrown, even if limits are reached during an at bat.
- A pitcher removed from the pitching position cannot return to the pitching position during the same game, but can play another position.
- Only a team manager or coach can challenge pitching limitation rule violations. Violation challenges must be made to the home plate umpire prior to the next legal pitch (by either team) in that game. If a game ends with an illegal pitcher, the challenge must be made prior to the challenging manager or coach signing the game summary card.

BRACKET PLAY RULES

Bracket Play Qualification

- There will be up to two (2) brackets after pool play: Gold and Silver single elimination brackets.
 - Bracket Play Seeding
 - In even numbered team divisions, the top half of teams will advance to the Gold bracket.
 - In odd numbered team divisions, the total number of teams plus one will be divided in half, with the resulting quotient being the exact number of teams advancing to the Gold bracket (IE- 17 teams in division. $(17+1)/2 = 9$ teams advancing to Gold bracket)

- For bracket play games, the highest seed is the home team. Game clock starts after the home plate meeting is over.
 - The game clock will stop in the event of an injury to a player on the field, protest if the protest procedure is followed or for a rule interpretation. Judgment calls cannot be protested.
 - All bracket games will be played until there is a winner. If tied at the end of regulation (inning) or time limit, we will play one extra inning and if still tied, followed by the Ohio Sudden Death rule except for the championship game. Championship games will be played out until there is a winner.

Ohio Sudden Death Method: *The last 2 batters of record in the batting order the previous inning will be placed in order at 1st and 2nd base (the second last batter from the previous inning goes to 2nd base and the last batter from the previous inning goes to 1st base) and the offense will have no outs. No pinch runners will be allowed for the last 2 batters that are being positioned during the process.*

Tie Breaker Priorities: Bracket Play and Seeding

1. Win-Loss Record (winning percentage)
2. Head to Head (two teams only)
3. Fewest Runs Allowed
4. Highest Run Differential (Total runs scored - Total runs allowed)
5. Virtual Coin Toss

Appeal of Seeding

- Teams will have 15 minutes from posting of seeds to make an appeal. After that time, all seeding will be finalized.

Bat Rules:

- 14U: Drop 3 BBCOR bats are required. No Drop 5 bats will be allowed.