

## Twinsburg Stars and Stripes Tournament Rules

### GENERAL TOURNAMENT RULES

#### Age Requirements

- A player's age is determined by his/her age on May 1 of the current year.
- Birth certificates will not be checked at registration; however, if an opposing manager requests to see a specific player's birth certificate, the manager must provide it to the Tournament Director or on-site representative for review. No changes to the team's roster will be allowed after the start of the team's first game.

#### Rosters

- The roster is due in by the start of the team's first game.
- A player may only appear on one team's roster per age group for the tournament.
- The roster must include the player's full name, jersey number, and birth date.

#### Game Format and Rain-Out Policy

- 3-Game minimum. Teams will play either:
  - 3 pool games, with typically the top four (4) teams (top two (2) teams in each pool) advancing to single elimination play, or
  - 2 pool games with all teams advancing to single elimination play
- In the event of bad weather, the Tournament Director reserves the right to modify and complete the tournament as deemed appropriate.
- In the event the tournament is cancelled due to weather, the following refund will be in effect:
  - 0 games played = 75% refund
  - 1 game played = 50% refund
  - 2 games played = 0% refund

#### Team Policies

- **Teams must be present 30 minutes prior to the start of the game.**
- No teams are permitted on the infield prior to games.
- The minimum number of players to start a game is 8. Any team with less than eight players at the scheduled time of their game will forfeit.
- Forfeits are counted as a loss with a score of 6-0. Any team that forfeits a scheduled game may be declared ineligible for elimination play at the discretion of the Tournament Director.

#### Home Team

- In pool play games, home teams are decided by a flip of a coin.
- In single elimination games, the team with the higher seed will be the home team. If both teams have the same seed, a coin flip will determine the home team.

#### Mercy Rules, Innings, & Time Restrictions

- Mercy rule is in effect for all games: 15 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
- A regulation game for 8U-13U will be 6 innings.
- Time shall begin at the conclusion of ground rules discussion and the umpire will announce the time to the coaches.
- A new inning starts as soon as the third out in the previous inning occurs.
- No new inning can start once the 1:45 mark has been reached in pool play and elimination games.
- If the home team is in the lead and at bat when the time limit expires, then the home team is declared the winner, and the game is over.
- Championship games will not have a time limit; however, the mercy rule remains in effect.

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- All games are considered official after 3 innings (2½ innings if the home team is leading) if weather or darkness interrupts play.
- If the time restriction has been reached and the pool play game is tied, the pool play game will be recorded as a tie.
- If a pool play game is tied after 6 innings and time remains, one additional inning will be played. If the game remains tied after the additional inning or the time limit expires, the game will be recorded as a tie.

**Tie Breakers for Seeding in Single Elimination Games**

- Winning Percentage = (Wins + (0.5 × Ties)) ÷ (Wins + Losses + Ties)
- Head-to-head (if applicable)
- Least runs allowed
- Run differential - max 8 per game
- Runs Scored - max 8 per game.
- Coin flip

**If weather causes teams to play an unequal number of pool games, advancement will be determined by:**

- Fewest losses
- Head-to-head (if applicable),
- The above tiebreakers calculated on a per-game average basis

**GENERAL GAME PLAY RULES**

**Where not covered herein, NFHS rules will apply**

Division	Steals	Leadoffs	Dropped 3rd Strike	Infield Fly	Base Distance	Pitching Distance	Pitching Max per game	Pitching Max per Day	Pitching Max per Tourney	Balks
8U	No	No	No	No	60'	43'	3 innings	7 innings	8 innings	No
9U	Yes	Yes	No	No	65'	46'	3 innings	7 innings	8 innings	Yes, 1 warning /pitcher
10U	Yes	Yes	Yes	Yes	65'	46'	3 innings	7 innings	8 innings	Yes, 1 warning /pitcher
11U	Yes	Yes	Yes	Yes	70'	50'	4 innings	7 innings	10 innings	Yes, 1 warning /pitcher
12U	Yes	Yes	Yes	Yes	70'	50'	4 innings	7 innings	10 innings	Yes, 1 warning /pitcher
13U	Yes	Yes	Yes	Yes	80'	54'	5 innings	7 innings	no limit	Yes, no warning

**There are three options when it comes to lineups. There will be no DH**

1. Hit 9 hitters (NFHS re-entry applies)
2. Use one AH and hit 10 (NFHS re-entry applies)
3. Hit a continuous lineup with free substitution. If teams choose to roster bat, and for any reason other than injury/sickness a player must leave the game, the spot in the order is an automatic out.

NOTE: If a player is skipped in the batting order due to injury/sickness, that player may not re-enter the game. If a batter is injured during the middle of an at-bat, the defensive team will have the option of

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bringing the next player in the order up with the existing count or bringing back the previous batter with the existing count.

**Speed-Up Rule:** Teams may elect to use a courtesy runner for the pitcher and/or catcher who will be playing that position in the next defensive inning. The courtesy runner must be a player not currently in the lineup. If no such player is available, the courtesy runner will be the last batted out. The Courtesy Runner may be used at any time.

### PITCHING RULES

- Pitching limits in the chart above are mandatory and will be enforced by the umpires during each game.
- Any discrepancy with a pitcher exceeding innings per day and/or innings per tournament shall be brought to the Tournament Director's attention for review. Violation can result in possible game forfeiture.
- A pitcher must be removed on the second mound visit by a coach / manager in an inning
- Any appearance in an inning where a pitcher delivers at least one pitch to a batter will count as one inning pitched.
- A pitcher removed from the pitching position may not return as a pitcher but may return to another defensive position if allowed under lineup rules.
- A limit of 5 warm up pitches will be allowed between innings for a pitcher returning from a previous inning and a limit of 7 warm up pitches will be allowed for a new pitcher.
- Intentional Walks can be verbally given. No pitches need to be thrown.
- Fake to Third Base is still legal rule under NFHS rules.

TBL recommends that coaches use Major League Baseball (MLB) Pitch Smart guidelines to ensure player safety. Additional information about MLB Pitch Smart recommendations can be found at <https://www.mlb.com/pitch-smart/pitching-guidelines>

### CONDUCT

- **Head coaches are responsible for the conduct of themselves, their staff, their players, and their fans. Only the head coach may communicate with umpires during the game.**
- Sliding / Malicious Contact: Runners are never required to slide, but if a runner elects to slide, the slide must be legal as defined by NFHS rules. Players must avoid "malicious contact". It is the umpire's judgement whether the contact made was malicious and can result in possible ejection. Also, headfirst slides are allowed at this tournament.
- Any person ejected from a game is excluded from the next game.
- The Tournament Director reserves the right to interpret tournament rules and make final decisions regarding any situation not specifically covered within these rules.

### Miscellaneous

#### Weather

- If there is visible lightning and/or thunder before, during, or after a game, players, coaches, and umpires are to leave the playing field immediately, move to a safe location, and wait until 20 minutes has elapsed from the time of the last visible lightning and/or thunder.