

BATTLE FOR BALTIMORE

TOURNAMENT RULES

13U: Bracket Style. (2) Two games Saturday, and (2) two games Sunday. Sixteen (16) Team Tournament featuring Four Brackets of four teams. All games will be played until a winner is determined - no ties.

Advancement to Sunday's Championship Final Four Bracket and the Gold, Silver, and Bronze Brackets will be based on the following procedures...

1. The **First Place** team in each bracket (2-0 Team) is determined and placed into the **Championship Final Four Bracket** predetermined semifinal slots based on the Seeding Tie-Breaker Procedures below.
2. The **Second Place** team in each Bracket is determined and placed into the **Gold Bracket** predetermined semifinal slots based on the Seeding Tie-Breaker Procedures below.
3. The **Third Place** team in each bracket is determined and placed into the **Silver Bracket** predetermined semifinal slots based on the Seeding Tie-Breaker Procedures below.
4. The **Fourth Place** team in each bracket (0-2 Team) is determined and placed into the **Bronze Bracket** predetermined semifinal slots based on the Seeding Tie-Breaker Procedures below.

*** **NOTE:** The Second Place and Third Place teams will both be (1-1) following the conclusion of Saturday's game bracket play. Irrespective of whether a team won their first game and lost their second game OR lost their first game and won their second game; second and third place between those (2) two teams will be determined based on the Seeding Tie-Breaker Procedures below.

Sunday Bracket Semifinals and Placement Games will be played as follows with the higher seed having the choice of being the Home or Away team:

Game 1 (8:30 AM): #3 Seed vs. #2 Seed

Game 2 (11:00 AM): #4 Seed vs. #1 Seed

Third Place Game (1:30 PM): Loser of Game 1 vs. Loser of Game 2

Championship Game (4:00 PM): Winner of Game 1 vs. Winner of Game 2

14U: Five (5) Team Round Robin Tournament featuring one Championship Pool of 5 teams. Each team will play every other team once in the round robin for a total of four games. The tournament champion and final placement will be determined based on the Seeding/Tournament Tie-Breaker Procedures below following the conclusion of round robin play.

15U: Bracket Style. (2) Two games Saturday, and (2) two games Sunday. Sixteen (16) Team Tournament featuring Four Brackets of four teams. All games will be played until a winner is determined - no ties.

Advancement to Sunday's Championship Final Four Bracket and the Gold, Silver, and Bronze Brackets will be based on the following procedures...

1. The **First Place** team in each bracket (2-0 Team) is determined and placed into the **Championship Final Four Bracket** predetermined semifinal slots based on the Seeding Tie-Breaker Procedures below.
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3. The **Third Place** team in each bracket is determined and placed into the **Silver Bracket** predetermined semifinal slots based on the Seeding Tie-Breaker Procedures below.
4. The **Fourth Place** team in each bracket (0-2 Team) is determined and placed into the **Bronze Bracket** predetermined semifinal slots based on the Seeding Tie-Breaker Procedures below.

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Sunday Bracket Semifinals and Placement Games will be played as follows with the higher seed having the choice of being the Home or Away team:

Game 1 (8:30 AM): #3 Seed vs. #2 Seed

Game 2 (11:00 AM): #4 Seed vs. #1 Seed

Third Place Game (1:30 PM): Loser of Game 1 vs. Loser of Game 2

Championship Game (4:00 PM): Winner of Game 1 vs. Winner of Game 2

SEEDING/TOURNAMENT TIE-BREAKER PROCEDURES:

*After each procedure listed below, teams NOT still tied are eliminated from the Tie-Breaker. IF at any time during the tie-breaking procedures two teams remain and have played; the Head-to-Head winner will advance.

1. Head-to-Head
2. Total runs allowed in Saturday pod/bracket play.
3. If still tied, Total runs allowed, subtracting the game with the most runs allowed in Saturday pod/bracket play.
4. If still tied, Total runs scored in Saturday pod/bracket play.
5. If still tied, Highest total run differential (Total runs scored minus runs allowed) in Saturday pod/bracket play.
6. If still tied, Runs scored inning by inning starting with the first game of Saturday pod/bracket play until one team has more runs after a complete inning.
7. If still tied, Runs allowed inning by inning starting with the first game of Saturday pod/bracket play until one team has less runs after a complete inning.
8. Coin toss

Home/Away: Home and Away will be determined by a coin flip unless otherwise noted.

Time Limits: All games except for the Semifinals and Championship of the Championship Bracket ONLY will have a strict 2 hour time limit. This rule is subject to change. No new inning can start after two hours. Time will be kept by the Xposure Sports Field Director and first pitch will constitute the start of the game clock. Any time limit discrepancies need to be protested before teams leave the field. We recommend that the protesting team request the Xposure Sports Field Director and/or Umpires to contact their supervisor(s) immediately to verify time and make final ruling on if the game should continue. (Please see below on how to properly protest.)

Game Tie-Breaker Rules: If after 7 innings or 2 hours the two teams are still tied the following tie breaker rules will go into effect except for the Semifinals and Championship Game of the Championship Bracket. The last three hitters from the previous inning will load the bases with one out.

The base runners will be placed as follows (**Bases Loaded - One Out**):

- Last hitter from previous inning @ 1st Base
- Hitter before him in the lineup @ 2nd Base
- Hitter before that in the lineup @ 3rd Base
- Normal substitution rules apply to these runners.
- **The hitting team will start the inning with one out.**
- Play continues until one team is ahead at the end of an inning.
- Semifinal and Championship games of the Championship Bracket will be played with regular extra innings through the 9th inning. Starting in the 10th inning the last three hitters from the previous inning will load the bases with one out.

Forfeits: All games must be started with at least 9 players. A player must be at least 13 years old to compete in a 16U-18U event. A game can be finished with 8 players. If there are no eligible subs the player leaving the original lineup will be recorded as an out until he is able to return. The tournament committee will rule on all forfeits. The committee's decision will be final!

Taking Infield: No infield will be allowed during the tournaments.

Mercy Rules: 10 runs after 4 innings or 3 ½ if the home team is ahead, or 8 runs after 5 innings or 4 ½ if the home team is ahead.

Trips to the mound: The members of the coaching staff (including the manager) can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the contest.

Hitting Lineup: All teams have the option of the following lineups:

Teams may bat 9 batters, entire roster, or any number in-between. Whatever number of batters you start with you must finish with that number, or take an out for the missing batter. Once the first pitch has been thrown the lineup is locked, and the number of batters may not be changed.

When batting their entire lineup, if a player is unable to bat at any time solely due to an on-field injury, then no out will be called but the player is no longer eligible to play in the rest of the game offensively or defensively.

***Each team must announce their options when exchanging line-ups with the other team at the pregame conference with the umpire.

Free Defensive Substitution: Teams may choose to make free defensive substitutions.

In case of rain: All rain out games may not be made up depending on time constraints. In case of scheduling changes, it is the team's responsibility, not the tournament committee, to make sure they are aware of the new schedule or any scheduling changes. This information will be posted on the tournament website and on social media when it becomes available. Note: Tournament format is subject to change at any time if deemed necessary and will be determined based on the fairest outcome for all teams. All coaches should make sure the tournament committee has current contact info. If games are canceled, Championship side games will take priority).

Stop in Play: If a game is stopped, the game must start within 1 hour of the stop in play. If games are not resumed, they will become suspended or called official. Games called by umpires that cannot be resumed within 1 hour will be considered an official game, if 4 innings have been completed, or 3 1/2 innings if the home team is ahead. After 4 complete innings, a tie score will result in an automatic suspended game. A suspended game will resume where the game was halted. Completion of games may also be modified by the tournament director.

Protests: Judgment calls and pitching limitations are not eligible for protest. Protests will be heard and ruled on by the tournament committee. The team protesting must make cash payment of \$300 at the time of the protest. If the protest is ruled in the protesting team's favor the \$300 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave field if after a game.

Roster and Roster Changes: All players must be listed on the official roster prior to the team's first game. Playing a non rostered player could result in a forfeit. If a player is listed on more than one roster, the player listed will make a decision as to which roster he is legally on. This decision is up to the individual player. No player can appear in a tournament game for more than one team. If there are multiple events going on at one time players are permitted to play for one team in each event if so desired. Age divisions within a tournament count as separate events.

1. The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements.
2. A player who is in violation of the age eligibility shall be considered an illegal player.
3. If anytime during a tournament game, a player is discovered illegal due to an age violation or participating on more than one team in the same tournament, the team is subject to forfeit. The first team a player participates for is their official team.
4. Participating players shall have photocopies of their original birth certificates (US) or passports (International) in the possession of their team manager. Electronic copies of ID documents are accepted.

Failure to have a copy of a birth certificate, in the event of a protest, could result in suspension for the remainder of the event until such a document can be produced. Driver's License is permitted. For events classified by graduation year, transcripts from a player's most recent academic semester shall be in the possession of their team manager.

Scoring: Each team is responsible for keeping a scorebook in each game. The official scorebook and lineup card for the game will be kept by the home team's scorekeeper. Each scorekeeper is kindly asked to send a copy of their scorebook to the tournament director immediately following the conclusion of each game. Stats from each team's scorebook will be uploaded to individual player profiles by our tournament staff. Failure to send a copy of your scorebook may result in players being ineligible for post-tournament awards and all-tournament team selection.

1. Line up cards must be fully filled out with players first name, last name, and accurate jersey numbers. All substitutes should be listed with accurate jersey numbers. Failure to produce a complete lineup card can result in games not starting on time. Lineup cards are to be given to the official scorekeeper before the home plate meeting.

Sportsmanship: In the interest of maintaining a quality event, the tournament committee reserves the right to eject any person from the site for unruly or unsportsmanlike behavior.

1. Physical attack on an umpire, tournament official, associate director, associate officer, and/or any player or fan prior, during, or immediately following a game played under the authority of Xposure Sports. Assault on an official is a felony in some states.
2. Players, coaches, managers, fans, spectators, or sponsors threatening an umpire, tournament official, associate director, or associate officer with physical harm.
3. Any player, coach, manager, sponsor, fan, spectator, director or officer who engages in physical fighting.
4. Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.
5. Destruction of property or abuse or failure to pay.
6. Competing under an assumed, false and/or altered name.
7. Tournament hosts have the authority to eject a player, fans or team anytime during a tournament of committing any of the above listed offenses.
8. A player, spectator, fan or coach ejection carries removal from that game only.
9. Any spectator, coach, manager or player who is ejected for the second time during the tournament will be eliminated from participating for the remainder of the tournament.
10. Any event that results in physical altercation (before, during or after a game) could result in a forfeit for both teams. Tournament committee reserves the right to remove teams from playoff contention.

Bat Specifications: Penalties for illegal bats will be assessed as per the NFHS rule book.

1st violation - Batter is pronounced out (if discovered before a pitch to the next batter) & head coach is restricted to the dugout for the remainder of the game.

2nd violation (Same Game) - Batter is pronounced out (if discovered before a pitch to the next batter) and the head coach is ejected. Subsequent violations: batter is pronounced out (if discovered before a pitch to next batter) and head coach is ejected. When a batter is pronounced out for violation of bat rules, the defense may take the penalty or result of the play. The head coach penalties apply in either case.

1. Xposure Sports Events will follow the following rules however event directors reserve the right to modify rules as needed in the best interest of the event. Directors will always rule in the fairest possible way.

13U	14U	15-18U
Metal bat	Metal/Composite bat or Wood bat.	Metal/Composite bat or Wood bat.
All bats must have a branding, label, or stamp proving BPF 1.15, and length/weight ratio vary by division.	Length/weight ratio must be -3 and stamped BBCOR	Length/weight ratio must be -3 and stamped BBCOR
USABat, BBCOR and Wood bats are also allowed.	Wood bats must be comprised of a single piece of wood.	Wood bats must be comprised of a single piece of wood.
Length/weight ratio must be -5 or -3.		

The following are the only wood composite bats allowed:

1. Rawlings

1. 5150 Composite Pro Wood WC5150
2. Big Stick R243CH
3. Big Stick R243CS
4. VELO Composite Wood R110CV
5. VELO Composite Wood R110CH
6. VELO Composite Wood R110CR
7. VELO Composite Wood Y151CV
8. Rawlings Composite 243MBS
9. Rawlings Composite 243CUS
10. Rawlings Composite 110CMB
11. Rawlings Composite Y151CB
12. Rawlings Maple/Bamboo Composite 271 MBC
13. Rawlings Maple/Bamboo Composite SL151G

2. Baum

1. AAA Pro Maple Baum Bat (Gold & White editions)
2. AAA Pro Ash Baum Bat (Gold & White editions)

3. DeMarini

1. Models: D243, D271, I13, D110
2. The Woods 2026 (Model Code: WDC-26P & WDC-26B)
3. Louisville Slugger RA13 Wood Composite

4. MacDougall

1. PowerWood

5. Marucci

1. AP5 Hybrid Pro Model

6. Pinnacle Sports/BamBooBat

1. All models allowed

7. Safety and integrity of the game are two major factors at Xposure Sports events, and with the implementation of the following changes, we are taking the next steps in providing an updated and premier experience on the baseball field. While these bats are currently still certified by their manufacturers, performance of these bats over the extended life span continues to become increasingly unsafe for our participants. The following bats may not be used in Xposure Sports events:

1. 2015 Demarini CF7 (-5)
2. 2015 Easton XL1 (-5)
3. 2016 Demarini CF8 (-5)
4. 2016 Demarini CF8 (-8)
5. 2016 Demarini CF8 (-10)
6. 2017 Demarini CF Zen Balanced (-8)**
7. 2017 Demarini CF Zen SL 2 3/4" (-10)**
8. 2017 Demarini CF Zen Zero Dark 2 3/4" (-10)**
9. 2017 Demarini CF Zen (-5)
10. Louisville Slugger Blue Meta Composite (33/30 model only)
11. 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
12. (Easton) Ghost X (30/20 only - USA Baseball Marked)
13. 2022 Stinger Missile 2 (33/30 model only)

****Re-tooled models of these bats may be used in Xposure Sports play. Once returned from the manufacturer, these bats will have updated model numbers and new orange end cap and stickers indicating the corrected performance standards.****

Spring/Summer of 2021:

1. 14 Open or Major: -3 BBCOR ONLY
2. AAA/AA: -5 or -3

ALTERED BATS:

DEFINITION OF AN ALTERED BAT

"A bat which has been subjected to change in its physical makeup outside the original manufacturer's product."

At any point, an Xposure Sports Director or UIC may request to inspect a bat that is at a Xposure Sports sanctioned event. If the owner/user refuses to allow the requesting body to inspect the bat the owner/user accepts an automatic three-year suspension from Xposure Sports sanctioned events. Alternatively, the owner/user can allow the bat to be inspected so a conclusion can be formed as to whether the bat was altered.

The owner/user of the bat have the responsibility of having knowledge whether a bat is altered.

DAMAGED, WORN, OR ILLEGAL SUBSTANCE ON BATS:

Bats that are damaged in any way, including but not limited to cracked, warped, missing a knob/ cap, having a rattle, etc. are not legal for Xposure Sports sanctioned events.

Bats may not have any certifying markings or graphics worn off the bat. Bats that have certifying or identifying markings worn off the bat shall be removed from play.

No substance shall be added to the bat barrel. The barrel of the bat and all identifying marks or graphics shall be free of any foreign obstruction. If a foreign substance is discovered as being used or identifying marks on the bat are not visible the bat shall be removed from play.

Pitching: The MLB balk rule will be enforced. When a balk is called it is NOT a dead ball. A called balk will remain a LIVE ball. The 3B to 1B pickoff move is legal. Also, in the windup position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber, or off to the side of the rubber.

Enforced Pitching Limitations: There are no pitching restrictions for this tournament however we strongly encourage all coaches to follow the USA Baseball Pitch Smart guidelines.

Courtesy Runners: Courtesy runners can be used for the Pitcher and Catcher at any time but must be a VALID SUBSTITUTE. If a team is batting their entire lineup, then the last batted out will be your courtesy runner. In addition, the same substitute CANNOT run for more than one position (Pitcher or Catcher) in the same game. If an error is made on a courtesy runner, it is a correctable error and the runner will be replaced with the correct substitute/runner.

PitchCom & EPak Baseball: are legal devices approved for all Xposure Sports events. They must be used for their intended purpose.

Not covered in the Rules: In the event any item is not covered in these rules or NFHS rules, the tournament committee will make the fairest possible ruling and that ruling will be final!

Field Dimensions

- 1. 9U-10U: All games will be played on 46x65 fields.**
- 2. 11U-12U: All games will be played on 50x70 fields.**
- 3. 13U-18U: All games will be played on 60x90 fields.**