

All games will be played under National High School Federation rules except for the following:

Refund Policy

We will make every effort to get as many games played for our participating teams as possible. Unfortunately, weather conditions beyond our control occasionally conspire against us. In the event that the tournament is abbreviated, the following refund policy: will apply 80% refund if all games are cancelled due to inclement weather; 20% refund if only one game is played; no refund if two or more games are played.

No refund will be given, under any circumstance, to a team that has been removed from the tournament due to a rules or sportsmanship violation.

There will be no rain date set for this tournament if the entire tournament weekend is cancelled due to leagues starting and other major tournaments filling every weekend.

Rosters:

All teams are required to carry with them at all times a copy of their official roster, a copy of each player's birth certificates and a copy of their insurance. Before your first game as your official check-in you are to provide a copy of your official tournament roster/waiver form and show a copy of your insurance certificate to the tournament official or concession stand personnel if the tournament official is not available. GGB does not have to be listed but neither the GGBJSL Organization nor the members or its staff will be responsible for any injuries incurred during these Tournament games.

In the event of a player's age challenge each team must show the player's birth certificate. If the player is found to be ineligible the player would be removed from tournament, the head coach will be ejected from the remainder of the tournament and the team would forfeit all games that the ineligible player played in.

A player may appear on ONLY one roster at a time. Any player found to be participating with more than one team shall result in the second team's disqualification, and suspension of the player for the remainder of the tournament.

Lineups:

All teams have the option of the following lineups:

- Teams may bat 9 batters
- Teams may bat 10 batters. An (EH) may be used in the batting lineup. If you start with an (EH) you must finish with an (EH), or take an out at that at-bat.
- Teams may bat entire roster. In this case if a player is unable to bat at any time solely due to on field injury, then no out will be call but the player is no longer eligible to play in the rest of game offensively or defensively.

Each team must announce their options when exchanging line ups with other team at pregame conference with umpires.

Reentry Rule:

Teams may substitute for defensive positions (except pitcher) as many times as they wish, as long as the batting order remains the same. A player does not have to play the field in order to bat if batting the entire lineup. Once a player has been placed in a slot of the batting order, the player may only bat in that slot.

Time Limit:

All games will be 6 innings and no new inning will start after 1 hour and 45 minutes. A new inning begins when the last out of the previous inning is made.

The tournament directors have right to put in drop dead times if games begin to run behind on any day.

Games called before a full inning is complete because of weather, darkness, or other pertinent matters will revert back to the previous inning for the score. If the game has not reached official game status by reverting back to the previous inning, the coaches will mark their books and the game will be considered a complete game. A game is considered to have reached official status at the completion of 4 innings (3 ½ if home team is leading). Games ending in ties due to darkness, time

or weather after 4 innings will remain as ties unless it's an elimination game or championship game. The game will continue with the last out being placed on 2nd base and played until the tie is broken.

No time limits for championship games only, but mercy rules still apply.

Home/Visitor:

Home team will be determined by coin flip in all pool / round robin play games. Higher seed will be the home team for playoff and championship games.

Intentional delays:

The umpire and tournament directors reserve the right to eject any player, coach or fan for intentionally delaying a game and a forfeit may be enforced at the tournament director's discretion.

Protest:

No protest!! Judgment calls are final. A coach may politely ask the umpire who made the call to clarify a rules interpretation. The umpires on the field will make a final decision on the field.

Tiebreakers:

Tiebreak rules will apply to determine all seeding after round robin play.

Tiebreak rules will apply for division winners, wild card winners and seeding for playoffs.

Tiebreakers are as followed in this order:

- Win Loss Record
- Head to Head record (if only 2 teams are tied)
- Least amount of total runs allowed
- Lowest single game runs allowed
- 2nd lowest single game runs allowed
- Coin flip

Scorebooks:

The home team will be the official scorebook. The visiting team is encouraged to maintain a book also.

Runs per inning:

There are no max runs per inning.

Mercy Rule:

15 runs after 3 inning (2 ½ if home team is ahead). 10 runs after 4 innings (3 ½ if home team is ahead).

Pitching:

- Pitchers are limited to three innings per game.
- Once a pitcher is removed from the mound they may not return to pitch in the same game.
- One pitch constitutes a full inning pitched for all pitchers.
- Coaches should use sound judgment in determining who is allowed to pitch each game.
- No Bulks for 9u games

Bats:

There are no weight or size restrictions. No doublewall bats will be permitted.

Courtesy Runners:

A courtesy runner for the pitcher and catcher on record is allowed at any time. The runner must be a player not in the game or was the last out.

Runners:

9u & 10u Only - Runners may steal after the ball crosses the plate. There will be one warning per team for leaving the base too early after that the runner is out.

Ejections:

Coaches and fans ejected from a game must exit the park immediately and not return for the rest of that game plus their next scheduled game. Players may stay with their respective teams but may not participate in rest of that game plus the next scheduled game.

Start of game:

All teams are expected to be at fields ready to play ½ hour prior to game time. Please be prepared to start games early if field, umpires and teams are ready to play. Teams must have 9 players to start game NO exceptions. Teams may finish with 8 players (out taken for vacant spot in lineup).

Reporting scores:

Winning team will be responsible for reporting the to the tournament headquarters / concession stand. It is very important that each team's head coach ensure that the home book records the correct score after each and every game.

	<u>9u & 10u</u>	<u>11u & 12u</u>	<u>13u</u>
Bases	60 Feet	70 Feet	90 Feet
Pitching Distance	46 Feet	50 Feet	60' 6"
Leading	Crosses Plate	Yes	Yes
Stealing	Crosses Plate	Yes	Yes
Stealing Home	Crosses Plate	Yes	Yes
Dropped 3 rd	No	Yes	Yes
Infield Fly	No	Yes	Yes
Mercy rule	15 after 3 10 after 4	15 after 3 10 after 4	15 after 3 10 after 4
Balks	None	Yes	Yes
Bats	None	None	None
Cleats	Rubber	Rubber	ANY

The Tournament director has the final say on all rules and rules can be changed up and until the start of the first game played.