

2020 TOURNAMENT

GENERAL RULES

1. Teams are expected to be ready to begin games promptly. We would ask that teams be at their field and available 15 minutes prior to schedule start time, just in case we are able to start games early. Also note that starting time may be delayed by previous game going into extra innings.
2. Home team will be determined by coin toss involving both managers prior to start of game. Lineups are to be exchanged at this time and should include player's name, number. The home team will be the official scorekeeper.
3. The winning team is required to inform the director of the final score through a text message. Required information in the text message: (Age Level, game time, and score including team names) Example: (8U, 10AM Game, Tigers 2 White Sox 1). Please text this information immediately after each game to Ben Bozek @ 616-890-0966 (log this in your phone).
4. Any illegal entry of non-verified players will result in immediate forfeiture of all games and elimination from tournament. No refunds
5. Any player or coach ejected from a game for any reason will be ejected for the remainder of that game and the next game played. Additional games could be added to suspension by tournament directors. Note: any coach ejected may be suspended for the remainder of the tournament.
6. Awards and/or trophies will be given to the tournaments runners-up and champions.
7. There will be no protests. In the event of a challenge regarding rules or rule interpretations, both managers may confer with the umpires. All disputes will be settled at that time. If necessary, a tournament representative will be included in any discussions. Home plate umpire's decision is final. Judgment calls may not be disputed. Remember the clock is running during any discussions.
8. The following tie-breakers will be used.
 - A. Head to head play.
 - B. Least amount of runs allowed
 - C. Most runs scored.
 - D. Run differential.
 - E. Coin flip.

** Run differential is used for tie-breakers only. If official game ends because home team is ahead after the top of the 4, 5, 6 or 7 inning, or home team scores in bottom of inning to end game. The game is over. No home team can continue to play to increase run differential.
9. Absolutely no soft toss or pepper against fences or backstops.
10. No infield practice prior to any game.

TOURNAMENT RULES

Little League Baseball rules will be adhered to, with the following exceptions:

I. TEAMS

Each team must field no more than nine (9) players & no less than seven (7) players at posted game time. Any team that cannot field at least seven (7) players any time during the game will forfeit the game. A Maximum of fifteen (15) players is permitted per roster.

II. PLAYERS

A player must not attain the age of their playing year prior to May 1, 2020. Team rosters are to be submitted prior to first game. No changes will be permitted once roster has been submitted to tournament directors. Please have your insurance certificate with you.

III. RULES

A. Bases/Pitching:

9U – 10U – 60'/46'

11U – 12U – 70'/50'

13U – 80'/54'

14U – 90'/60'6"

B. Stealing:

9U & 10U - Runners may NOT lead off and may steal only after the ball crosses the plate.

11U – 14U – Runner may lead off and steal at any time.

C. Lineup: 9U – 14U:

There will be a continuous batting line-up for all games. Every player must have a regular turn at bat. Defensive changes may be made at any time.

IMPORTANT NOTE – If a player is unable to finish his at bat due to injury, the next batter in the lineup will assume the injured player's at bat, including count. The lineup will then continue with the next batter in lineup order.

D. Innings / Time Limit – 9U- 14U:

Games will be six (6) innings, with three (3) innings constituting an official game due to inclement weather. No new inning may begin after 1 hour and 30 minutes. The umpire on the field will make the call as to if a new inning shall start. Once the last inning has started that inning shall be completed. Championship games will have no time limit.

E. **Speed up rule:** Courtesy runners may be used for the pitcher & catcher, at any time during the inning. Whenever this rule is applied, the last player out will assume the courtesy runner rule. In the event that a player is already being used as a courtesy runner, the player put out prior to that player will be the courtesy runner.

F. Pitching - No max innings for tournament, only per game

9U – 14U - Pitchers may pitch a maximum of (9) continuous outs in any one game, but may NOT return to the game *as a pitcher* once removed.

Any team caught using a pitcher beyond the pitching limit will forfeit the game.

G. Mercy Rule & Ties

The **mercy rule** is (15) fifteen after (3) three innings, (10) ten after (4) four innings, or eight (8) after (5) five innings.

Note* - If the home team is trailing by 5 runs or more, after 5 innings, then they will bat **first** in the 6th inning, followed by the away team (if necessary).

Ties will not be played out once time has expired. If a game is tied after the allotted number of innings, and assuming that time still remains, international extra innings rules will apply. The last player to record an out of any kind will be placed on second base with one out. The same situation will apply for both teams for the remainder of the game until time expires or the tie is broken.

H. Bats

8U – 14U – No bat restrictions.

I. Balks

9U – 10U – Unlimited warnings, instruction purposes.

11U – 12U - One warning will be given to each pitcher on a balk call with no penalty.

13U – 14U – No Warnings

J. Dropped 3rd Strike

9U - No Dropped Strike. Batter is out and ball is live.

10U – 14U – Dropped 3rd strike rules are in effect.