

Tournaments will be governed by the Official MLB Rules with the following exceptions:

BIRTH CERTIFICATES:

All players must bring birth certificates - They will only be checked upon request by Staff or Umpires. **Penalty - If player is not of age and or birth certificate cannot be produced, he will be unable to play the remainder of the tournament and the games will be forfeited. Staff or Umpires may also remove that team from the tournament at their discretion. A photo on your phone is fine.

AGE DIVISIONS: Age Divisions will be determined by your age on April 30, 2025.

8u - Must be 8 or younger on April 30, 2024

9u - Must be 9 or younger on April 30, 2024

10u - Must be 10 or younger on April 30, 2024

11u - Must be 11 or younger on April 30, 2024

12u - Must be 12 or younger on April 30, 2024

13u - Must be 13 or younger on April 30, 2024

14u – Must be 14 or younger on April 30, 2024

PLAYER ELIGIBILITY:

No player may play with more than one team in the tournament. (To be eligible for bracket games a player must play in at least 1 pool game; any other situation must be approved by Staff.)

TOURNAMENT FORMAT:

Seeding for bracket play will be based on pool play games. Tiebreaker Rules used when needed. Bracket play will be played on Saturday and/or Sunday or

Monday depending on the tournament, weather and time.

8U/9U and 10U DIVISION EXCEPTIONS TO THE RULE:

- 9U no dropped 3rd strike. 6 Runs per half inning.
- 10U Dropped 3rd strike rule is in effect. 6 Runs per half inning
- Runs per half, teams exchange offense and defense. All runs which score on the last play, are recorded.
- Last inning, due to time or being the 6th inning will still be played even if the trailing team is too far behind to catch up. 8 runs per inning rule will apply in the last inning, not unlimited runs. Mercy run rule still applies.

TOURNAMENT RULES AND REGULATIONS

1. Highest seed will be given the option to be home or away for bracket games.

2. All Games in Divisions 13u, 14u, will be 7 innings or no new inning after 1 hour and 30 minutes. 8u, 9u, 10u, 11u and 12u Divisions will be 6 innings or no new inning after 1 hour and 30 minutes. Pool Play, In the event time is expired and the game is tied, the game will end in a tie, No tie breaker innings will be played, If time is not expired use the International Tiebreaker rule to break the tie. Bracket play, 1 hour and 30 minute time limit. No new inning after 1 hour 30 minute, If tied at the top of the last inning, international tiebreaker rule will be used. Championship game will be 2hrs. Last Game of the day for fields with no lights, 8:10pm will be drop dead, last full inning score will determine win.

3. Run rule 10 after 5 innings. 12 run rule after 4 innings. 15 run rule after 3 innings.

4. 1 Hour or 1 complete inning constitutes a complete game when delayed or called because of inclement weather or outside factors.

5. Batting Order, Re-entry Rule: Starters may only re-enter one time and in the same spot in the batting order.

6. Batting Order: There is no limit to the number of players you have in the batting lineup. A team must bat a minimum of 9 players, or an out for each missing player. Line up is locked.

7. Unlimited Defensive substitutions. Your defensive lineup is non-related to your batting order. A player may play defensively even if they are not in the batting lineup.

8. No Restrictions on Cleats. Bats Must be 1.15 BPF Stamped.

9. Pitchers are not allowed to wear metal cleats on the portable mounds.

10. 14u and up are required to use BBCOR bats.

11. Speed-up rule/courtesy runners will be allowed for the catcher at any time. The courtesy runner will be someone not currently in the game or if the team has no players on the bench, the last batted out. A courtesy runner may only run one time per inning.

12. Home team will be the official scorer unless otherwise designated by the umpire. Umpire is official timekeeper. Use game changer on your own account.

13. Protests will not be allowed on judgment calls. Protests must be handled at the time of protest - Umpire can confer with Staff for help on ruling.

14. We will enforce and avoid contact, Malicious contact, by any player will be ejected. It is the discretion of the umpire a collisions. This is a

judgement call by Umpire. Not open to discussion or protest - Umpire Judgement.

15. A must slide rule will be in effect when an infielder is attempting to turn a double-play at third and second base. If the runner is not close enough to merit a slide, he must peel away from the baseline. The runner will be called out only if by his not sliding or peeling away affects the defensive play. Runners may also be called out or ejected for a malicious slide into any base. This a judgement call by Umpire.

16. Eliminate defensive huddles prior to your team taking the field in between innings.

17. Only two coaches outside of the dugout during games (does not include base coaches).

18. Please have a Catcher available to warm up your Pitcher between innings when your Catcher is not ready. Keep games on time.

19. Pitchers - Maximum of 5 warm-up pitches between innings or 1 minute.

20. No infield before games. Get teams in the dugout and have your teams ready to play before game time.

21. Live Balk Rule - if a pitcher balks and throws the ball the offensive team makes the choice to determine the outcome of the play.

22. With runners on 1st and 3rd, pitchers will not be allowed to fake a throw to 3rd base. (balk)

23. End of game – Remove garbage from dugout and clear dugout in a timely manner. Hold post game discussions outside of the field.

24. Show respect to the umpires, your players, your opponents and most of all the great game of baseball.

25. Any excessive unsportsmanlike conduct by players, coaches, or fans may result in removal from game, possible forfeiture of game plus possible ban from future tournaments. Please do not let players dig holes in outfield grass.

26. The batting team is responsible for foul balls - there is not an unlimited supply of balls. Teams keeping excessive amounts of HR balls must put new balls into play.

27. Have a FUN Tournament!!!

28. Coaches - you are responsible for your Fans conduct.

PITCHING RULES:

1. If a pitcher pitches more than 51 pitches in one calendar day, a 36-Hour rest period will apply. (1 pitch delivered in an inning, constitutes an inning pitched)

2. Maximum Innings and pitches, 2 innings per game max, 100 pitches for two days, finish the batter.

3. Maximum Innings for Tournament (including championship day) = 9 innings.

4. Only the starting pitcher may re-enter.

5. Each team will be responsible for signing the game card after the game. It can be signed by the opposing manager, umpire, or the official scorer of the game. This is our only way of tracking pitching.

6. If a coach has a question about the opposing team's pitching log, he may bring it to the attention of Staff. A coach may not request the pitching affidavit from the opposing coach.

7. If the Staff determines that the pitcher in question is ineligible to pitch, the pitcher will be removed from the mound at the time of discovery, and will not play the rest of the game. This is not a retroactive rule. The pitcher may be removed for the rest of the tournament.

TIE BREAKER RULES FOR ADVANCEMENT AND SEEDINGS:

1. Best Record (Wins count as 2 points, ties are 1 point, and losses are 0 points). If there is a tie between teams for best record (total points allowed), then the next tie breakers are used until a winner is determined.

2. Head to Head (tied teams) Does not apply if all tied teams have not played each other or have at least one win and one loss against all other tied teams. Exception: One team has beaten or lost to ALL tied teams. Head to head will apply to that team only. The remaining tied teams will continue to the next tie breaker.

3. Plus/Minus Run Differential to a maximum of plus or minus 7 runs per game.

4. Fewest runs allowed to Common Opponents. A "Common Opponent" is defined as: A team or teams that all tied teams have played. If the tied teams have a common opponent - the runs will be totaled of only the Common Opponents. Keep in mind; you cannot play yourself, so runs that other teams allowed to your team or that you allowed to their team are not considered.

5. Fewest runs allowed to All Opponents.

6. Team to score first or Coin Flip by Staff.

REFUND / CANCELLATION POLICIES:

· Refund/Cancellation Policy -50% refund - Cancellation 14 or more days prior to Tournament. No refund - Cancellation less than 14 days prior to Tournament

· Weather/Rainout or? Refund Policy -after expenses refunds will be spilt by teams.

FIELD DIMENSIONS AND SPECIAL RULES:

8u/9u and 10u - No Lead Offs - 10u Caught 3rd in effect - 46' Mound - 60' Bases

11u Lead Offs - Caught 3rd in effect - 50' Mound - 70' Bases

12u - Mound 50' Bases 70'

13u - Mound 54' Bases 80'

14u - Mound 60'6" - Bases 90' - BBCOR Bats or Wood

16u-18u BBCOR Bats or Wood

Desert peak rules plese read.

YOU will forfeit your games for the following violations:

No Pets, No Alcohol, No Seeds of any type, Smoking/Vaping, Scooters/Skateboards/Bikes past the entrance area.

The parking lot is under construction and will be an obstacle for parking, it is changing daily.

The construction crew is trying to have as much space for parking as possible every day but at some point the whole thing will be closed, people will need to park on the road, in the swimming pool lot, and the conference center lot. It will be challenging for everyone but we will all be happy when it is done.