

Sandlot Indy Tournament Rules 2011

Name & Objectives

1.1 Name

This organization shall be known as Sandlot Indy baseball

1.2 Objective

The objective of Sandlot Indy Baseball shall be to organize and promote youth and adult baseball, to perpetuate the interest and love of the game. To coordinate the providing of an opportunity for teams to compete in league and tournament competition.

Team Eligibility Requirements

2.1 Team Composition.

Independent teams, league teams, all star teams, travel teams, select teams or any other combination of players is eligible to participate in Sandlot Indy events.

2.2 Team Roster Due Before First Tournament Game

The Team roster submitted at the managers meeting is final and official. Rosters submitted by a team not attending the managers meeting, must have submitted their roster to the Sandlot Indy Tournament Director prior to the managers meeting. If the opposing team finds a player in a game not on the original roster, said player must immediately be removed from the game or a forfeit will be declared. If the team participates in additional tournaments, they may then submit a new roster. The maximum number of players per team roster is 15. If however, any housing, meals, free gate passes, banquet tickets and/or fun day passes are provided no more than fifteen (15) players per team and no more than three (3) coaches will be taken care of.

B. The Maximum number of Players on a Team roster shall be 15.

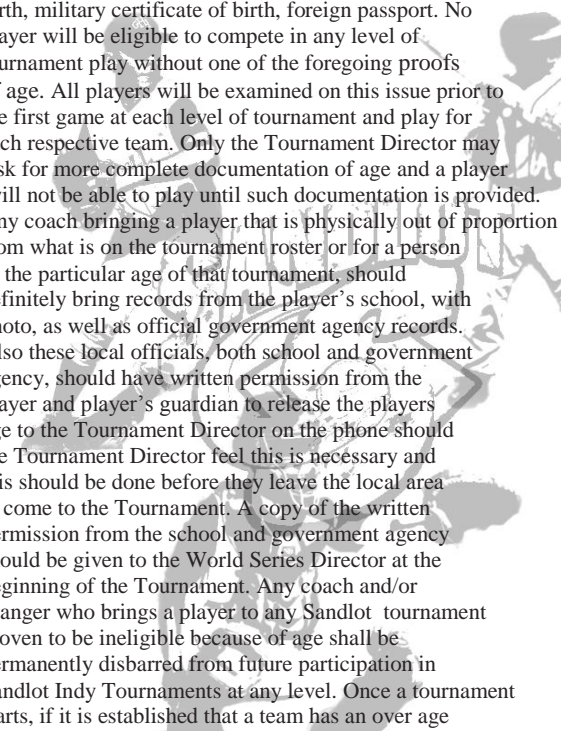
C. The Minimum number of Players on a Team roster shall be 10 unless approved by Tournament Director.

2.3 Proof of Age.

All players entering a Sandlot tournament must have in their possession an original or photo static

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Team Eligibility Requirements



copy of their birth certificate, hospital certificate of birth, military certificate of birth, foreign passport. No player will be eligible to compete in any level of tournament play without one of the foregoing proofs of age. All players will be examined on this issue prior to the first game at each level of tournament and play for each respective team. Only the Tournament Director may ask for more complete documentation of age and a player will not be able to play until such documentation is provided. Any coach bringing a player that is physically out of proportion from what is on the tournament roster or for a person of the particular age of that tournament, should definitely bring records from the player's school, with photo, as well as official government agency records. Also these local officials, both school and government agency, should have written permission from the player and player's guardian to release the players age to the Tournament Director on the phone should the Tournament Director feel this is necessary and this should be done before they leave the local area to come to the Tournament. A copy of the written permission from the school and government agency should be given to the World Series Director at the beginning of the Tournament. Any coach and/or Manger who brings a player to any Sandlot tournament proven to be ineligible because of age shall be permanently disbarred from future participation in Sandlot Indy Tournaments at any level. Once a tournament starts, if it is established that a team has an over age player, that team will be permitted to play all games in that particular phase of the tournament without the over age player and/or players, but should they be in contention for any awards or advancement, they would not be eligible for such awards or advancement, and all other teams in their division would move up one notch. However, all teams in that division that is scheduled to play the team should do so.

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Team Eligibility Requirements

2.4 Birthday Cut Off Date.

May 1 of the current season is the birthday cut off used in all Sandlot age divisions.

Note: A player's age on April 30 of the year of participation is the player's age for that season.

2.5 Age Divisions.

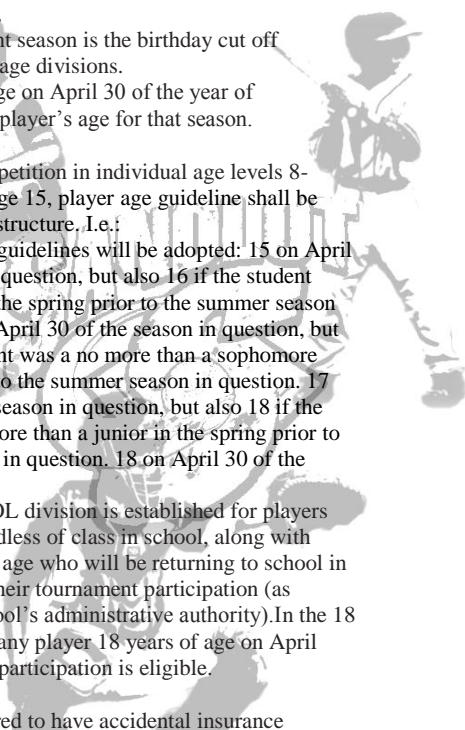
Sandlot offers competition in individual age levels 8-18. Beginning at age 15, player age guideline shall be by age AND class structure, I.e.:

The following age guidelines will be adopted: 15 on April 30 of the season in question, but also 16 if the student was a freshman in the spring prior to the summer season in question. 16 on April 30 of the season in question, but also 17 if the student was a no more than a sophomore in the spring prior to the summer season in question. 17 on April 30 of the season in question, but also 18 if the student was a no more than a junior in the spring prior to the summer season in question. 18 on April 30 of the season in question.

The HIGH SCHOOL division is established for players 18 and under regardless of class in school, along with players 18 years of age who will be returning to school in the fall following their tournament participation (as verified by the school's administrative authority). In the 18 year old age level, any player 18 years of age on April 30th of the year of participation is eligible.

2.6 Proof of Insurance.

Each team is required to have accidental insurance to cover the team in practice, regular season and post season tournaments. Prior to participating in a Sandlot



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sponsored tournament, a team must purchase and have proof of purchase of General Liability and Participant Accident coverage. Coverage could either be a program recommended by Sandlot or a program similar in nature accepted by any recognized national baseball program. It is required that each team indicates to the tournament director how they will handle all matters related to personal injury. It is not the responsibility of the Sandlot Indy to provide expenses related to personal injuries and the manager, coaches and players (if under legal age, parent or legal guardian) must sign a release relieving the tournament host, the Sandlot, its officers and directors of any liability in this regard. The team must clearly show how these matters will be taken care of in case of an emergency.

2.7 A Player May Play In More Than One Sandlot Tournament.

A player may play in more than one Sandlot tournament at the same time or at a different age level. However, a player may play with one tournament team per age level in a given Sandlot tournament. If a player is found to be on the roster of two teams in the same tournament age level he will be assigned to the team with which he makes his first official appearance.

For purposes of this rule, an official appearance occurs as soon as the first official pitch is thrown in a game that the player's name appears in the game lineup.

Tournament Formats

3.1 Sandlot Tournament formats

Sandlot Indy's standard practice that all Sandlot tournaments have some component of round robin (pool) play. However, directors of qualifying tournaments have discretion to determine local tournament formats, providing the format and cost for participation are provided in tournament literature prior to

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the acceptance of funds for participation

3.2 Sandlot Tournament cancellation

If a tournament is cancelled by the tournament director prior to the playing of any game, the full tournament entry fee shall be refunded by the tournament director (or host as appropriate). If teams drop out prior to the start of a tournament or prior to tournament completion, there shall be no refund providing the tournament director has provided participants a schedule for completion that continues the tournament on successive “playable” days the host has use of facilities to complete the tournament. Each Sandlot tournament shall inform participants in tournament literature of any refund policies in place for partially completed tournaments. If no such policy is communicated, participants should assume and be aware that no refund policy is in place. Refunds of the entire fee is appropriate if the tournament site is moved fifty miles or more from the advertised site at the option of the participating team.

The principle of has the right to determine their tournament format at the same time potential participants have the freedom to determine whether or not they wish to participate. Sandlot would suggest that participants consider the reputation of the tournament director, tournament location, published minimum game number, refund policies and means by which a tournament champion (advancing team) will be determined prior to making application for participation. If this information is made public by the tournament director and a team elects to participate, that team must accept responsibility for their choice if they are not satisfied. It is understood by reasonable people that time and clear weather are needed to properly prepare a field after a rain interruption. It is important that potential participants do their

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homework prior to registration in any tournament, not just Sandlot events.

3.3 Entry Fee Refund

1. In all cases, a team must provide written notice to the Sandlot about their intent to withdraw from an event. If this notice is received by the Sandlot, at least two (2) week prior to events start date, the Sandlot will refund the entry fee less Fifty Dollars (\$50.00) administrative fee, which is non-refundable.
2. A withdraw less than two (2) weeks prior to an event – there are no refunds for any withdraw.
3. Rain and/or weather shortened events – In the event rain and/or some other weather condition causes the event to be shortened, the refund policy is as follows:
 - A. One game played – 50% Refund
 - B. 2nd game – As soon as the 2nd game of the event is started, there are no further refunds permitted. If a team elects, a team may attend another Sandlot event during the same season and receive a 50% discount from the entry fee of that event.

3.4 Team Registration / Check-in

Teams must check-in one (1) hour prior to their first scheduled game at the location where that game is scheduled to be played.

No team will be permitted to start play without completing the “check-in procedure”. All required information must be turned in at or prior to check-in. No team shall be permitted to start tournament play without all information being completed.

Coaches – If your team fails to comply with check-in prior to the start of your first game, your game may be forfeit.

Items required at check-in;

- Team roster: The original copy of the Approved Roster duly signed by the team coach. All information must be complete and the form signed by the player (if 18 years of age) or his parent/legal guardian. No player will be allowed to play without a valid signature on the Medical Waiver Form.
- Insurance Verification; All teams must submit proof of insurance for each team participating in the event.
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- Emergency Contact Number; Each team must have, at least, one (1) emergency contact number where they can be easily reached during this event.

3.5 Elimination Bracket Seeding

The Sandlot seeks a format that will result in the best team being crowned champions. The structure of our tournaments makes pool play games meaningful and of course, the double elimination phase critical for those teams seeking to be champions.

While considerable care is given to balance the pools competitively and geographically, there is likely to be disparity in competitiveness from one pool to the next, however, this format provides the best mathematical process for determining bracket seeding. Points needful for participants to understand are as follows:

3.6 Scoring:

All "seeding" for Championship Round shall be settled as follows (in order):

- **Head to head competition**
- **Run differential** (teams shall be awarded up to a plus "10" runs for victories and up to a minus "10" runs for any loss. For example, if Team "A" beats Team "B" by "7" runs. Team "A" shall have a plus "7", whereas Team B shall have a minus "7"
 - **PLEASE NOTE -- If "3" or more teams are tied, the tie-breaker shall no longer be "head-to-head", but shall start with "run differential" -- NOTE -- Once a there are three (3) or more teams tied with the same "won-loss" record, the tie breaker shall be a) run differential (plus or minus runs with a max of "10" plus or minus), b) fewest runs allowed, c) runs scored -- NEVER WILL THE TIE BREAKER GO BACK TO HEAD-TO-HEAD.**
- **Fewest runs allowed**
- **Runs Scored**
- **Coin Flip**
- **NOTE -- Forfeits count as "5" (for the winning team) and "0" (for the team who forfeits)**

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3.7 Tie breaking method:

TIES IN POOL PLAY GAMES ONLY -- In pool play games only, if the game is tied at the time that the next scheduled game is to begin, then the game will immediately terminate and the winner will be designated by going back to the last inning, where there was a team in the lead. For example, after 3 innings, Team "A" was leading 3 - 1. Then Team A is the winner. If, however, there was no inning where a team was leading at the end of a particular inning, the the game shall be a "tie."

SPEED UP RULES ON TIES -- If a game is tied and the time limit has not expired, then the game will be played as any normal game. However, once the game time has expired, at the next new inning, the teams will go to the following "speed up rule" -- last batted out will go to 2nd base without any outs. Once the game goes into the eight (8th) inning (and the time limit has expired), then the "speed up rule" shall be the last batted out at 3rd base, with one (1) out and one (1) strike on the batter.

TIES IN SEEDING - Teams with the best records coming out of pool play are the higher seeds. In the event two teams have the same record at the conclusion of pool play, the head to head winner shall be the higher seed, (if those teams played in pool play). Where tied teams did not meet in pool play or three or more teams have the same record, the following progression will be used, with one seed determined at a time, then going back to the first criterion as each seed is determined.

The following is that progression: (1) Head to head winner in game between tied teams that have played. (2) On an average per game played basis (forfeits not counted) the fewest runs allowed in that specific set of pool play games. (3) Average run differential in that specific set of pool play games (forfeits not counted). (4) Draw or coin toss. Again, as noted above, each seed is determined individually, revert back to criterion # 1 progressing through the same scenario to determine the next seed. As with the NCAA bracket, the overall number one and two seeds, for example, will be placed at

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opposite ends of the bracket.

3.8 Weather Problems.

In case of weather related problems, the Tournament Director has the authority and responsibility to make adjustments to complete the Tournament by the stated completion date.

A. Rain or Darkness Policy. In pool play only: 7 Inning games losing teams must have batted 5 times or equal number of times as winning team if beyond that point in game. 6 Inning Game, losing team must have batted 4 times minimum and or equal number of times as winning team if beyond that point in game. In the event a game has passed the point of 5 innings for a 7 inning game or 4 innings for a 6 inning game and is stopped by rain or darkness, the score shall revert back to the last completed inning. Where no time limit rules are in effect in pool play, the site shall announce at the pre-series meeting what rules will apply to tie scores at the conclusion of the regularly scheduled game lengths. This shall apply only to pool play games, which can result in a tie. Games in the elimination phase shall be played to their completion unless stopped by the prescribed run rule.

Rain “Drop Dead” Time Limit – In any situation, where weather (or something else) has caused the tournament schedule to be delayed, the Tournament Director’s “sole discretion” the “drop dead” time limit may be invoked. The “drop dead” time limit shall be set by the Tournament Director, which means that at the end of the specific “time Limit” ALL play shall stop-regardless of the inning, as to who is batting, number of out, ect. At that point, we will look to the last complete inning where one team was leading and that team shall be declared the “winner”.

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4.1 Length of Game.

Ages	Regulation	Start 8 run rule after	Start 12 run rule after
8 – 11	6 Innings	4th inning	3rd inning
12 – 18	7 Innings	5th inning	4th inning

A Run Rule: If the home or the visiting team has a run lead or more at the end of the inning in the chart above or any inning after that the game shall be terminated.

B Time Limits: The tournament director MAY impose a time limit of 1 hour and 45 minutes. for 16U and 2 hours for 18U. The clock shall start at the instant of the first pitch of the game or an announce start time. In the event of a formal protest or legitimate injury, the clock will temporarily stop until the umpire declares "play". (The clock will also stop if the team leading in the score engages in any argument or game stalling tactics (AS DETERMINED BY THE UMPIRE). As the clock winds down, the next inning shall be considered to start at the time the third out of the bottom of each inning is recorded. If the score is tied when time runs out, or at the end of 7 innings of play, the tournament director shall make the determination as to whether one or two additional innings will be permitted to break the tie. If, after the extra inning's has/have been played and the score remains a tie, the game will be final and each team shall receive 1/2 point in the standings.

Where time limits are imposed in pool play, the clock will stop in the event the game is halted due to injury, protest, weather or light failure. Managers of each team will be given the time of stoppage by the umpire and at the start of play, it shall be made clear as to what the time constraints are. IT IS THE RESPONSIBILITY OF EACH TEAM TO HAVE A CLEAR UNDERSTANDING

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WITH THE UMPIRE AND WITH EACH OTHER WHAT CONSTITUTES THE TIME AFTER WHICH NO NEW INNING WILL RESUME. DO NOT RESUME PLAY UNTIL THIS IS MADE CLEAR. If the game resumes, it will be assumed that everyone has an understanding of the matter.

4.2 Forfeit Policy Because of Lack of Players.

A. Not enough players at the beginning of a game.

A team will be allowed a 10 minute grace period from the scheduled starting time of a game to field nine able bodied players before a forfeit may be declared. Teams arriving late give up all rights to infield and warm-ups other than the usual 8 pitches for the starting pitchers. At the tournament director's discretion (or designee), more time may be allowed.

B. Not enough players after the start of a game.

If at any point in a game a team cannot field nine players they may continue playing with less than nine players provided an automatic out is recorded to the vacant spot in the batting order.

C. Forfeit penalty because of a lack of players.

Any team forfeiting any game because of a lack of players in a round robin tournament shall be removed from the tournament after the current phase of the tournament is concluded.

4.3 Field Dimensions

<u>Division</u>	<u>Bases</u>	<u>Mound</u>
8 & Under	60 Feet	44 Feet
9 & Under	65 Feet	44 Feet
10 & Under	65 Feet	46 Feet
11 & Under	70 Feet	50 Feet
12 & Under	70 Feet	50 Feet
13 & Under	90 Feet	60.5 Feet
14 & Older	90 Feet	60.5 Feet

4.4 Designated Hitter/Extra Hitter

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EH – is permitted in the 8U – 14U Divisions

DH – may only be used in 15U through 18U divisions.

A team may use a designated hitter for any player in the line-up. The designated hitter must be declared prior to the game and listed on the line-up card. Once the DH takes a defensive position, or when the defensive player steps into the batter's box, the DH is thereafter eliminated from the game. When the DH is eliminated from the game, the player removed may not re-enter in any other capacity.

4.5 Reentry Policy.

In all age divisions, the following reentry rule will apply.

All starters may reenter once including the pitcher and the DH.

Offensively the player must be placed in their original position in the batting order. Defensively: In the 8-12 years old age divisions if removed from the mound, the pitcher can be placed in another defensive position, but is permitted to return to the mound only if not removed from the lineup; in the 13-18 year old age divisions, the pitcher may be reentered either as a pitcher (if he/she has not been removed because of two trips to the mound in the same inning) or may be reentered in another defensive position. Nonstarters are not permitted to reenter.

4.6 Pitching limits

Maximum Innings Pitched:

	No Rest	1 Game Rest
8 & U	Under 3.0	Over 3.0
9 & U	Under 3.0	Over 3.0
10 & U	Under 4.0	Over 4.0
11 & U	Under 4.0	Over 4.0
12 & U	Under 4.0	Over 4.0
13 & U	Under 5.0	Over 5.0
14 & U	Under 5.0	Over 5.0
15 & U	Under 6.0	Over 6.0
16 & U	Under 6.0	Over 6.0

*** 18 & U ***** See Note Below *******

Note:) In the High School and 18 and under age levels, a pitcher is permitted to throw 10 innings in

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a three day period (as permitted in High School National Association rules).

Only the starting pitcher can return to the mound later in the game provided they have not be removed from the lineup at any time, unless that pitcher was removed due to two trips to the mound in the same inning..

Penalty: If anyone can convince the Sandlot director that a pitcher has violated these rules for any reason the tournament director will apply the following penalty:

A. If a pitching limitation rule violation occurs, the pitcher used in violation of established pitcher limitations rules may sub sequentially play a non pitching position, but may not pitch for two extra games beyond his normal rest games as established in the Pitching Limitation Table.

Forfeit Penalty. If the opposing manager, the tournament statistician or the tournament director feels the other team is violating this rule, any one of them can challenge the other team. If, **after warning**, the manager does not remove the player from the mound and the tournament director determines there is a violation, a forfeit will be declared.

4.7 Two Trips to the Mound

Any time a Coach or manager makes two trips to the mound in the same inning to the same pitcher in any Sandlot tournament that pitcher may not pitch for the remainder of that game. The player may play in the game in another position, but may not return to the mound for any reason. Any pitcher reentering the game by the reentry rule must play in another position if affected by this rule.

4.8 Offensive Conferences.

Maximum of one conference per half inning per team.

4.9 Between Innings Procedure.

Each team is allowed no more than five pitches for their pitcher and shall not consume more than two minutes

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of normal throwing the ball among infielders and outfielders between innings. Teams are not allowed to use the bat for infield practice between innings

4.10 Lead Offs, Base Stealing & Balks.

Regular baseball leadoffs and base stealing are permitted in all age divisions. Regular balks will be used except in the 8- 12 year age divisions. In the 8 and under division the Tournament Director has the option of using leadoffs, stealing, bunting, balks and infield fly rule. If balks are used in the 8 and under age division, balk rules for 9-12 year age divisions applies. In the 8-12 age divisions the hidden ball trick will not be permitted. The hidden ball trick means that the defensive team simulates the start of a play when someone other than the pitcher has the ball. Any play that begins with the ball in the pitcher possession and the pitcher is at or near the pitcher's plate is not considered to be a hidden ball trick.

Special balk rule for the 8-12 year age divisions only. Minor violations, such as going to the mouth followed by going to the ball while on the mound, dropping the ball while on the mound and losing balance or swaying because of the weather should be ignored if they do not affect the game by putting an offensive player out. The hidden ball trick is not permitted in the 8-12 year old age divisions, hence the associated balk rule will not be called in these age divisions. The following six simplified balk rules will be used in the 8-12 year old age divisions. These rules should be strictly enforced so the offensive team is not put at a disadvantage. Runners should not be called out if these rules are violated.

A violation of any of the following six pitching rules should be the only reason to call a balk in the 8-12 year old age divisions.

1. The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery.

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2. When a pitcher steps on the rubber before the set position, one hand must be at his/her side with the other hand free. The ball can be either in the bare hand or in the glove.
3. While in the set position, before going to home plate, pitchers must hold the ball in both hands in front of his/her body and come to a complete and discernible stop with both feet on the ground. A complete stop shall not be construed as occurring because of a change in direction of the hands and arms. However, the pitcher may throw to any base before or after the stop. The stop is necessary only before throwing to home plate.
4. While in the set position, a pitcher must step, with the foot that is not directly in contact with the rubber, directly to the base that he/she is throwing to.
5. While in the windup position, the pitcher must step back off the rubber with the foot in contact with the rubber, not free foot, before attempting to pick a runner off base.
6. While on the rubber, the pitcher fakes a throw to first base and does not complete the throw.

4.11 Spike Restrictions.

Metal spikes are not permitted in the 8-12 age divisions. Metal spikes are permitted in all other ages.

4.12 Catcher's Equipment.

In ages 8 – 18 & under, catchers must wear hockey style mask and helmet. Bull pen catchers or any other player warming up a pitcher must wear a mask and helmet.

4.13 Bat Boy/Girl:

Anyone player/kid serving as a bat boy/girl or as a base coach MUST wear an approved NOCSAE batting helmet. Of course the coach only needs it on their head while coaching a base, not in the dugout. The batting helmet is not required to have ear flaps for the coaches, but must have ear flaps for the bat boy/girl.

4.14 Courtesy Runners.

In all divisions, the following courtesies

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runner rule will be **Optional**: teams may use a courtesy runner for both the pitcher and/or the catcher of the previous inning.

The runner must be someone not presently in the line up (except as a runner under this rule). The same player may not be used as the courtesy runner for both the pitcher and catcher in the same inning. The pitcher's or catcher's reentry status isn't affected by this rule.

4.15. Intentional Walk

In all levels, inform the umpire of the defensive team's desire to intentionally walk the batter. The batter will be awarded first base without the pitcher throwing a pitch.

4.16 Bat Restrictions.

There are no bat restrictions in Sandlot events ages 8 – 14 & under. In age divisions 15 through 18, a bat shall not weigh less than three ounces subtracted from the length of the bat (i.e., a bat 33 inches long cannot be less than 30 ounces). All non-wood bats shall meet the Ball Exit Speed Ratio (BESR) performance standard, and such bats shall be labeled with a silk screen or other permanent certificate mark. Any Sandlot event designated as “Wood Bat”, only wood bats that meet major league wooden bat specifications are approved. (Composite bats are not permitted)

4.17 Safety Rules (Avoid Contact).

In the 8 through High School level divisions, players must follow safety rules that protects the defensive player, which in general means they must avoid malicious contact at home plate or any other base rather than try to take the defensive player out of the play. The runners will be called out and ejected from the current game for failure to act accordingly.

4.18 Disorderly Conduct

The use of alcohol is strictly prohibited. Any player, coach, or parent/fan whose conduct is unbecoming or “out of place” will be at the least warned, but may be removed from the playing field at the discretion of the

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tournament officials or the umpires. This includes a team forfeiting or being removed from the tournament, if necessary. Unless an umpire has been physically touched, the umpire will send them to the dugout with one minute warning that a forfeit is about to occur. Umpires don't have the authority to remove a team from the tournament. Only tournament officials may remove a team from the tournament. If necessary, parents and fans will be removed from the park by legal authorities.

4.19 Manager, Player or Coach Ejections.

If a manager or coach is ejected from the game he/she must sit out the remainder of that game. The manager or coach must be removed from the dugout. Failure to comply with this rule will result in removal from the park and permanent suspension from the remainder of the tournament. In the event anyone threatens an umpire with any form of violence, he/she will be arrested and is subject to prosecution. If adult supervision is not available as a result of this rule the team may be given the choice of a tournament representative to coach the team until the manager or coach is permitted to return or a forfeit will be declared. In the event a player is ejected he/she must sit out the remainder of that game and the following game. If the ejection is a result of improper conduct or malicious contact, the tournament director may impose additional suspensions (as with a manager or coach ejection). A second player ejection of the same player during the course of the tournament will result in the player being ineligible for the remainder of the Tournament.

Appeal Process: If a manager, coach or player wants to appeal an ejection it must be submitted in writing to the tournament director, his/her designee

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of the Umpire in Chief within 30 minutes of the completion of the game in which the ejection took place. The tournament director, his/her designee, umpire in chief and the umpires from the game in which the ejection occurred will discuss the ejection with the manager and the person ejected. The ejection penalty can only be waived if the umpires from the particular game and the tournament director, his/her designee, umpire in chief all agree a waiver can be granted.

4.20 Dugout Personnel.

The use of alcohol and / or tobacco and / or substance abuse is strictly prohibited in the dugout or playing area. There is a limit of four (4) non-playing personnel permitted in the dugout. Only the manager and coaches are permitted on the field, except in an emergency. If the batboy, scorekeeper and/or trainer come out of the dugout to dispute calls or talk to the umpire for any reason, except when called by the umpires, they will be removed from the playing field and dugout for the rest of the tournament.

4.21 Protests.

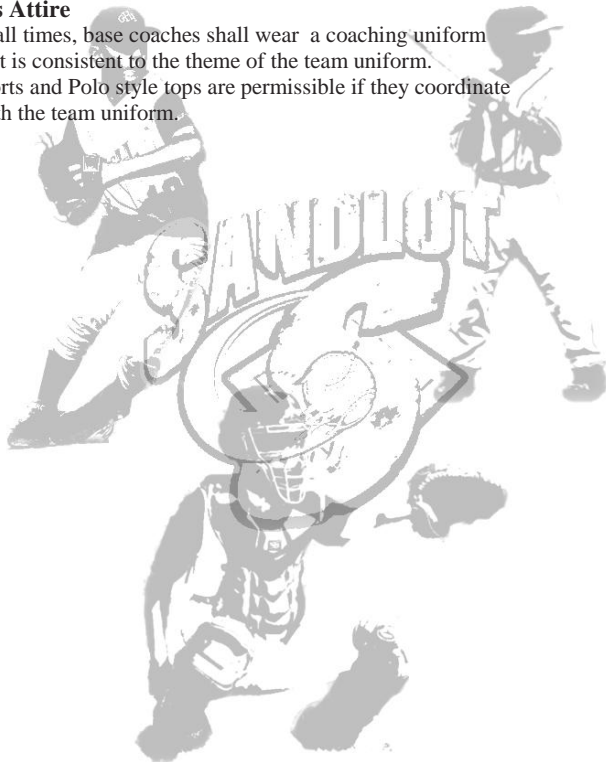
All protests must be adjudicated “on-the-field” so that the game will continue. Each tournament should have at least one tournament official make quick decisions on protests. The tournament officials will be the final voice at respective level tournaments. In the absence of tournament officials, the umpires ruling shall be final.

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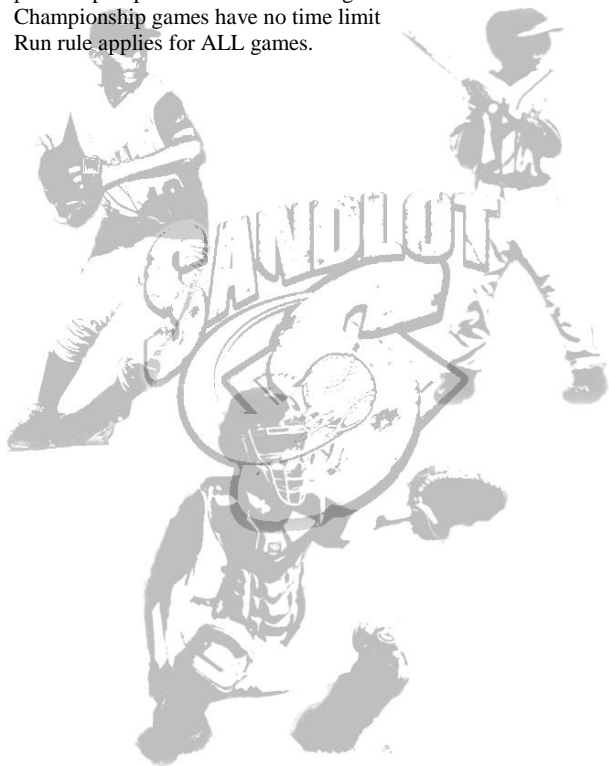
4.22 Coaches Attire

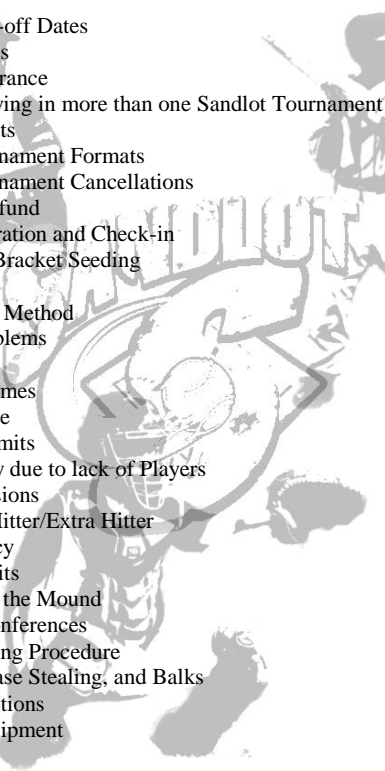
At all times, base coaches shall wear a coaching uniform that is consistent to the theme of the team uniform. Shorts and Polo style tops are permissible if they coordinate with the team uniform.



Notes

1. Home Team determined by coin flip.
2. During elimination play seeding determines home team
3. Baseballs-All teams must provide two (2) new baseballs to the home plate umpire prior to the start of the game.
4. Championship games have no time limit
5. Run rule applies for ALL games.



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 - 4.1 Length of Games
 - A Run Rule
 - B Time Limits
 - 4.2 Forfeit Policy due to lack of Players
 - 4.3 Field Dimensions
 - 4.4 Designated Hitter/Extra Hitter
 - 4.5 Reentry Policy
 - 4.6 Pitching Limits
 - 4.7 Two Trips to the Mound
 - 4.8 Offensive Conferences
 - 4.9 Between Inning Procedure
 - 4.10 Lead-offs, Base Stealing, and Balks
 - 4.11 Spike Restrictions
 - 4.12 Catchers Equipment
 - 4.13 Bat Boy/Girl
 - 4.14 Courtesy Runner
 - 4.15 Intentional Walk
 - 4.16 Bat Restrictions
 - 4.17 Safety Rule (Avoiding Contact)
 - 4.18 Disorderly Conduct
 - 4.19 Manager, Player or Coach Ejection
 - 4.20 Dugout Personnel
 - 4.21 Protests
 - 4.22 Coaches Attire