**GENERAL RULES**

1. This tournament is for **COMMUNITY-BASED** teams. The definition of a community based team is: a) all of your players played within the same organization for the season, and b) >75% of players must come from same school district
2. The tournament divisions are based on age, not necessarily grade. The birthday cutoff for all divisions is April 30.
3. Each player may only be on ONE roster, even if he would be eligible to play in a different age group (e.g. if a 10 year old is playing in the 12U division, he may not also be rostered in 10U)
4. Any challenges regarding player age, rosters, etc. must be made immediately upon completion of a game. IF a challenge is made regarding age, the manager/player must supply proof within one hour of completion of the game in question. Failure to do so would result in a forfeit.
5. No player may be added to the roster once the tournament begins. Complete rosters will be collected prior to the start of a team’s first game.
6. No more than thirteen (13) players may be on a roster regardless of age group.
7. A team must have at least eight players on the field. Failure to have eight available players at the start of the game will result in a forfeit.
8. If a player arrives after a game begins, he may be added to the end of the batting order. Please notify the opposing manager and scorekeeper.
9. A game can end in a tie during pool play, but not during elimination play.
10. Teams should be prepared to play AT LEAST 30 minutes prior to the scheduled time. If necessary, games may begin early.
11. No metal cleats allowed.
12. Please no infield practice before/between games. Ground balls may be fielded in foul territory in front of dugouts.
13. In case of inclement weather a game can be called complete after 4 innings (3 1/2 if home team is ahead) at 9-12U. Any game suspended (i.e. not officially complete) will be resumed at the exact spot where the game was stopped.
14. During pool play, the team farther away will call the coin flip to determine the home team. During elimination play, the higher seed will be the home team.
15. Please remind parents to act responsibly. Smoking, inappropriate language or behavior cannot be tolerated. Alcohol is prohibited on park grounds
16. Only the manager should discuss a play/rule with an umpire.
17. Judgment calls by the umpire are not open to appeal. Any appeal about interpretation of a rule must be made to the tournament director or Chippewa board member immediately.
18. The home team is the official score book. The winning team must report the score to the concession stand or tournament director.
19. The bench area/dugouts are only for players, coaches, and scorekeepers.
20. Please do not have players engage in “baseball chatter” directed at the opposing team. (obviously, cheering for one’s own team is perfectly fine)
21. Any untoward activity on park grounds, including but not limited to bullying, intimidation, or vandalism, will not be tolerated. Violations by players, coaches, or fans may result in player suspension or team expulsion. Please discuss this with players and fans before the tournament.
22. If for any reason a team must forfeit, a score of 10-0 will be recorded.
23. Tie breakers for seeding will follow this order:

* head to head
* runs allowed
* run differential
* coin flip

1. Any rule of play not covered in this packet will revert to Little League rulebook (ages 9-10) and Major League Baseball rulebook (ages 11-12).
2. Refund policy is zero (0) games played=100% refund, one (1) game played=50% refund, 2 games played=0% refund.
3. The tournament director shall have the authority to interpret these rules and to

make any additional decisions necessary to resolve any disputes.

**GAME PLAY:**

1. For all age groups, the format will be two play-in games (barring weather issues). Teams will be seeded and then brackets will be arranged based on numbers of teams.
2. Length of games is six (6) innings
3. Teams may “roster”/continuous bat (encouraged) or bat the number of players in the field. If a team roster bats, they are permitted open substitution and position changes do not need to be communicated with opposing manager.
4. If your team is not roster batting, starters may re-enter game once. Substitutes may not re-enter game. Substitutions in this case must be discussed with the other manager.
5. A removed pitcher may not re-enter the game as a pitcher.
6. All youth catchers must wear a protective cup and must wear a mask during game and warm-ups.
7. A second mound visit in any inning will result in a pitcher being removed.
8. Any pitcher who hits three batters in an inning or four batters in a game must be removed as pitcher.
9. Courtesy runners for catchers are encouraged with two outs. The runner must be the last out (if roster batting) or a substitute (if line-up batting). Hustle between innings is greatly appreciated.
10. For bat throwing, one warning per team. Subsequent infractions will result in an out.
    1. If the thrown bat strikes a catcher, umpire, on-deck batter, etc. the play will be stopped, dead ball, all runners return to original base.
    2. If it does not strike anyone, the play will continue and the penalty will be assessed at the conclusion of the play.
11. New pitchers may have up to eight (8) warm-up pitches or one (1) minute. Returning pitchers will have five (5) warm-up pitches.
12. INNINGS pitched per game:
    1. 9-10U three (3)
    2. 11-12U four (4)
    3. There are no limitations for number of innings for the tournament
    4. Any violation of innings pitched per game would result in a forfeit.
13. Pitching distances:
    1. 9u -10u 46’
    2. 11u-12u 50’
14. BALKS:
    1. 9u-10u not enforced
    2. 11u-12u: one balk warning per pitcher
15. Bats do NOT require any stamp. Wood bats are permissible. No restrictions on diameter (e.g. 2 ¾” are legal at any age). No limitations re: length/weight ratio.
16. BASES: 9-10U 60’

11-12U 70’

1. HEADFIRST SLIDES into a base:
   1. 9U-12U not allowed
   2. A player may return to a base head first at any age.
   3. Penalty is out (no warnings)
2. LEADOFFS:
   1. 9U-10U player must be on base as pitch crosses plate. Violations will

result in an out. No warnings

* 1. 11U-12U no restrictions

1. INFIELD FLY RULE
   1. 9U-10U Not enforced
   2. 11U-14U Applicable
2. DROPPED THIRD STRIKE
   1. 9U-10U not applicable
   2. 11-12U Applicable
3. DEFENSIVE PLAYERS
   1. 9U-10U ten players
   2. 11-12U nine players
4. RUNS per inning:
   1. 9U-10U five (5) in innings 1-5, unlimited in sixth
   2. 11U-12U six (6) in innings 1-5, unlimited in sixth
   3. If an elimination game goes to extra innings, there will be no limit in subsequent innings.
   4. Shootout rules will be applied (last runner to second base)
5. MERCY
   1. 9U-12U 12 after 4, 10 after 5
6. TIME LIMITS
   1. 9U-12U No new inning may begin after 1 hour 45 minutes.
   2. The umpire is the official keeper of time. Time begins with first official pitch. The time of the last out of preceding inning will determine time for this purpose.
   3. Any game to decide the championship in a bracket will not be subject to a time limit.