

# **2015 Booster Park Father's Day Classic Tournament Rules**

## **GENERAL RULES**

1. NAFA Rules will be used.
2. All teams need to check in at the concessions stand at least 30 minutes prior to their first game. Coaches please leave a cell phone number for weather/bracket updates and also one for your assistant coach or a team parent.
3. Tournament is Pool Play on Saturday and single elimination Bracket Play on Sunday (weather permitting). Brackets will be posted at the concession stand. Pool standings will be determined by win-loss record. First tie breaker will be head-to-head competition; second tiebreaker will be fewest runs allowed in combined pool play; final tiebreaker will be a coin toss.
4. Pool games are 70 minutes and can end in a tie. Bracket games (except Gold Finals) are 70 minutes then international tiebreaker rule applies. Run Rule: 15 runs after 3 complete innings, 10 runs after 4 innings and 8 runs after 5 innings. See below for game lengths on bracket finals.
5. The Home team will be decided by rolling of the ball to the pitching rubber. (Substituting a coin toss for the ball roll is allowed).
6. Any team not on the field and ready to play within 10 minutes of their game start time will forfeit the game, unless delay results from previous game delay.
7. All protests will be settled on the field. Umpire-in-Charge (UIC) decisions are final. No appeals will be allowed to the tournament director. In the event of inclement weather or other unforeseen circumstance the tournament director and/or UIC have the right to adjust the format of this event to include adjusting the length of games. All parties will be duly notified.
8. We will be posting the bracket pairings as soon as we get all of the scores in from the teams in your pool. Check at the concession stand for updates. If you have to leave before the brackets are set make arrangements with the tournament director to contact them later in the day for results.
9. The tournament host is not responsible for any injuries.
10. Games cancelled/postponed with more than 35 minutes played are final; games with less than 35 minutes played may be restarted if time and schedule permits (any scoring that occurs prior to postponement will be carried over when play resumes).

## **U10 Rules**

1. Pitching Distance is 35 feet, with an 11 inch ball.
2. All Tri-County League U10 rules apply.
3. Teams will bat their entire roster with unlimited substitution. Courtesy runner for pitcher and catcher is allowed; the last out (unless they were the pitcher or catcher) will be the runner.
4. Pool Play - five run limit per half inning. Bracket Play – five run limit per half inning including the last inning.
5. U10 Gold Final Game will be 5 Innings or 70 minutes with a five run limit per half inning. Run Rule: 15 runs after 3 complete innings, 10 runs after 4 innings and 8 runs after 5 innings does apply.

## **U12 / U14 / U16 Rules**

1. U12 Pitching Distance is 40 feet.
2. U14 and U16 Pitching Distances are 43 Feet.
3. All teams (U12, U14 & U16), can bat their entire rosters with unlimited substitution or choose to bat 9 w/Substitutes or 9 w/DP-Flex in accordance with NAFA rules. Both teams DO NOT have to use the same batting rule: i.e. one team can bat their roster the other can bat DP/Flex in the same game.
4. Courtesy runner for pitcher and catcher is allowed: If batting the roster, the last out (unless they were the pitcher or catcher) will be the runner. If batting 9 or DP/Flex, the courtesy runner must be a bench player.
5. U12 Gold Final Games will be 7 Innings or 90 minutes. Run Rule: 15 runs after 3 complete innings, 10 runs after 4 innings and 8 runs after 5 innings does apply. ITB rule will take place at the top of the first inning after 90 minutes has expired.
6. U14 and U16 Gold Final games are 7 innings. Run Rule: 15 runs after 3 complete innings, 10 runs after 4 innings and 8 runs after 5 innings does apply. ITB rule will take place at the top of the 8<sup>th</sup> inning.