



Unless noted prior to the event, Major League Baseball Rules will be used with the following notations. ScoutStop reserves the right to enforce particular invitational tournament rules.

- Pitchers do not have to throw an intentional walk.
- Home Team shall keep official book.
- Batting Order Re-entry Rule: Starters may only re-enter one time and in the same spot in the batting order.
- Player Minimum: A team must start with a minimum of 9 players but can finish with less.
- 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.
- Bat Boys are not allowed in Dugout or on the Field unless approved by ScoutStop Tournament Director.
- Home team will be official scorer unless otherwise designated by ScoutStop. Put starting time in the book.
- A slide rule will be enforced at Home when there is a play at the plate. If contact is initiated by the runner, it must be through the process of a slide. Malicious contact; runner will be ejected. However, it is the discretion of the umpire if the runner is sliding, attempting to slide, or if there was malicious contact or a slide is warranted.
- A slide rule will be enforced when an infielder is attempting to turn a double-play at second base. If the runner is not close enough to merit a slide, he must peel away from the baseline. This rule is for the protection of the base runner. The runner will be called out if, by his not sliding or not peeling away affects the defensive play.
- If batting the entire lineup and an injury occurs, player will be skipped over in the line-up without recording an out. If an ejection occurs, it will be considered an out if you do not have a bench player to take his place.
- Players who are not listed on roster may play 'up' or with an older age group but must remain with that same team for the remainder of the tournament.
- Programs are not considered 'official' rosters and are primarily for coaches and scouts. However, if a member of a team is found playing for another team in that same age division,

that team may forfeit that game or the remainder of the tournament based on tournament directors discretion.

- Infield Warm-Ups: All teams are encouraged to warm-up as much as possible before game time. No pre-game infield.
- ScoutStop will provide game baseballs. Teams will be required to have back-up baseballs (new) if needed.
- BAT RULES – all wood / composite required – no metal
- Uniforms: Numbers necessary, matching uniforms recommended. Players must use the same uniform number throughout the tournament to help maintain accurate line-ups and pitching charts.
- Adverse Weather: ScoutStop Baseball Tournaments could be played in adverse weather conditions. The format may be changed and may include fewer games, lesser time limits or fewer innings to complete the tournament. Coaches and players accept these conditions when entering the tournament.
- Decisions: Tournament Director(s) shall have final decision on all tournament questions.
- Hotels/Motels/Condos: Teams that leave unpaid bills or damages will be removed from the tournament and possibly banned from future events.
- Refund Policy: There will be a \$50 administration fee charged for complete rain outs; 1 game played = 50% of entry fee; 2 or more games played = no refund.
- **Time limit: 7 innings or a 120-minute limit , whichever comes first. If a team is in the midst of an inning at the time limit, that team will finish that full inning. No new inning will start after the 120-minute limit or 7 innings. A new inning begins at the moment of the 3<sup>rd</sup> out of the previous inning. Pool play games may end in a tie.**
- Championship play (must have a winner) If the game is tied at the end of regulation (7 innings or 120-minute limit), the away team will start the next inning with the bases loaded (last 3 hitters) with one out. The bottom half will do the same until a win is recorded. Championship GAME will not have a time limit.
- No Show: Teams that no-show will forfeit their entry fee and may be subject to suspension from competition in ScoutStop events for the following season.

- Courtesy Runners are allowed for the pitchers and catchers at any time. The courtesy runner must be either the last batted out or a legal substitute from your bench not having played in the game. The same legal substitute may run for both the pitcher and the catcher.
- Tie Breakers: Record / Head to Head / Runs Allowed / Run Differential (no more than 10 per game) / Coin Flip (this may be updated from tournament to tournament. Each tournament may have a different tie breaker. Please refer to tournament webpage (if there is an updated tie breaker

#### RUN RULES

- 15 runs after 4 / 10 runs after 5 innings / 8 runs after 6 innings
- Protest Fee: \$100 cash (on rule interpretation only). Protests must be done immediately (before next pitch). Please inform the umpire(s) and then proceed to find the tournament director / field manager.