



Green Bay Sandlot Tournament

46/60 rules

*These rules are subject to change prior to the first tournament game. Notification will be made to each coach if a change is made. Thank you.

1. Team rosters with uniform number and birth dates must be turned in to the tournament director a half hour prior to the first game. Age is determined as of April 30th. Proof of age should be available upon request. If a concern arises, the player will not be able to play until proof of age is furnished.
2. Team rosters may consist of up to 15 players
3. All games will be 6 innings. No new inning will be started after 1 hour and 30 minutes. It is the coach's responsibility to request and document game start time. Championship games will be 6 innings with no time limit.
4. All teams should be at their scheduled diamond 30 minutes before game time. If previous game gets done early, the game will start early. Line-up with batting order will be given to opposing team 15 minutes prior to the game.
5. There will be a two-minute time limit between innings. No throwing around the horn. Please have your players hustle on and off the field to keep games on schedule.
6. A coin flip will determine the home team in pool play. Higher seed will be the home team for bracket play.
7. If a game ends in a tie during pool play, it will be final. During bracket play should the game be tied after 6 innings or playing time has expired, the next inning, and all subsequent innings, shall be played under "California rule" (The last out from the previous inning will be placed on 2nd, 1 out, no count on 2nd batter) to expedite pace of play.
8. Tie breakers for bracket seeding will be as follows:
 1. Head to head (if applicable)
 2. Runs Allowed
 3. Runs Scored
 4. Coin Flip
9. RUN RULES - 20 run rule after 2 innings, 15 run rule after 3 innings, 10 run rule - after 4 innings, 3 ½ innings if the Home Team is winning.
10. 46' pitching rubber - 60' bases

11. Reflective, shiny or mirror-like batting and/or catching helmets are prohibited for safety purposes. Pitchers are not allowed to wear sunglasses (unless prescription) or anything distracting (umpires discretion) on their throwing arm past a short sleeve.
12. USA and USSSA bats are allowed so long as the bat weight vs length does not exceed -12. Decertified bats are not allowed. Use of decertified bats will result in forfeiture of the game. Continued use will result in forfeiture of tournament. (See attached list of decertified bats)
13. All teams must roster bat. 9U & 10U teams playing with 10 players in the field must play with 4 outfielders. Outfielders must play on the grass.
14. * A team must have eight (8) players to start the game and cannot finish the game with less than eight (8), at this point the game will be considered a forfeit. When playing with eight (8) players, the 9th spot (or vacated spot in case of an injury) will be an automatic out. A player injured during an at bat and cannot continue will result in an out. If the injured player cannot return to the game, that spot in the order will not be an out again (unless this leaves the team with only 8 players).
15. Players arriving late may be added to the bottom of the lineup only if their team has not already batted through the order.
16. Any forfeited game will be scored 6-0
17. Dropped third strike, infield fly, and balks are NOT in effect for this tournament.
18. Base stealing is allowed after the pitch crosses home plate. Stealing home will be allowed. NO leading off until the ball has crossed the plate. Runners leaving early will result in a dead ball and the runner being called out – no warning.
19. *No delayed stealing. Once momentum has stopped, the runner must return to the initial base.
20. Players MUST slide into all bases if a play is being made, except 1st base. Sliding feet first is required with the exception of sliding back into a base on a pickoff attempt. It is the umpire's decision to rule the runner out if the player should have slid. Base runners also may not hurdle a fielder or catcher (umpire's discretion).
21. On overthrows, the base runners and batter get all the bases they can. If the ball goes over the fence, out of the confines of the playing area, or any equipment interference the runner will be awarded the base they are headed for plus one.
22. Free substitution will be used throughout the game for every position other than the pitching position. Once pitcher is removed from the pitcher's position, they may not re-enter the game and pitch again.
23. A Coach's second trip to the mound for the same pitcher in an inning MUST result in change of pitcher.
24. Five warm-up pitches between innings and between pitchers.
25. Hit-By-Pitch: If a single pitcher hits 3 batters within a single game, even if such action occurs across more than one inning, he must be replaced by another pitcher.
26. A pitcher may pitch no more than 2 innings per game and is limited to 10 innings for the tournament. One pitch thrown will constitute an inning pitched. Use of an ineligible pitcher will result in a forfeit.
27. Intentional walks. Intentional walk may be executed by announcing the decision to the plate umpire. The ball is ruled dead, the batter is awarded first base and only runners who are forced will advance. Notification must come from Head Coach, either directly or through the catcher. No other player or coach may authorize an IW. No player may be intentionally walked MORE THAN once per game. Multiple IW's are not permitted.
28. Fake bunting is allowed. However, fake bunting and then swinging away is NOT allowed and the batter will be called out. No warnings will be given.
29. Courtesy runner MUST be used with 2 outs for catchers, but may be used earlier, at plate umpire's discretion, to enhance pace of play. Courtesy runner would be last out recorded in that inning.

- 30. Please have your team clean the dugout after each game (i.e. water bottles, gum wrappers, etc.).**
- 31. Our umpires are paid for their service, however, be respectful of their efforts. Coaches are responsible for player, parent and fan behavior.**
- 32. Player/Coach unsportsmanlike conduct is subject to ejection from the game by the umpire and future games upon the tournament director's discretion. Parent unsportsmanlike conduct is subject to ejection from the park. The use of noise makers (air horns, cow bells, etc.) are prohibited and the fan will be asked to leave if used.**
- 33. All participants and spectators will abide AT ALL TIMES by The Parks rules and regulations regarding behavior and conduct.**
- 34. The use of alcohol is prohibited on the playing field or bench area.**
- 35. Changes to tournament. "The tournament committee reserves the right to make changes to game times, fields, pairing and length of games based upon weather, or other mitigating circumstances or conditions. Four (4) innings (3 1/2 if the home team is ahead at the time) MAY be considered a full game if weather conditions do not permit the continuation of play, OR if such continuation would impede the ability to conclude that day's games and/or the tournament, in a safe and/or timely manner."**