



11U & 12U Kaukauna Tournaments will be governed by the following rules:

**PLAYER ELIGIBILITY:**

1. Team rosters will consist of no more than 15 players.
2. Players can only be rostered on one team for the tournament.
3. Players cannot reach the age of 13 prior to May 1st for 12U teams; or reach the age of 12 prior to May 1st for 11U teams.
4. Team rosters with uniform numbers & birth dates must be turned in to the tournament director or concessions stand at least ½ hour prior to your first game.

**PLAYING RULES:**

1. National Federation High School rules shall prevail, except as changed by the tournament committee. Pitching and base lengths will be 50/70.
2. Games will be 6 innings in length. No new inning will start after 90 minutes (1 hour and 30 minutes). No time limit for the championship game.
3. A coin flip will be used in pool play; the winner of the coin flip gets the choice of home or away. The team traveling the farthest shall have the honor of calling the flip. The higher seed (e.g. #1 seed is the highest seed) will be the home team in bracket play; if there is no seed or teams are the same seed in bracket play a coin flip will occur. The HOME team is the official scorekeeper and will be responsible for operating the scoreboard and handling the pitch card.
4. Due to the number of games, a game tied after 6 innings in pool play games will be considered complete and each team will be awarded ½ win and ½ loss. In bracket games there will be one extra inning played. If the game is still tied after the extra inning in bracket play International rules will be in effect for subsequent innings and the last player out the previous inning begins the inning on second base - no outs to start the inning.
5. In case of rain, 4 innings constitutes a complete game. 3 ½ if the home team is ahead.
6. Mercy rule will be as follows:
  - a. 20 after 2 innings
  - b. 15 after 3 innings
  - c. 10 after 4 innings
  - d. 8 after 5 innings
  - e. Mercy rule applies to all games including the championship.
7. The infield fly and dropped third strike rule will be used.

8. A team must have a minimum of eight players to start the game. If the game is started with eight players, the 9th position is then an automatic out.
9. Teams will use a continuous batting order.
10. Games in which an ineligible pitcher has been used shall be declared forfeited.
11. Any forfeited game will result in a score of 6-0.
12. All calls by the umpire are final, no protests.
13. No games will be postponed, except for weather related conditions. Please have your team report not less than 30 minutes before your game starts. If a game must be canceled, tournament officials will make every effort to notify the head coach.
14. No batting practice of any kind can be taken on the field and no hitting into fences with hardballs. Please use the batting cages for warming up.

### **PITCHING:**

1. Pitchers are allowed a total of 85 pitches for the weekend. If a pitcher reaches 85 pitches in the middle of a batter they can finish out that batter. There will be an official pitch count card for each game. Coaches should discuss between innings the amount of pitches thrown and the home team will keep the official card. Both coaches need to sign the card and give it to one of the tournament directors after the game.
2. Two trips to the mound by a manager or coach to the same pitcher in the same inning will result in that pitcher being removed from the game as a pitcher. Once removed from the mound, a pitcher may not re-enter the game as a pitcher.
3. A new pitcher is allowed 8 warm-up pitches. 5 every inning after entry.
4. Intentionally walking a batter may be done by telling the umpire. The number of pitches required to walk the batter will be recorded.
5. All balk warnings are considered dead balls and runners must return to the base they came from. After one warning per pitcher the runner advances to the next base.
6. Games in which an ineligible pitcher has been used shall be declared a **forfeit**.
7. Pitchers are not allowed to wear sunglasses unless they are prescription glasses, or any white on their throwing arm past a short sleeve.

### **BASE RUNNING:**

1. There is NO mandatory slide rule for any base however malicious running into a player when a collision could have been avoided will be an out according to umpire's judgment. Blocking of an entire base will not be permitted and the runner will be called safe if the umpire decides the defense did not expose a part of the base to the runner.
2. Base stealing is allowed. Stealing home is allowed.

3. On overthrows to a base, the base runners and batter get all bases they can get. If the ball goes over the fence or 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.

### **SUBSTITUTIONS:**

1. If using continuous batting order substitutes may be used at any time. Players may re-enter the game at any time in their original batting order.
2. If a player leaves the game because of injury, an out will be recorded their next at bat only. Once they have missed one at bat, they may not reenter the game.
3. If a player leaves for a non-injury it is an out each time their spot comes up in the order.
4. Once any pitcher is removed from the pitcher's position he cannot return there in the same game.
5. You can have a courtesy runner for the catcher-of-record at any time. The courtesy runner is to be the player who made the last out.

### **ADDITIONAL RULES:**

1. Once a bunt is presented, the batter cannot pull back and swing away. The batter will be called out and the play is dead. Any runner(s) on base will return to the base occupied at the time of the pitch.
2. No metal cleats allowed.
3. USA and USSSA bats allowed; all barrel sizes.
4. Walk up music and music played in between innings is permitted. **However, if a tournament director or umpire deems that the music distracts from gameplay, pace of game, or is otherwise being used inappropriately, all teams in the tournament will lose privileges. This will be communicated by a tournament director to all head coaches and umpires.**
5. Use of noise making devices such as air horns or cow bells is prohibited.
6. All offensive players must wear helmets while on the field. The first incident will result in a warning from the umpire. After a warning has been issued, the offending player may be called out.
7. Poor sportsmanship (including abusive language) by managers, coaches, players, and fans will not be tolerated. There will be no yelling at or harassing of opposing players, managers coaches or umpires during or after the game.
8. A manager or coach may not leave the bench area except to coach bases or to confer with one of his players or an umpire. This must be done only when time is called. Limit of timeouts shall be governed by the umpire-in-chief.
9. No misuse of league equipment or unsportsmanlike conduct will be tolerated. Flagrant throwing of bats, gloves, helmets, or other equipment will result in immediate ejection. Verbal warning will not be given.

10. The tournament officials reserve the right to change the tournament format in case of inclement weather. This may come in the form of lesser game time limits, fewer innings, or seed/bracket advancement to complete the tournament. Coaches and players accept these conditions when entering the tournament.

**Bracket play seeding will be determined as follows:**

1. Wins
2. Head to head
3. Lowest total runs allowed
4. Most total runs scored
5. Least amount of pitches thrown in pool play
6. Coin flip

**LET'S REMEMBER TO MAKE THIS A FUN TOURNAMENT FOR ALL INVOLVED!**

**NO CARRY INS – PLEASE SUPPORT OUR ORGANIZATION**