

COACHES/ADMINISTRATIVE/CONDUCT

1. All coaches, by participation in the plate conference at each game agree that all equipment used by their teams complies with the rules and assumes ALL liability of use of illegal equipment by his/her team members.
2. Only Head Coaches may consult with the umpires. Failure of a non-head coach to remove themselves from any discussion after being warned will result in ejected from the tournament and subjects the Head Coach to possible ejection as listed below.
Any persons exhibiting poor sportsmanship or abusive behavior ANY person will be removed from the event for the balance of the event as well as liable for criminal charges if applicable.
3. Head coaches are responsible for actions of players, fans and assistant coaches. The Head Coach will be warned to curb improper behavior and failure to do so will result in his/her ejection. Depending on the severity of issue, an immediate ejection is possible.
4. Smoking, or the use of tobacco, or alcohol on the field, in the dugouts, or around the fields is prohibited. *No exceptions.*
5. Umpires decision is final in all Pool Games. Protests are not allowed in pool play.
6. Coaches are responsible for knowing and abiding by all park rules. In addition they are required to let their players, fans, and coaching staff aware of these rules.

B. GAME MANAGEMENT

1. Pre-game conference/ coin flip will take place ten (15) minutes prior to the start of the game if possible. If one team is deliberately delaying start, the umpire will defer to team present. LINE-UP CARDS MUST BE PRESENTED TO PLATE UMPIRE. Game time begins after the pre-game conference.
2. **OFFICIAL SCORE BOOK:** Home team is official scorekeeper in all tournament games. BOTH TEAMS MUST REPORT SCORES WITHIN 30 Minutes of games end using the system as designated by the TD. If only one team reports, that will be the score.
3. Teams must be ready to play, including pitcher being ready, at least 15 minutes prior to scheduled starting time or any rescheduled starting times. During Bracket play, teams must be at the fields at least 30 minutes prior to the scheduled starting time and meet the warm-up requirements as well.
4. No organized infield practice before the games. Teams may warm up beyond the baselines or in foul territory. No live batting practice is allowed on the field or in the complex at any time. After the first inning no infield or outfield warm-up balls are permitted. If the catcher is not ready, an adult should warm pitcher up between innings. Playing time is the priority.
5. Time limit for all games will be determined by the Event's Director. Default time is seventy-five minutes.

A. GAME RULES

1. **PITCHERS:** we have opted for the "college rule" which allows the pitcher to start with the back foot off the rubber. As this has not been universally adopted, we will allow either method, as long as the pitcher is consistent.
2. **PITCHING DISTANCES:** 10U - 35', 12U - 40', and 14U, 16U, 18U, & 23U – 43' No metal cleats for 10U, or 12U. Metal Cleats are permitted in all other age groups. Molded cleats are permitted in 10U and 12U divisions. (Note: Some Turf fields prohibit metal cleats on the fields.
3. **BATTING LINE-UPS:** Teams can bat up to full roster (for the ENTIRE tournament). This must be declared, in the line-up card at the plate conference for each game. Once it is declared, it cannot be changed. You may use free substitution defensive substitutions if all players are in the Batting Order.
4. **DP/FLEX:** Teams may use the DP/Flex if batting the straight nine (10 counting the FLEX & DP, in lieu of above) or may bat less than the full roster if they choose and have substitutions which will follow standard substitution rules with the following exceptions as outlined in Sections 5, 6, and 7 below.
5. **COURTESY RUNNERS:** Teams may run for the pitcher and catcher the entire game. This runner shall be a substitute from the bench if available. If no substitutes are available, the last batted out may be used. The Pitcher and Catcher of record are exempt from being used in this manner. No player can pinch run for both the Pitcher and Catcher in the same inning.
6. **PLAYER SHORTAGES:** Teams may begin a game with eight (8) players if the additional players arrive after the start of the game, they will be handled in the following manner:
 - a. Teams may add all players to the END of the line-up. These players must be listed on the line-up card as substitutes when the line-up cards are submitted. They are not charged with a time at bat until they have been added to the line-up in the game.
 - b. Teams may finish all games with a minimum of eight players.
7. **INJURED PLAYERS:** In Pool Games, an injured player, who is in the line-up may be skipped ONE TIME without penalty and allowed to re-enter. Abuse of this exception is not tolerated and may result in ejection of the head coach. In Bracket play, an out must be charged if no substitute is available.
8. **MERCY RULES:** In ANY inning, if a team is losing by 15 more runs, at any point after 45 minutes, the game will end immediately at the point the fifteen-run differential is met.
 - a. Mercy rule otherwise is twelve runs after three innings, ten runs after four innings, eight Runs after five innings or six runs after six innings.
9. **GAME TIMES/LIMITS:** Pool Play and Elimination Games will be seven innings or 75 minutes. All games will finish the inning once time expires. If the game is tied at the end of regulation, it will be declared a tie in Pool Play only.
 - a. Elimination Games will be played with standard time limits. Games that are tied at the end of regulation will use the ITB rule until a winner is declared.
 - b. CHAMPIONSHIP GAMES will be played as follows.
 1. 10U and 12U – No new inning after 90 minutes.
 2. 14U and up, seven innings or no new inning after 1:40 minutes. unless the weather, time or circumstances require a time limit be set.

D. SEEDING INFORMATION/RAIN POLICIES/AWARDS/NOTIFICATIONS

1. **TIE BREAKERS:** The following procedure will be used to determine the seeding after pool play: a) Head to Head b) Runs allowed c) Run differential (Maximum 10 runs per game) d) Coin flip.
 - a. If three or more teams are tied with the same record in a pool, head-to-head record will be thrown out.
 - b. Once a level of tiebreaker is used, we **DO NOT** revert to any steps of the tie-breaking procedure. We will continue down the list until all ties are broken.
2. Teams playing an extra pool game will not have, the runs allowed and the Win/Loss in that game will not count towards standings. The results of the game (win/loss) will be used in head-to-head consideration if a tie in pool play occurs.
3. The TD reserves the right to change schedule to insure safe play in the event of rain or excessive heat.
The TD will use methods to communicate updates, these may include a Message line system 216-732-2966 AND/OR Tournament Website
4. **REFUND POLICY** – Pre Tournament withdrawal before the schedule has been released 75%. Once the schedule has been released there are absolutely no refunds.
5. **RAIN POLICY:** No games played receive a 75% refund, One game played receive a 50% refund. Two or more games played, no refund is required.
6. **AWARDS:** 1st & Finalist Awards will be given in each division. Other awards may be given, such as MVP Awards and competition awards if applicable to a specific event.