

Stow Spring Shootout

Tournament Rules:

1. The tournament will be played with NFHS rules, except as stated below.
2. 3 game minimum, 2 pool play games and one bracket. Pool play will determine seeding
3. Community only tournament with 70% of players on roster from the same community/school district. *Low private teams can be approved by the tournament committee
4. Birth date cut off is players age as of April 30th of current year
5. Teams must provide their own insurance
6. Teams must have birth certificates on hand. You do not need to present them before the tournament but must be able to present them if questions arise. Penalty for not having them upon questioning will be game forfeit and removal of player until certificate can be presented.
7. Players may only be active on one roster for the tournament
8. Weather Cancellation policy:
 - a. 0 games played – 75% of entry fee returned
 - b. 1 game played – 50% of entry fee returned
 - c. 2 games played – No refund
9. If rain causes the cancellation of games, the tournament director has the right to modify the tournament as needed.
10. Teams that pull out 15-30 days before the start of tournament will receive 50% refund. Teams that pull out within 14 days of tournament will not receive any refund.
11. Teams must be ready to play 30 minutes before scheduled game time.
12. Teams may play with a minimum of 8 players, maximum of 14. If a player shows up after first pitch, he may enter the game, but must be added to the bottom of the batting order.
13. Home/Visitor by coin flip in pool play. In bracket play, the higher seed is the Home team.
14. Home team is the official scorer. Scorekeepers need to confirm the score every inning.
15. Winning team must text the final score to 330-437-7596.
16. Warm ups are permitted in the outfield and foul territory of the infield only.
17. No hit sticks outside of the fences. All kids with a bat must have a helmet on.
18. Pool games – 1 hr. 45 min time limit (2 hours for 14U). No inning shall start after 1 hr. 45 min (2 hours for 14U). Once started, the inning must finish. New innings start when the last out is made of the previous inning.
19. Championship games will have no time limit or shootout rules
20. *Shootout if regulation game ends in a tie or time limit is reached. No time limit or shoot out on Championship game.
21. *Shootout Rules: If last inning ends in a tie, or if time limit is up and you finish the inning, the following innings will be Shootouts. The visiting team starts extra inning with the player who was their last out (previous inning) on 2nd base. Each Batter steps to the plate with a 3-2 count.
22. Any player, coach, or fan ejected from the game will NOT be permitted to be present at the team's next game. This is non-negotiable. If player, coach, or fan is found on premise after being ejected, then that team will be forced to forfeit that game.
23. Bracket seeding will be determined in this order:

- a. W-L record
 - b. Head-to-Head (for 2 teams only)
 - c. Lowest runs allowed (Max of 10 Per Game)
 - d. Run Differential (Max of 10 per game)
 - e. and if still needed, a Coin Flip
24. If rain causes the cancellation of pool games, and leaves teams with a different number of games played, we will look at losses (2-1 and 1-1 will be considered the same record), then head-to-head, then the above tie-breakers average (per game) when determining advancement.
25. Umpires will be paid at the field - \$40 per team for one umpire/\$60 per team for two umpires (\$30 for 8U teams regardless of how many umpires)
26. One new ball and one gently used ball must be provided per team per game. Two new Balls will be provided for championship games

Age	Innings	Time Limit	Steals	Leadoffs/Infield Fly	Dropped Third Strike	Pitching Distance	Base Distance
8	6	1:30	No	No	No	36	60
9	6	1:45	Yes	No	No	46	65
10	6	1:45	Yes	Yes	No	46	65
11	6	1:45	Yes	Yes	Yes	50	70
12	6	1:45	Yes	Yes	Yes	50	70
13	6	1:45	Yes	Yes	Yes	54	80
14	7	2:00	Yes	Yes	Yes	60	90

27. Balks: One warning per pitcher for 10U, 11U, 12U; no warnings for 13U,14U
28. Games will be 6 innings. The run rule in effect will be 15 runs after 3 innings, 10 after 4 innings or 8 runs after 5 innings.
29. No run Limit per inning for 9U-14U, 8U limit is 6 runs per inning
30. Pitchers may throw a max of 4 innings per game 9U-12U, and 5 innings per game 13U/14U; 1 pitch = 1 inning. That is the only restriction in place. If this is violated, correct it immediately; there is no penalty unless the team is notified by umpires! We recommend that coaches use the MLB Pitch Smart recommendations to ensure the players' safety.
31. If a pitcher is removed after throwing a pitch and goes to another defensive position, they may not return as a pitcher in that game. In other words, as soon as another pitcher throws a warm-up pitch (becoming the new 'pitcher of record'), the previous pitcher is no longer able to pitch in that game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the 'pitcher of record' and can continue to pitch in the game.
32. For 8U, Runners may not leave the base until the ball is hit. 1st offense = team warning. 2nd offense = runner is out. For 9U, the runner may not leave the base until the pitcher releases the ball.
33. No bat restrictions
34. There are three options when it comes to lineups. There will be no DH.

- a. Hit 9 hitters (NFHS re-entry applies)
 - b. Use one EH and hit 10 (NFHS re-entry applies)
 - c. Hit a continuous lineup with free substitution.
35. If teams choose to roster bat, and for any reason other than injury/sickness a player has to leave the game, the spot in the order is an automatic out. (Mandatory for 8U)
 36. If a player is skipped in the batting order due to injury/sickness, that player may not re-enter the game. If a batter is injured during the middle of an at-bat, the defensive team will have the option of bringing the next player in the order up with the existing count or bringing back the previous batter with the existing count. We will then proceed from that point.
 37. Speed-up rule: An optional courtesy runner may be used for the catcher of record with 2 outs. The runner must be a player not in the game. If all players are in the game, the courtesy runner is the player that made the last out.
 38. Players must legally slide or attempt to avoid contact with defensive players in tag-out situations. If, in an umpire's judgment, there is intentional contact, that umpire may call the runner out on that play. If the contact is judged as intentional and malicious, that umpire may also eject the player from the game. If a player is ejected for this reason, they may face suspension for their team's next game with the possibility of further sanctions as well. The Tournament Director will make the final ruling on a possible suspension.
 39. Metal spikes are not permitted in 12U and below.
 40. A forfeit score is 6-0. Any team that forfeits is ineligible for the playoff round.
 41. An official game is 3 1/2 innings if the home team is ahead or 4 innings if the visiting team is ahead. If a game is stopped before it has become official, we will pick it up at the point of interruption. There will be NO ties
 42. Protests are permitted for rule interpretations only. The protest fee is \$100 and will be returned if the protest is won. Protests must be announced before the next pitch is thrown.

Additional/Modified Coach Pitch Rules

The batter will receive six pitches per plate attempt. If the sixth pitch is fouled off, they will be permitted to hit until the ball is put in play, or no contact is made.

The batter must swing all the way through for it to be considered a live ball. Any bunt attempt or check swings will be counted as foul balls and go toward the pitch count.

There will be ten fielders: a regular infield, and four outfielders. All outfielders must be on the grass.

Only infielders are permitted to call time, and they must do so on the infield dirt AND in fair territory.

Once time is called, all runners that are on the halfway line and behind must go back to the previous base. If we have a situation where two players would end up at the same base, the lead runner will dictate where the runners are put. (i.e. the player running to 3rd has made it past the line, while the player running home has not, the player running home will be sent back to 3rd, and player running to 3rd will be sent back to 2nd.)

The player pitcher must have one foot in the circle at the time the ball is hit. The coach pitcher must have both within or on the chalk of the circle.

In the event the ball hits the coach pitcher, one of the following will occur:

- If the umpires deem the contact accidental: replay the pitch
- If the umpires deem the contact intentional: dead ball, batter out

A maximum of six runs per innings may be scored, except for the 6th inning on.

Offensively, there will be three coaches permitted in the field: pitcher, 1st base, 3rd base.

Defensively, all coaches MUST remain within the confines of the dugout. The first time infraction is a warning, the second warning, that coach will be restricted to the bench for the rest of the game offensively and defensively.

Run Rule: 18 runs after 3 innings, 15 runs after 4 innings, 10 runs after 5 innings

Semis & Championship Modifications: 1:45 time limit for championship only. Run Rules remain in effect; extra innings are regular baseball.