



STANDARD TOURNAMENT RULES

Pool Play Rules

1. Time limit will be 1 hour and 40 minutes, finish the inning
2. International tiebreaker after 7 innings **if time allows**; Play until a winner is determined or to the end of the inning at the time limit; *Pool play games can end in a tie*
3. Teams pick dugout by first arrival; Home team decided by coin toss
4. Teams may bat up to all players on their roster
 - a. If batting all, free defensive substitutions; Pitcher & catcher changes must be reported
 - b. Extra hitters will be designated as 'EH' and can be anywhere in the batting order
 - c. If a player is unable to bat due to injury, play will continue with a condensed lineup and no out will be taken; That player cannot return to the game
 - d. Courtesy runner allowed for pitchers and catchers (sub if available or last batted out if batting all)
5. Run Ahead rule is in effect: 15 after 2 ½ or 3 innings, 12 after 3 ½ or 4 innings, and 8 after 4 ½ or 5 innings

Bracket Play Rules

1. Higher seed has the option of being home team and first choice of dugout
2. Teams may bat up to all players on their roster
 - a. If batting all, free defensive substitutions; Pitcher & catcher changes must be reported
 - b. Extra hitters will be designated as 'EH' and can be anywhere in the batting order
 - c. If a player is unable to bat due to injury and no subs are available, an out will be taken in their spot
 - d. Courtesy runner allowed for pitchers and catchers (sub if available or last batted out if batting all)
3. Run Ahead rule is in effect: 15 after 2 ½ or 3 innings, 12 after 3 ½ or 4 innings, and 8 after 4 ½ or 5 innings
4. Elimination Rounds:
 - a. Time limit will be 1 hour and 40 minutes, finish the inning
 - b. International tiebreaker after 7 innings or after time limit expires and current inning ends; Play continues until a winner is declared; *Games cannot end in a tie*
5. Championship game:
 - a. No time limit
 - b. International tiebreaker after 7 innings until winner is declared; *Game cannot end in a tie*

Home team is the official scorekeeper and must report the score to the Club house board at the game's conclusion. Once you leave the fields for the day, your win/loss record is the one posted on the clubhouse, and seeding will be done based on those scores. Double check your scores before you leave.

- Seeding based on:
1. Wins/Losses
 2. Head to head (if all teams tied for that seed played each other)
 3. Runs allowed
 4. Runs scored
 5. Coin toss

- No warming up on the infield prior to the game
- **No slashing:** If a player shows bunt, pulls back then gives a full swing, both the player and manager will be ejected from the game
- **If a player or coach is ejected from a game for any reason, they will not be allowed to participate in their team's next scheduled game**
- In the event a team plays 4 games to even out pool play, their worst game will be dropped
- Forfeits recorded as a 7-0 score
- Protests must be called at the time of the play and will be decided by the umpire-in-charge; No protests allowed for judgment calls
- The Tournament Director reserves the right to change any aspect of the tournament in case of inclement weather