



STANDARD TOURNAMENT RULES

Pool Play Rules

1. Time limit will be 1 hour and 20 minutes; Finish the inning plus one 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. Elimination Rounds:
 - a. Time limit will be 1 hour and 20 minutes; Finish the inning plus one 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*
2. Championship game:
 - a. No time limit
 - b. International tiebreaker after 7 innings until winner is declared; *Game cannot end in a tie*
3. Higher seed has the option of being home team and first choice of dugout
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 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)
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

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