

HOMER ATHLETIC CLUB TOURNAMENT RULES AND GUIDELINES

TOURNAMENT GUIDELINES:

Official Pony Rules govern tournament play, except where specified in these tournament regulations. Playing rules not specifically covered by the rules herein shall follow "Official Baseball Rules" 2007 edition published by "the Sporting News".

REGISTRATION PROCEDURES:

Birth Certificates, Certificate of Insurance coverage, and a completed roster with team name, manager's name, player's names and numbers must be provided prior to playing your first game. No players may be added to the roster after the start of the first tournament game.

FIELD PROCEDURES:

- Teams will play at designated fields and times as directed by the tournament officials. Only adult coaches are allowed to coach the bases.
- No batting practice is allowed to be taken on any of the ball fields at any time. (Wiffle ball batting practice in the outfield is permitted).
- All field conduct will be carried out in a sportsmanlike manner. Managers and coaches are responsible for the conduct of their players and fans. Serious offenses could risk removal from tournament play.
- Only one manager and not more than three coaches are allowed in the dugout. Base coaches may not change in the course of an inning.
- Managers will be the only person allowed to discuss rules or judgment calls by the umpires or tournament committee.
- A coin flip will determine which team is the home team prior to the start of all pool games. Top seed will be the home team for all playoff and championship games.

SPEED UP RULES WILL BE IN EFFECT:

This means 3 warm-up pitches will be allowed between innings. Catchers should have all gear on before the end of their offensive inning and be ready to warm-up the pitcher. If the catcher and /or pitcher are on base with one or two outs, he must be run for by the player making the most recent out in the inning. **There will be no infield warm-ups allowed after the first inning.**

EQUIPMENT:

All players must wear batting helmets when batting, in the on-deck circle, or on the bases. It is mandatory that all players wear a protective cup.

INNINGS:

7, 8, 9, and 10 year olds will play six inning games.

11, 12, 13, and 14 year olds will play seven inning games.

TEN RUN RULE:

Ten runs after 3 1/2 innings in a six inning game (Game Over). Ten runs after 4 1/2 innings in a seven inning game (Game Over). If at the end of the designated full inning, a team is ahead by the number of runs designated, it is the responsibility of the team leading to notify the umpire.

RAIN DELAYS:

If a game is stopped prior to completion because of rain, it shall be called a suspended game. That game will then be resumed, from the point when it was halted, at a date and time determined by tournament officials. A complete game for ages 7 thru 10 is four innings (6 inning game). A complete game for ages 11 thru 14 is five innings (7 inning game).

TIE BREAKERS:

- 1.) Won / Loss Record
- 2.) Head to Head
- 3.) Fewest Runs Allowed
- 4.) Run Differential
- 5.) Coin Flip

OTHER TOURNAMENT RULES:

A player **must** avoid contact at second, third, or home on a close play. In the judgment of the umpire, if a player maliciously forces contact on a play, he will be called out and may be ejected from the game. The ejected player's spot in the batting order would then become an automatic out.

Use of profanity, throwing of equipment, or physical acts against an umpire will lead to an automatic ejection. Inappropriate actions of a fan/parent may result in the ejection of a manager or coach.

If a player, coach, or manager is ejected from a game, they will be suspended for their next tournament game. When an individual is ejected from a game, they **must** leave the complex or the team will forfeit their game.

No coolers or grills are allowed in the complex. No alcohol of any kind is allowed in the complex.

The concession stand will be open everyday of the tournament.

*****If a game is tied when the time limit expires or a game is tied after a six or seven inning game the following procedure will take place: The last out from the previous inning is put on 2nd base – start with a one out – one ball and one strike count - until there is a winner.**

TIME LIMIT RULES: (See Above)

Time limit is as follows: **A ONE HOUR FIFTY MINUTE TIME LIMIT WILL BE IN EFFECT FOR ALL GAMES, EXCEPT FOR SEMI FINALS AND CHAMPIONSHIP GAME. NO NEW INNING MAY START AFTER THE TIME LIMIT HAS EXPIRED.**

THE UMPIRE WILL NOTIFY BOTH MANAGERS THE START TIME. (UMPIRE TIME IS THE OFFICIAL TIME)

PITCHING:

7-8 year olds: 3 innings per game / 4 innings per day / 9 total innings for the tournament
*No balks, no lead-offs, no steals, no drop 3rd strike

9-10 year olds: 3 innings per game / 5 innings per day / 10 total innings for the tournament
***9 year olds:** No balks, no lead-offs, no steals, no drop 3rd strike
***10 year olds:** Balks will be called (1 warning per pitcher)
Lead-offs, steals, and drop 3rd will be in effect

11-12 year olds: 4 innings per game / 6 innings per day / 11 total innings for the tournament
*Balks will be called (1 warning per pitcher)
*Lead-offs, steals, and drop 3rd will be in effect

13-14 year olds: 5 innings per game / 7 innings per day / 12 total innings for the tournament
*Balks will be called (No warnings)
*Lead-offs, steals, and drop 3rd will be in effect

***** If any pitcher throws the daily maximum of innings, that pitcher must rest for 24 hours from the start time of the last game pitched before being eligible to pitch again.**

*One pitch thrown is considered as one full inning.

*A manager must remove a pitcher on a second trip to the mound in any one inning, except due to injury.

*Pitching records will be kept by each team. Both managers must verify pitching records at the end of each game with the official score keeper.

CONTINUOUS BATTING: All teams will use continuous batting. If a team has 12 or more players they **must bat 12.** *There is no penalty for having less than 12 players present.* If a team has less than 12 players present and an additional player arrives late, that player must be inserted into the last spot in the batting order. If one team has less than 12 batters in the line up at the start of a game, the other team has the **option** of matching the same number of batters.

Example: A team has only 10 players to start a game. The team has a 10 man batting order. The opposing team has the **option** of using a 10 man batting order. If a team has **more** than 12 players present, they have the option of batting as many players as they want. The opposing team does not have to match **more** than 12 batters. If a team chooses to start a game batting more than 12 players, they must finish the game batting with the same number of players they started the game batting.