

Eastern Sierra Fall Classic 2013 Tournament Rules

- 1) Tournament format is 3 games guaranteed
- 2) We are using the age cut-off date of May 1, 2014. Players age on May 1, 2014 is his/her playing age.
- 3) Please **no ice chest or outside food**, this is our fundraiser and we appreciate your patronage at our snack bar.
- 4) The tournament is weather permitting. 100% refunds in the case of full tournament cancellation.
- 5) If a team does not show they will not be refunded.
- 6) Each team must check in 30 minutes before 1st game.
- 7) Signed Roster/ Waiver must be presented complete with birthdates and parent signatures at the time of turning in registration.
- 8) Each team will present to plate Umpire before each game, 2 baseballs, Diamond DPL's or equivalent.
- 9) Only players listed on tournament roster may participate. If a player is not on the roster, that team will FORFEIT that game. A player may play in more than one division, but only one team per age division.
- 10) Tournament rules are as followed, LOCAL RULES, PONY RULES, MLB RULES.
- 11) Coin flip to determine HOME and VISITORS for all seeding games. During seeding play teams may occupy any empty dugout on a first come first serve basis.

In seeded games, higher seeded team is HOME team.

- 12) Seeding will be determined by:
 1. Best record
 2. Head to Head
 3. Runs allowed
 4. Runs Scored
 5. Coin Flip

For seeding purposes, 2 Points will be awarded for a win, 1 point for a tie. Games that are tied will stand as a tie (except in Championship game)

(13) A forfeit will be recorded as a score of 5-0

(14) Length of Game – For all divisions, No NEW INNING AFTER 1:45

No time limit in the CHAMPIONSHIP GAME, but the mercy rule is still in effect.

** If the home team is leading when time expires, the game will be halted at that point with the home team being credited with the win and scores standing as is at that point.

PITCHING RULES:

- 1) 16U & 18U- no more than 80 pitches per game per team member, 11U & 13U- no more than 60 pitches per game per team member.
- 2) Each team is responsible for keeping their pitching log updated, and must surrender it to the Tournament Director upon request.
- 3) Upon the second visit to the pitchers mound, the pitcher must be removed from the mound.
- 4) Teams may run for the pitcher or catcher at any time. Runner must be the last out. With 2 outs it is **mandatory** a team run for the pitcher and catcher.

5) MERCY RULE: (11U & 13U) 15 runs after 3 innings, 10 runs after 4 complete innings & 8 runs after 5 innings. Mercy rule is in effect in Championship games as well.

6) PROTEST RULE: There will be no protest allowed. The tournament director will try and resolve any issues that may occur.

7) All managers are responsible for their fans. It will be their responsibility to keep the fans in line. If a parent or spectator is causing a distraction to the game or umpire, the manager will be warned and if repeated the manager will be ejected from the game. In the event a manager, coach or spectator is ejected from the game, he/she will be asked to leave the baseball complex. If he/she doesn't leave the complex within 5 minutes the team will forfeit that game.

Official Pony Rules will be in force for all play except for the following:

Batting: In all divisions, teams may elect to bat 9 players and/or bat 10 players with the 10th player being an EH. The EH is considered a defensive player and may switch in and out defensively.

Teams may also elect to bat their entire lineup, with free substitution.

Teams may start and play a game with 8 players. In the event of injury the player injured will take an out his first missed at bat and then will be removed from the game the rest of the way and may not re-enter.

No metal cleats in 13U division and below.

BBCOR, Wood and Little League approved bats can be used.

Defensive and Offensive Substitutions:

- 1) Per the rules of re-entry, starters may re-enter game one time, but must be put into original batting spot.
- 2) All changes must be reported.