

CHAMPIONSHIP ★ TOURNEYS ★



OFFICIAL BASEBALL RULES

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Tournament Format

- **Official Rules:** This document covers all Championship Tourneys specific rules. All other rules will be covered by NFHS.
- **9u-12u Innings & Time Limit:** 9U-12U tournaments will play a 6 inning or 1 hour and 45-minute time limit.
- **13u Innings & Time Limit:** 13U tournaments will play a 7 inning or 1 hour and 45 minute time limit.
- **14u-18u Innings & Time Limits:** 14U-18U tournaments will play a 7 inning or 1 hour and 45 minute time limit.
- **Time Limit Reached & Championship Tourneys Tie Breaker Rules:** Once the time limit has been reached **“Championship Tourneys Tie Breaker Rules”** will apply. If the away team is batting when the time limit is reached the full inning will continue. If the home team is batting when the time limit is reached the half inning will continue until the home team takes the lead or three outs are recorded whichever happens first. If there is still a tie after the inning is complete the game continues. Each team loads the bases with the players they choose (they must be in the order they are in from the entire game,(Example: lead off hitter goes to 3B, 2 hitter goes to 2B, 3 hitter goes to 1B and the clean up hitter from the game is at the plate). The coach can decide who he wants to bat he just must load the bases correctly from the batting order. The count will be full 3-2 to the first batter of each team at the start of each new inning, and there will be two outs. Play will continue until there is a winner! Semi-Final games will have the time limit and tie breaker rules. Championship games will play normal with no time limit and no tie breaker rules until there is a winner.
- **Playoff Seeding:** Teams advancing to the playoff rounds are based on seeding within each pool and then against the rest of the field. (Example: If the tournament calls for 8 seeds advancing to the playoffs and there are 4 pools the #1 seeds from each pool will be seeded 1-4 and the #2 seeds will be ranked 5-8 for overall seeding. If the top 8 teams advance from 5 total pools the pool winners will be seeded 1-5 and the top ranked pool runner ups will be seeded 6-8. A team in third place in their pool can't be seeded higher than a second-place team in any pool regardless of record).
- **Run Rules:** 15 runs after 3 innings of play - 10 runs after 4 innings of play - 8 runs after 5 innings of play.
- **No games can end in a tie:** See **“Championship Tourneys Tie Breaker Rules”** above.

Field Dimensions

- Teams 9U - 10U will compete on 46' pitching distance and 65' base paths. Rubber cleats.
- Teams 11U - 12U will compete on 50' pitching distance and 70' base paths. Rubber cleats.
- Teams 13U will compete at either 54' pitching distance and 80' base paths or 60' pitching distance and 90' base paths, check tournament details. Metal cleats.

- Teams 14U - 18U will compete on 60' pitching distance and 90' base paths. Metal cleats allowed except when noted on turf fields.

Pitching Guidelines

- Championship Tournaments doesn't have pitch restrictions however we recommend everyone at a minimum follow MHSAA pitch counts. **PLAYER SAFETY FIRST!** No game is worth winning at the expense of a kid's health. Please use caution.

MHSAA institutes pitch limits

After a mandate from the National Federation of State High School Associations, MHSAA adopts pitch limits for high school pitchers.

Maximum Daily Pitches Allowed:	Pitch Counts	Required Rest
105	76-105	= 3 days
	51-75	= 2 days
	26-50	= 1 day
	25 or less	= None

Source: MHSAA
Credit: MLive.com, Shutterstock

Pre-Game Arrival

- Teams should be prepared and ready to play 15 minutes before their scheduled game is scheduled to start.
- Games completed early will result in an early start for the following games, weather permitting.
- The tournament director has the right to shorten or forfeit a game should teams not be ready to start their scheduled game on time.
- There will be up to a 15-minute period in between games to allow crews time for field maintenance.

Pre-Game Infield & Warmup

- There will be no infield warm up on the infield prior to the game. Please remind your players and coaches.
- Teams will be permitted to take ground balls in foul territory down the line and/or fly balls in the outfield.
- Each location we play at has their own set of university/complex/facility rules to abide by. We all must comply and follow these rules with no exceptions.
- All teams will be given 15 minutes prior to the start of all games.

Pre-Game Home & Away Designation

- **Pool Play:** There will be a coaches meeting prior to the start of every single game. There will be a coin flip at this meeting prior to the start of each game to determine who is the home and away teams. Typically, as a courtesy the team that drives the farthest calls it when the coin is in the air. The coaches and umpires can decide who calls it before the flip. Game clock starts at the conclusion of the plate meeting.
- Please complete this meeting as soon as possible to provide pitchers an adequate amount of time to get loose.
- **Playoff Rounds:** Teams advancing out of pool play will be seeded based on records, higher seed will have choice of home/away.
- Seeding will be made available to all advancing coaches as soon as possible to prepare their team.

EH (Extra Hitter) & DH (Designated Hitter) Rules

- Teams will be allowed to use a DH and up to two EH during any given game.
- Teams must designate who each player is and for what player the DH will be hitting for in the field of play.
- Should teams enter the DH in to the field of play, the defender he goes in for is burned for the rest of the current game.
- The EH may also enter the field of play but **MUST** remain in their current batting position.
- The player for which the EH has replaced in the field will now become the EH but will remain in the same batting position.
- Lineups must be given to the plate umpire at the pre-game meeting. Lineups must also be given to the opposing team prior to the start of the game.
- Continuous lineup is allowed.

General Game Situations

- **Age Restrictions:** All ages are based on birth date (Jan 1st cutoff)
 - Jan 2, 2000 – Jan 1, 2001: 18u
 - Jan 2, 2001 – Jan 1, 2002: 18u
 - Jan 2, 2002 - Jan 1, 2003: 17u
 - Jan 2, 2003 - Jan 1, 2004: 16u
 - Jan 2, 2004 - Jan 1, 2005: 15u
 - Jan 2, 2005 - Jan 1, 2006: 14u
 - Jan 2, 2006 - Jan 1, 2007: 13u
 - Jan 2, 2007 - Jan 1, 2008: 12u
 - Jan 2, 2008 - Jan 1, 2009: 11u
 - Jan 2, 2009 - Jan 1, 2010: 10u
 - Jan 2, 2010 - Jan 1, 2011: 9u

- **Player Eligibility:** Players who have played college baseball, attended a college or university at any level can compete in Championship Tourneys events as long as they are age eligible. Players who have been drafted or played professionally can compete in Championship Tourneys events as long as they are age eligible.
- **Bat Restrictions:** 14U must use -3 (BBCOR Certified) or -5 (Stamped with USSSA 1.15BPF or USABat). 15U-18U must use -3 (BBCOR Certified or USABat). If there is a bat discrepancy we will refer to the NFHS bat regulations.
- **Courtesy Runner:** Must be used for the catcher and pitcher with 2 outs. Less than 2 outs is optional. Must be a player not currently in the game (on the bench) or the player who made the last out should a team not have an extra player on the bench.
- **Intentional Walks:** Automatic intentional walk rule may be used. No pitches need to be thrown. Intentional Walks do not count against pitch counts.
- **Slide Rules:** Players must try to avoid contact on all players during the game. It will be the umpire's discretion if there was intent to cause harm during contact. Players using intent may be subject to ejection from the current game and or tournament depending on the play.
- **Head First Sliding:** Championship Tourneys encourages players to slide feet first. Sometimes sliding head first is acceptable but please let the players know that sliding feet first is safer and discourage sliding head first into home plate. Sliding head first is legal.
- **Pool Seeding:** Overall Record, Head-To-Head, Run Differential, Runs Allowed, Runs Scored, Coin Toss, will be the order to determine tie breakers. If three or more way tie, head to head goes away.
- **Run Differential:** 8 Run Maximum per game
- **Rosters:** A player can't play for two teams within the same tournament. All players must be listed on the roster that is turned into Championship Tourneys.
- **In Game Tie Breakers:** All games that are tied will continue to play until the time limit is reached. Once the time limit is reached we will follow the "Championship Tourneys Tie Breaker Rules". See the "Tournament Format" section at this beginning of this document for exact details.
- **Minimum Players:** A team may start a game with 8 players.
- **Forfeits:** A forfeit will be scored based on the average run differential against the team forfeiting, for losses, during pool play. Should the team go undefeated through pool play after the forfeit a score of 1-0 will be recorded for the forfeited game. (Example ... Team A forfeits game 1 ... loses 10-4, loses 12-4, wins 8-1 ... the average RD in games lost is 7 ($10-4=6 + 12-4=8 \dots 14 \text{ runs}/2 \text{ games} = 7$) which makes the score for the forfeited game 7-0). Should only one game be lost during the rest of pool play the RD for that single game will be used. A team may not compete past pool play with a forfeit during pool play for any reason.

TIE BREAKERS (Pool Seeding)

- Two teams tied for overall record: If both teams played each other they will use the following:
 - Head to Head
- Two teams tied for overall record: If both teams did not play each other they will use the following:
 - Run Differential
 - Runs Allowed
 - Runs Scored
 - Coin Toss
- Three teams tied for overall record: To place the highest team, we will use the following in order of elimination:
 - Run Differential
 - Runs Allowed
 - Runs Scored
 - Coin Toss
- Three teams tied for overall record: To place the second highest team, we will use the following for the remaining 2 teams:
 - Head to Head
 - Run Differential
 - Runs Allowed
 - Runs Scored
 - Coin Toss
- For seeding Wildcards, if two teams we will use head to head. If more than two teams head to head is not used.

PLAYOFF & CHAMPIONSHIP BRACKET

- We seed within a pool first. We will seed out each pool 1-5. The one seeds will be the first teams taken into the playoffs & championship bracket. If there are 5 pools and we are advancing 8 teams. The five pool winners will be seeded 1-5 regardless if a pool runner up has a better record or an even record with a higher run differential.
- If all pool play games are not completed within an event. We will still seed in pool winner and then pool runner up. The lowest number of games played by an advancing team within each group (Pool winners and pool runner-ups) will determine the number of games we seed by (Example: Team A: 3-0, Team B: 4-0, Team C: 2-0, Team D: 4-0, Team E: 2-1 we would revert back to everyone's run differential after two games for the pool winners and do the same setup for the pool runner ups).

RAIN SITUATIONS

- Unfortunately, we all know rain is sometimes part of the game. If rain comes into play, we will try our very best to play every single game or as many as possible. We will do our best to be the fairest for figuring out pool winners and runner-up's as well as which teams advance to playoff & championship brackets.
- If all scheduled games can't be played within a pool, we will use our best judgement to determine pool winners. The number of games we use for seeding will be determined by the lowest number of games played by a team who could mathematically advance. (Example: Team A: 1-1, Team B: 0-4, Team C: 3-1, Team D: 2-1, Team E: 2-1 in this instance we would revert back to everyone's record after two games as long as team A has not been mathematically eliminated).
- If a 3-0 team is playing a 2-0 team and that is the final game in a pool head to head will be the tie breaker still. So, if the 2-0 team wins they will be seeded higher than the 3-0 team. Head to Head will never be thrown out except for 3-way ties.
- Best/Worst Case Scenario - this scenario will take place when the following example happens during an event. If the final pool play game, or two, are eliminated due to rain or unforeseen circumstances but there is a team that has clinched an advancing spot for bracket play that team will NOT be eliminated from bracket play when the rest of the pool reverts back to the number of pool play games needed to determine who has the best record from that point. Example: If a team is 3-1 through 4 games, a team is 2-1 and gets rained out of their 4th game, and a team is 2-1-1 through 4 games. The 3-1 team has clinched a spot in to bracket play and then the second-place team will advance by reverting back to the first 3 games of play based on our regular advancement rules. Once the second seed, or however many seeds need to be determined, is determined, the ranking of those top seeds will be done through the regular advancing system. In short - if at any point it is mathematically impossible for a team to be eliminated, regardless of the outcome of any remaining games, said team will be guaranteed advancement OR seeding within the top of their pool standings and then we will use standard seeding scenarios to determine who is the 1, 2, 3, etc., seeds within that pool.

WEATHER & GAME DELAYS

- For scheduled 7 inning games they must go 4 ½ innings to be complete.
- For scheduled 6 inning games they must go 3 ½ innings to be complete.
- The score of the game will be frozen and picked up at a later time should play be suspended for any reason. The game may be subject to a shorter time limit and/or a shortened game to complete the game for seeding. The tournament director can call any game complete if tournament director deems it necessary to stay on schedule or complete tournament.
- Should the first game of the day be under a weather delay/cancellation, that game will take place at a later time during the tournament as we will try to keep all other games on their previously scheduled times. If we have a 2-hour rain delay and you start at 9 AM, we will contact all coaches that were scheduled to play at 9 AM and move those games to a different time period if/when possible. Teams that were scheduled at 11:15 AM should assume the start of their game is on time until otherwise informed.

RAIN OUT POLICY, REFUND POLICY, & GENERAL POLICIES

Unfortunately, weather plays a factor in any outdoor sporting event, the same holds true for our tournaments. Field crews will do everything, within reason, to complete each game and tournament to the best of their ability without risking the safety of anyone involved (players, coaches, fans, umpires, crews). Should weather play a part in the cancellation of any event, below are Championship Tourneys Rain Out and Refund policies:

1. Should weather or an act of God cause an event to be completely cancelled having played no games all teams will receive a full entrance fee credit for a future event to take place within a full calendar year from the end of the cancelled events date.
2. Should an event be cancelled by Championship Tourneys for lack of teams, teams will receive a refund of 100% of their total tournament entrance fees.
3. Should just one game be played before an event is canceled, due to weather or act of God, a credit will be issued for 50% of the value the participating team paid to play in the event. (Same rules apply with the credit as indicated in point 1 listed above)
4. There will be no refunds or credits after the start of each teams' second game.
5. Should games be canceled during the Championship rounds awards will be given to the 2 highest remaining seeds.
6. Teams having completed registration payment are expected to attend that event. Teams withdrawing 2+ months in advance will receive a credit towards another event, minus \$150.00. In the event said tournament is full or closed and the vacant position can't be filled the full registration payment value will be forfeited. Once a schedule is released there are no refunds or credits.
7. Teams withdrawing within 2 months of the tournament will forfeit all registration fees. There are NO refunds or credits for withdrawal within 2 months of the event.
8. Credit values are non-transferable and may only be used by the teams submitting the original registration and payment amount.
9. We do not require Stay to Play. Your teams can setup hotels reservations wherever you wish with no penalty.

TOURNAMENT & COMPLEX POLICIES

All our tournaments are hosted on college campuses, high school fields, and sports complexes. These locations do NOT permit their players, parents, or fans to consume alcoholic beverages or smoke on the premises and we will enforce those policies at our events as well. Please remind your fans and players to respect these policies as improper conduct and they will be dealt with as needed. Law enforcement officials may be called if necessary. Ejection may take place for the remainder of the game or tournament at the tournament directors discretion. All tournament injuries must be reported to the Tournament Director at the time of the incident. Championship Tourneys, LLC and its members are not liable for any injuries.

****Metal cleats, sunflower seeds and gum are strictly prohibited from all venues that have artificial turf!**

QUICK REFERENCE RULES SHEET

RULE	9U	10U	11U/12U	13U	14-18U
Mound/Base	46/65	46/65	50/70	54/80	60/90
Game Length	6 or (1 hour 45min)	6 or (1 hour 45 min)	6 or (1 hour 45 min)	7 or (1 hour 45 min)	7 or (1 hour 45 min)
Complete Game	3.5 or (1 hour)	3.5 or (1 hour)	3.5 or (1 hour)	4.5 or (1 hour)	4.5 or (1 hour)
3 Way Tie	Three teams tied for overall record: In order to place the highest team we will use the following in order of elimination: (Run Differential, Runs Allowed, Runs Scored, Coin Toss) & Three teams tied for overall record: In order to place the second highest team we will use the following for the remaining 2 teams (Head to Head, Run Differential, Runs Allowed, Runs Scored, Coin Toss)				
Mercy Rule	* All ages are subject to a 15 after 3, 10 after 4, 8 after 5 innings run rule. There is an 8 run cap on run differential.				
Balks	Instructional	Instructional	1 Warning	1 Warning	No Warning
Cleats	Rubber	Rubber	Rubber	Metal	Metal
Bunting	* All ages are permitted to bunt.				
Infield Fly	* All ages are subject to the infield fly rule.				
Lineup	* All ages may use a DH and/or up to 2 EH and may also bat the entire lineup if they wish. If a team chooses to bat all available players and someone(s) gets hurt an out will be recorded every time the injured player(s) comes to the plate if you want the opportunity to bring that player back in to the game at any point. As long as an out is recorded the injured player may re-enter his spot in the lineup at any time. However, if the player is injured and deemed unable to compete the player will be dropped from the game and NO out will be enforced, for the sake of the game, but this player can NOT compete for the rest of the current game under any circumstances.				
Re-Entry	* Starter may re-enter once, in their original batting position, for all age divisions.				
Courtesy Runner	* Pitchers & Catchers, mandatory with 2 outs, optional with 1 or fewer outs. Courtesy Runner should be a bench player or if no bench players exist than last batted out.				
Game Play	* A team may compete with no fewer than 8 players to constitute an official game. Every time the 3th player is set to come to the plate an out will be recorded. Less than 8 players will constitute a forfeit.				
Mound Visits	* The in state High School visitation rules will be used during tournament play. Please check with the umpires to clarify the number of visits permitted as each state may have different visitation rules.				
Ejections	* Player/Coach/Fan must leave immediately to parking lot (IN CAR), MANDATORY 2nd game suspension and possible tournament expulsion at Tournament Directors discretion. If at any time a coach, fan, or player makes intentional contact with an umpire that individuals tournament will be over (intent will be determined by the umpire and tournament director).				
Sliding	* All ages are permitted to slide head first, at players own risk, and they must attempt to avoid contact.				
Appeal/Protest	* There are no appeals on judgment calls. \$100 cash to Tournament Director for all other appeals. Must be made at time of protested ruling. You may not protest after the fact... must be made before the next pitch is thrown.				