

Twinsburg Stars and Stripes Tournament Rules

GENERAL TOURNAMENT RULES

1. **Age Requirements:** Age of the player is determined by the age prior to May 1st. Divisions are as follows:
 - 8U Kid Pitch 8 & Under
 - 9U 9 & Under
 - 10U 10 & Under
 - 11U 11 & Under
 - 12U 12 & Under
 - 13U 13 & Under
 - 14U 14 & Under

2. **Rosters**
 - a. The maximum number of players on a team's roster is 15.
 - b. The roster is due in by start of the team's first game.
 - c. A player may only appear on one team's roster per age group for the tournament.
 - d. The roster must include the player's full name, address and birth date.
 - Birth certificates must be carried and available at all times in case questions arise.
 - e. No changes to the team's roster will be allowed after the start of the team's first game.

3. **Game Guarantee and Rain-Out Policy**
 - a. All teams are guaranteed 3 games.

- b. Teams will either play
 - 3 games in their pool with the top teams advancing to Sunday single elimination play, or
 - 2 pool games with all teams advancing to Sunday single elimination play.
- c. In the event of bad weather, the tournament director reserves the right to modify and complete the tournament as deemed appropriate.
 - However, the tournament director will make every attempt to complete the tournament.
 - Please check the Twinsburg Baseball League (TBL) website for rain out information and updates.
- d. The TBL has had very good success in past years without cancellations. However, in the event the tournament is cancelled due to weather, the following refund will be in effect:
 - 0 games played = 75% refund
 - 1 game played = 50% refund
 - 2 games played = 0% refund

4. **Team Policies**

- a. Metal spikes are permitted for 13U and 14U.
- b. Teams must be present 30 minutes prior to the start of the game.
- c. No teams are permitted on the infield prior to games. Batting practice, infield practice, and soft toss against any fencing is prohibited.
 - However, wiffle balls are permitted in the outfield.
- d. The minimum number of players to start a game is 8.
 - Any team with less than eight players at the scheduled time of their game will forfeit.
 - There is NO GRACE PERIOD.

5. **Field Setup**

Division	Pitching	Bases
8U	43'	**60'
9U	46'	65'
10U	46'	65'
11U	50'	70'
12U	50'	70'
13U	54'	80'
14U	60'	90'

**Can be 65' bases depending on field availability

6. **Home Team**

- a. In single elimination games, the team with the higher seed will be the home team. If both teams have the same seed, a coin flip will determine the home team.
- b. In pool play games, home teams are decided by a flip of a coin.

7. **Innings and Mercy Rules**

- a. A regulation game for 8U-10U will be 6 innings.
- b. A regulation game for 11U-14U will be 7 innings.
- c. Ties
 - Ties are not permitted in single elimination games.
 - Ties are permitted in pool play games.
- d. Any game suspended before 4 innings (3 1/2 innings if the home team is leading) have been completed shall be completed at a later time.
 - However, the time limit still applies and will be carried over when the game is continued.

- e. Mercy rules will be in effect for all games, including semi-final and championship games, and will be applied in the following cases:
 - after 4 innings (3 1/2 if the home team is leading) in a case of a 12 run lead; or
 - after 5 innings (4-1/2 if the home team is leading) in a case of a lead of 10 or more runs.

- 8. There is **no time restriction** in **single elimination games**.

- 9. **Time Restriction in Pool Play Games**
 - a. No new inning will begin after 1 hour and 50 minutes from the start of a pool play game.
 - b. If **the time restriction has been reached** and the pool play game is tied, the pool play game will be recorded as a tie.
 - c. If the pool play game is tied at the end of regulation **and the time restriction has not been reached**, one additional inning will be played. If the pool play game remains tied after this additional inning, the pool play game will be recorded as a tie.
 - d. Under no circumstances will an additional inning be played at the end of regulation of a pool play game **if the pool play game is not tied**.

- 10. **Tie Breakers for Seeding in Single Elimination Games**
 - a. The tie breaker structure is as follows:
 - Winning Percentage
 - Head to Head result
 - Least total runs allowed
 - Run differential-maximum 10 per game
 - Most Runs Scored-maximum 10 per game.
 - Coin flip
 - b. If a team involved in a tiebreaker has forfeited a game, the team will automatically be eliminated.

- c. Forfeits will be recorded as a score of 10-0 for the purposes of seeding.

GENERAL GAME PLAY RULES

1. Where not covered herein, **High School Rules** will apply.

2. **Bats**
 - a. For 8U – 13U, there are no bat restrictions.
 - b. 14U must use -5 bat or heavier.

3. **Additional Hitter (AH)**
 - a. An AH may be used in the tournament.
 - b. If an AH is to be used, it must be declared before the game.
 - c. The AH may bat in any spot in the batting order.
 - d. The AH may be inserted into the field later in the game.
 - e. The AH is considered a defensive position.
 - f. A team using an AH will be batting 10 players.
 - g. If a player is ejected from a game and cannot be replaced, an out will be recorded in his spot in the batting order.

4. **Continuous Batting Order (CBO)**
 - a. A CBO may also be used in the tournament.
 - b. If a CBO is to be used, it must be declared before the game.
 - c. If a team chooses to use a CBO, each of team's players must be in the batting order.
 - For example, when using a CBO, a team that has 13 players must have all 13 players in the batting order. The team is not permitted to leave one or more of those 13 players out of the batting order.
 - d. Teams may freely insert players in defensive positions each inning.

- e. If a player is injured or sick and cannot continue to play, an out is not recorded, and the place of the player in the batting order is skipped.
 - However, once a player is skipped, they cannot return to the game.

- 5. The **infield fly rule** is in effect for all divisions.

- 6. In all divisions except for 8U, a batter can run on a **dropped 3rd strike**.

- 7. **Lead offs and Stealing**
 - a. Lead offs and base stealing are not permitted in 8U.
 - b. In all other divisions, including 9U, lead offs and base stealing are permitted.
 - TBL believes that allowing lead offs and base stealing for 9U teams is a great opportunity to prepare 9U teams for the upcoming 10U season.

- 8. **Intentional walks** can be verbally given – all 4 pitches do not need to be thrown.

- 9. **Balks**
 - a. Balks will not called in 8U.
 - b. Balks will be called in 9U, 10U, 11U, and 12U, with one warning per pitcher being issued before a balk is called.
 - c. Balks will be called in 13U and 14U with no warnings issued.

- 10. **Re-entry Rule**
 - a. Re-entry is allowed.
 - b. A starting player may re-enter the game one time, but only in the player's original spot in the batting order.
 - c. A substitute withdrawn from the game may not re-enter.

11. **Speed Up Rule**

- a. When there are 2 outs in an inning, a team up to bat may use a courtesy runner for the catcher of the previous inning.
- b. The runner must be someone not presently in the game.
- c. If a team has no bench players, the player that made the last out may run.

PITCHING RULES

1. **Mound Visits**

- a. A pitcher **must be removed** on the second mound visit by a coach / manager in an inning.
- b. **Catcher / player visits** to the mound are permitted within reason, but limited to 15 seconds in duration.
- c. The **umpire** has full discretion to restrict catcher / player visits to the mound if:
 - an unreasonable number of catcher / player mound visits are being made;
 - the 15 second catcher / player mound visit time limit is being repeatedly and/or purposefully disregarded; or
 - the umpire makes a subjective determination that catcher / player mound visits are being made for intentional game delay or purposes contrary to the spirit of the game.

2. **Pitcher Warm Up**

- a. A limit of 5 warm up pitches will be allowed between innings for a pitcher returning from a previous inning.
- b. A limit of 7 warm up pitches will be allowed for a new pitcher.

3. **One pitch** constitutes an inning pitched.

4. Once a player leaves the pitching position for one pitch, the player **may not return** as a pitcher for that game.

5. In ALL age groups, no player may pitch **more than 7 innings in one day**.

6. **8U Limitations**
 - a. No 8U player may pitch more than 3 innings per game.
 - b. No 8U player may pitch more than 8 TOTAL innings per tournament.

7. **9U and 10U Limitations**
 - a. No 9U or 10U player may pitch more than 3 innings per game.
 - b. No 9U or 10U player may pitch more than 8 TOTAL innings per tournament.

8. **11U and 12U Limitations**
 - a. No 11U or 12U player may pitch more than 4 innings per game.
 - b. No 11U or 12U player may pitch more than 10 TOTAL innings per tournament.

9. **13U and 14U Limitations**
 - a. No 13U or 14U player may pitch more than 5 innings per game.
 - b. **However, there is no limit as to the TOTAL number of innings per tournament that a 13U or 14U player may pitch.**

10. The TBL recommends that coaches use Major League Baseball (MLB) Pitch Smart guidelines **to ensure player safety**. Additional information about MLB Pitch Smart recommendations can be found at <https://www.mlb.com/pitch-smart/pitching-guidelines>.

CONDUCT

1. Any person ejected from a game is **excluded** from the next game.

2. Players must **avoid "malicious contact"** when a play is being made.
 - a. The determination of "malicious contact" is at the discretion of the umpire's judgment.
 - b. If an umpire judges that a player initiated such contact, the player will be called out. The umpire may also eject the player from the game.

3. An **umpire's judgment is final** and is not eligible for protest.

4. **Head coaches** are responsible for the conduct of themselves, their staff, their players, and their fans.
 - a. Only the head coach may communicate with umpires during the game.
 - b. In consideration of others, the head coach is requested to ask their fans not to bring pets.

5. **Guidelines for Games Played at Chamberlain School**
 - a. Parking is limited at Chamberlain School. Additional parking is located at Dodge School, which is across Ravenna Road from the fields.
 - b. The Twinsburg High School football stadium is off limits to the coaches, their staff, their players, and their fans.