



Seattle Elite Baseball

2018 15U & 16U Wood Bat Invitational

Tournament Rules & Regulations

<http://www.seattleelitebaseball.com>

Tournament Information

- Dates: Thursday, June 21 – Sunday, June 24, 2018
- Format: Wood bat; 15U – 4 game guarantee; 16U – 5 game guarantee
- Awards: Trophies for the top 2 finishers at each age group (no awards for Gold/Silver/Bronze brackets at 16U)
- Baseballs will be provided by Seattle Elite Baseball for the tournament; Each team will receive a dozen balls at their first tournament game. Both teams should put in 2 new and 1 gently used ball at the pre-game plate meeting.

Game Play Rules

- All participants who will be on the field (including coaches) are required to be in uniform.
- All games are 7 innings with a **10-run mercy rule** in effect after 5 innings (4 ½ if the home team is ahead). If the score is tied after 7 complete innings and the time limit has not been hit, extra innings should be played to determine a winner. Once the time limit takes effect, if the game is still tied, it is recorded as a tie.
- **Designated Hitter (DH)** – The designated hitter is permitted in tournament competition. We will be using the high school designated hitter rule – you are eligible to DH for anyone in the lineup. If you choose to enter your designated hitter into the field, the player he was hitting for must be removed from the lineup.
- **Extra Hitter (EH)** – The extra hitter is also permitted during tournament competition. The following rules apply:
 - The EH is just an additional player in the batting order that can move into and out of the field on defense freely. Consider the EH the 10th defensive position.
 - Use of the EH is optional and must be declared on the official lineup card submitted to the umpires prior to the game.
 - If a team starts the game with an EH (10 players in the lineup), it must finish the game with an EH. If for some reason (injury, etc) a team that starts with 10 players is left with only 9 eligible players, the spot of the player removed from the lineup will result in an automatic out.
- **High school rules** will be in effect for the following situations:
 - **Substitution (re-entry)** – starters are eligible to re-enter the game in their original spot in the lineup.
 - **Intentional Walks** – teams simply need to request to the umpire to issue an intentional walk.
- **Courtesy runners** - Allowed with 2 outs for the pitcher and/or catcher. The courtesy runner must be a player not currently in the game. The same player cannot courtesy run for both the pitcher and catcher in the same inning.
- **Sliding Rules:**
 - Arm's length – player must be no more than an arm's length from the base/plate when sliding in
 - No malicious contact – up to umpire interpretation
 - Fielders may not block the base/plate unless they have possession of the ball
- **Pitching Rules**
 - Once a pitcher is removed from the mound, he is ineligible to return to that game as a pitcher, **even if he remained in the game at another defensive position.**
 - **Mound Visits** –1 visit per inning, 2nd visit in an inning to the same pitcher must result in a change. No limit per game.
 - **Balks** – big book; balks are live balls until the conclusion of the pitch/play
 - **Third to First move** – big book - this move is **ILLEGAL** in Seattle Elite Baseball competition.
 - **Limitations** – there are no set limits for pitchers in terms of innings, pitch count, etc. Each team is **highly encouraged** to keep the welfare of their players in mind when making pitching decisions.
- **Bat Rules**
 - This year's Elite Invitational events are **WOOD BAT** tournaments
 - Composite wood bats are allowed; must be BBCOR approved



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Determining Home Team

- For the 15U division, the team listed as the home team on the tournament schedule is home – each team will get 2 pool play home games. For the 16U division, a coin flip on site will determine the home team for that game.
- For all Sunday bracket games, the higher seeded (high being 1) team will be the home team.
- The home team will be designated as the “official book” for each tournament contest.

Time Limits

- As the majority of our fields are maintained by City personnel, we need to impose the following time limits on all games (exception – championship game):
 - **No new inning** will start after 2 hours and 10 minutes. The game clock will start at the conclusion of the pre-game plate meeting and will be kept by the umpires on the field.
 - In pool play, If the score is tied after 7 complete innings and the time limit has not been hit, extra innings should be played to determine a winner. Once the time limit takes effect, if the game is still tied, it is recorded as a tie. Ties will count as a ½ win, ½ loss for the purposes of determining the final standings at the conclusion of pool play.
 - In bracket play, if the game is tied and the time limit has been hit, extra innings will be played to determine a winner.
- Sunday’s championship games (16U – Platinum division championship, 15U – championship) will be played to completion without a time limit.
- **We will attempt to stay on schedule as much as possible.** Teams should do their best to be warmed up and prepared to play at their scheduled game times, regardless of when the game being played in front of them ends. Player health and safety will be first and foremost, but please show a sense of urgency when getting players & pitchers warmed up for your games if the prior game runs longer than expected.
- NO Pre-game infield. Please be courteous to City staff when warming up, giving them room to prepare the field for the upcoming game(s). Also, please be respectful and honor any requests of the City staff.

Seeding for Championship/Consolation Brackets

- Following the completion of pool play games, teams will be ranked from top to bottom in each pool.
- **In the 16U division:**
 - Each pool winner will advance to the platinum bracket and be seeded 1-4
 - Each second place pool finisher will advance to the gold bracket; third place pool finisher to the silver bracket; fourth place pool finisher to the bronze bracket
- **In the 15U division:**
 - Each pool winner will advance to the championship bracket along with one Wild Card (best of the non-pool winners).
- Please refer to page four of the rules under the section titled “Seeding Guidelines & Tiebreakers” for a detailed explanation of how ties will be broken.

Player/Coach Conduct

- Any player ejection will result in a one-game suspension, to be served in the next tournament game. Player ejections should be reported to tournament staff by the offending team immediately following the contest.
- Coach ejections will NOT automatically result in a fine or suspension. However, if a particular coach represents his team and the tournament in a way detrimental to sportsmanship and fair play in their dealings with the umpires, the tournament staff reserves the right to apply suspensions/tournament bans as deemed necessary.



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Tournament Web Site

- Tournament results will be posted on our web site at www.seattleelitebaseball.com under the Tournament section. We will also provide updates on our Seattle Elite Twitter account ([@SeattleElite](https://twitter.com/SeattleElite)) as well as our Facebook page (<http://www.facebook.com/SeattleEliteBaseball>).

Rainout Refunds

- In the case that inclement weather prevents any teams from playing their full allotment of games, the following refund policy will be followed:
 - Teams that play no games will receive a full refund (less \$150 administrative fee).
 - Teams that play just one game will receive ½ of their tournament entry fee as a refund.
 - Teams that play just two games will receive ¼ of their tournament entry fee as a refund.
 - Teams that play three or more games will NOT receive a refund.
- **NOTE:** Any games that are started and rained out during the contest will count as a game. Once the game starts, umpires and field use fees must be paid, therefore will be counted as a game played.

Conflict Resolution

- As with any competitive situation, conflicts are sure to arise over the course of the tournament. Seattle Elite Baseball is committed to ruling on all conflicts in a way that (1) is fair to the teams involved and (2) good for the tournament as a whole.



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Seeding Guidelines & Tiebreakers

Pool Play Standings

Pool winners will be determined based on pool play record. If ties exist, the following tiebreaker criteria will be used:

- 1) Head-to-Head Record (in the case of a two-way tie, or if all tied teams have played each other)
- 2) Total runs allowed (ranked fewest to most)
- 3) Run differential (max +/- 8 per game)
- 4) Total runs scored
- 5) Fewest runs allowed in a single game
(EX) If a team allowed 3 runs in one game and 5 in the other, the tiebreaker score would be 3
- 6) Most runs scored in a single game
(EX) If a team scored 3 runs in one game and 5 in the other, the tiebreaker score would be 5
- 7) Coin flip (should hopefully never get to this point)

EXAMPLE

- Teams A, B and C (in the same pool) all finish at 2-1 in pool play and each team's head-to-head record against each other is 1-1. Move to step 2 above (runs allowed).
 - Team A = 7 runs allowed
 - Team B = 10 runs allowed
 - Team C = 13 runs allowed
- Team A would be the winner of the pool based on fewest runs allowed. Team B would be the second place pool finisher, with Team C finishing third

Determining the Wild Card (15U Division)

In the 15U division, the Wild Card will be the top non-pool winner. The criteria below will be used to determine the Wild Card:

- 1) Pool play record
- 2) Total runs allowed (ranked fewest to most)
- 3) Run differential (max +/- 8 per game)
- 4) Total runs scored
- 5) Fewest runs allowed in a single game
(EX) If a team allowed 3 runs in one game and 5 in the other, the tiebreaker score would be 3
- 6) Most runs scored in a single game
(EX) If a team scored 3 runs in one game and 5 in the other, the tiebreaker score would be 5
- 7) Coin flip (should hopefully never get to this point)

Seeding of Pool Winners

Once pool play winners have been decided, they will be seeded using the criteria listed above.