

# 2019 FHS All-Star Kick-Off Tournament Official Rules

## *TOURNAMENT WILL BE A 2 GAME POOL PLAY AND SINGLE ELIMINATION BRACKETS (3 GAME GUARANTEE)*

### CHECK-IN

- Teams must check-in or send a representative to registration table one hour prior to first pool play game (**NO EXCEPTIONS**)
- A **Team Roster** completed on the Tournament Form must be submitted. All teams are limited to the players listed on the verified roster and no player may be added or changed after the start of your first game. **No travel** ball players are allowed.
- Please make **USA player ID card or birth certificates** accessible. Without proof of age, a player will not be allowed to play, no exceptions. Teams should have proof of age documentation available for challenge throughout the tournament. Rostering ineligible players will result of forfeiture of games played and possible disqualification from the tournament with a loss of all fees paid.
- FHS All-Star Kick-Off Tournament is uploaded on Tourney Machine. You will need to download the app to access pool play schedules, brackets, rules, and facility locations.
- All teams are required to show **Proof of team/league insurance** at check in.
- Teams at time of check in will be provided a copy of tournament rules and two Spirit Award medals to award one player from the opposing team that is deserving of the recognition for each pool game (see Rule 2.7).

### **RULE 1: GENERAL RULES (All Divisions)**

- 1.1 Team listed 1st occupies 3rd base dugout. In bracket play, team listed on top of bracket occupies 3rd base dugout. The exception is when a team is playing back to back games they stay in their dugout.
- 1.2 Pool play games can end in a tie; bracket games must have a winner. Home team will keep the official score. Scorebooks are not provided; Umpires will turn in score cards.
- 1.3 Pool Play - Home team will be decided by coin toss.
- 1.4 Bracket play – Home team will be higher seed.
- 1.5 No infield practice permitted. Please stay off dirt (fair and foul territory).
- 1.6 All teams must have equipment as required by USA rules (i.e. NOCSAE approved helmets, face guards, approved bats, etc.)
- 1.7 Teams must be ready to play at scheduled game time. Teams that are not present will forfeit their game.
- 1.8 Game balls for the tournament will be provided and will be the only balls used. Worth RIF 11" Soft dot or equivalent for 6U/8U, Worth RIF 10 - 11" or equivalent for 10U, and Worth Dream Seam or Equivalent 12" for 12U, and 14U.
- 1.9 Managers are responsible for all players, coaches,' eligibility and parental conduct during the tournament.
- 1.10 Managers must keep all documents (birth certificates, player cards, team insurance) at all times in case of discrepancy.

- 1.11 No Travel Ball Teams Allowed. Only USA certified Rec, Select or All Star Teams are eligible to play.
- 1.12 USA Rules Apply unless stated below per division.
- 1.13 Alcoholic beverages or Illegal drugs are not permitted on city or school fields. You will be removed from the facility. No Exceptions!
- 1.14 There will be **ZERO TOLERANCE** for unsportsmanlike conduct.
- 1.15 Artificial noisemakers of any kind will not be allowed (ex. Horns, cans filled with rocks, etc)
- 1.16 Umpires and/or Tournament Representatives shall have the responsibility and authority to eject any team personnel or spectators for inappropriate language, body language, physical contact or any behavior deemed inappropriate. Ejections may be appealed to the Tournament Director and tournament UIC.
- 1.17 Any ejected coach, player, or other team personnel is ineligible to participate in the team's next game. Illegal participation in the team's next game will cause an automatic forfeiture of the team's remaining tournament games. No Exceptions!
- 1.18 Any person ejected a second time makes participant ineligible for the remainder of the tournament.

## **RULE 2-MODIFIED POOL PLAY/STOP PLAY RULE**

- 2.1 If home team is ahead at the end of DROP DEAD time, the game is over whether or not the inning is completed.
- 2.2 If the visiting team is up at the time game is called, the score shall revert back to the last complete inning.
- 2.3 If the home team is up at the time game is called and they are losing the game, the score shall revert to the last completed inning.
- 2.4 If the home team is up to bat at the time game is called and the home team has tied up the game in that half inning, the score shall stand and not revert back.
- 2.5 If the home team is up to bat at the time game is called and the visiting team has tied up the game in the previous half inning, the score will revert back to the last completed inning.
- 2.6 If the home team is up to bat and is leading, the score shall stand and will not revert back.
- 2.7 SPIRIT PLAYER AWARDS – At the end of each pool game teams will do the sportsmanship (“good game”) line in the outfield to award medals. **PLEASE make every attempt to maintain the timeliness of the pool play schedule for the tournament.**

## **RULE 3: GENERAL PLAYING RULES**

- 3.1 Pool Play games (ROUND ROBIN batting required all divisions)
  - 4 Innings for 6U or (1) hour (15) minutes DROP DEAD
  - 5 Innings for 8U or (1) hour (15) minutes DROP DEAD
  - 6 Innings for 10U or (1) hour (15) minutes DROP DEAD
  - 7 Innings for 12U and 14U or (1) hour (15) minutes DROP DEAD
  - Pool play can end in tie. DROP DEAD (revert back to previous completed inning unless the home team ties or goes ahead when play is stopped)

### 3.2 Bracket Play games

Must have a winner in bracket play games. If the game is tied after the last completed inning due to time or innings, International Tie Breaker (ITB) will ensue the next inning

- 4 Innings for 6U or (1) hour (20) minutes NO NEW (ROUND ROBIN required)
- 5 Innings for 8U or (1) hour (20) minutes NO NEW (ROUND ROBIN required)
- 6 Innings for 10U or (1) hour (20) minutes NO NEW (Bat 9 per USA **or** Round Robin (DP/FLEX rule in effect when batting 9 per USA))
- 7 Innings for 12U and 14U or (1) hour (20) minutes NO NEW (Bat 9 per USA **or** Round Robin (DP/FLEX rule in effect when batting 9 per USA))

### 3.3 Championship games

If the game is tied after the last completed inning due to time, International Tie Breaker (ITB) will ensue the next inning

- 4 Innings for 6U or (1) hour (20) minutes NO NEW (ROUND ROBIN required)
- 6 Innings for 8U or (1) hour (30) minutes NO NEW (ROUND ROBIN required)
- 7 Innings for 10U or (1) hour (30) minutes NO NEW (Bat 9 per USA **or** Round Robin (DP/FLEX rule in effect when batting 9 per USA))
- 7 Innings for 12U and 14U or (1) hour (30) minutes NO NEW (Bat 9 per USA **or** Round Robin (DP/FLEX rule in effect when batting 9 per USA))

3.4 Inning Run Limits Per Division. Run up rule applies to 6U-8U. When a team comes to bat if they are trailing, they can catch up and go ahead by the allotted amount below. If the team is tied or winning, they can only score the allotted amount listed below.

6U - Five run up rule per inning

8U - Five run up rule per inning

10U, 12U, and 14U - Unlimited runs per inning

3.5 Pool Play - Round Robin batting all divisions (free substitution when batting round robin)

3.6 Line ups and coin flip will be exchanged 5 minutes before game time. Line ups must list Player's first and last name.

3.7 During Pool Play, courtesy runners will be the last out for the pitcher, catcher, or an injured player. During Bracket Play, courtesy runners can only be substitute players for the catcher and pitcher. Once a courtesy runner is designated they can only run for that individual.

Exception if Round Robin is chosen for team then last out will be used.

3.8 If a player is injured and is unable to return to the game, they will be an out for their first at bat only and removed from the remainder of the game.

3.9 A team must have a minimum of 8 players to play a game.

3.10 Game tied during pool play will stand. All ties count for ½ win and ½ loss.

3.11 Mercy Rules will be 10 runs after 3 innings, 8 runs after 4 innings and 6 runs after 5 innings.

3.12 Metal Cleats are allowed in the tournament for the 14U GOLD DIVISION ONLY.  
ABSOLUTELY NO METAL CLEATS AT LIONS FIELD

## **RULE 4: 6U TOURNAMENT RULES**

4.1 Tournament is a competitive style with 2 pool play games into single elimination

4.2 A coin flip will determine home and visitor in pool play games.

4.3 Game Times: Pool Play is (1) hour (15) minutes DROP DEAD or 4 innings. Ties are acceptable in pool play.

Bracket Play is (1) hour (20) minutes NO NEW. If a game is tied after time OR innings expire and the inning is complete one more inning will be played to complete the game until we have a winner.

- 4.4 There will be a 5 run up rule used in every inning. Each team can tie the score and go up 5 runs each inning. If a team is tied or leading when they come to bat, they can only score a maximum of 5 runs.
- 4.5 A batter will get 5 coach pitches or three strikes. The batter will get an additional pitch if the 5th pitch is fouled off. If the 5th pitch is not batted, then the batter is out.
- 4.6 Coach Pitch distance is 30 feet from home plate. The coach must have one foot on the pitching plate upon release of the ball.
- 4.7 There may be two adult offensive coaches, one at the first base coaching box, and the second at the third base coaching box, in addition to the adult pitcher. One coach will shag balls for the catcher. All other coaches must be in the dugout.
- 4.8 Bases will be set at 60'.
- 4.9 The official scorekeeper will be the home team.
- 4.10 If the batted ball hits the adult pitcher, the ball is dead, and the batter will get an additional pitch.
- 4.11 There is no bunting allowed.
- 4.12 The 15' arc in front of home plate will extend from the 3rd baseline to the 1st baseline. The batted ball must go past this line to be considered a fair ball.
- 4.13 No base stealing allowed. Home plate is closed.
- 4.14 There will be half way lines between 1st and 2nd, 2nd and 3rd, and 3rd and Home as determined by the umpire. If a runner is not passed the half way line when the ball enters the pitching circle they must return to the previous base. The ball DOES NOT have to be caught by the pitcher and only has to cross the plane of the pitching circle.
- 4.15 The umpire will determine whether a player has passed the halfway line when the ball gets into the circle.
- 4.16 There will be only one base on an overthrow.
- 4.17 Round Robin batting at all times in every game.
- 4.18 The player playing the pitcher shall stand anywhere in the pitching circle with at least one foot in the circle while the adult pitcher is pitching.
- 4.19 No more than 10 players will be allowed on the field at one time. 4 players must remain in the outfield until the ball is hit.
- 4.20 Infield fly rule is not in effect in 6U. Two coaches are allowed on the field of play during defense.
- 4.21 No Player can be closer to the batter than the pitcher.  
1st and 2nd place trophies will be awarded.

## **RULE 5: 8U MODIFIED RULES**

- 5.1 Games shall last 5 innings or (1) hour (15) minutes DROP DEAD in Pool Play and 5 innings or (1) hour (20) minutes NO NEW in bracket play. Championship game will be 6 innings or (1) hour (30) minutes NO NEW. International Tie Breaker will be used if the game is tied at the end of the time limit or innings in bracket play and championship game.
- 5.2 Round Robin batting for the entire tournament
- 5.3 Home plate is closed

- 5.4 No coach pitch
- 5.5 Steal one base per pitch
- 5.6 No drop 3rd strike
- 5.7 There will be a 5 run up rule used in every inning. Each team can tie the score and go up 5 runs each inning. If a team is tied or leading when they come to bat, they can only score a maximum of 5 runs.
- 5.8 No infield fly
- 5.9 Courtesy Runners will be used only for pitchers, catchers, and injured players. A player is limited to running one time per inning.
- 5.10 Free substitution is allowed as long as the umpire feels it is not slowing the game down.

### **GAME SCORE REPORTING**

- \* The Umpire in each game in the tournament will have a “Game Card” to report the scores of their games to a tournament director or UIC.
  - \* It is the responsibility of a representative from each team, at the end of each game, to verify the accuracy of the score.
  - \* Official scorekeeper should communicate with Umpires to ensure consistency between the “Game Card” and the official book.
1. Win/Loss Record
  2. Head to Head (every head to head game between any tied teams will be considered)
  3. Fewest Runs Allowed
  4. Most Runs Scored
  5. Coin Toss

### **Protests**

- Protests will be allowed on playing rules only and must be made before the next pitch-legal or illegal. Protests may not be made on judgment calls.
- Protests will be ruled on immediately by the tournament director and/or UIC. The game clock will stop. The protesting manager must be prepared to cite the rule he/she feels is being violated.
- Eligible protests shall be ruled upon according to the USA code.
- Protest fee is \$50 cash payable at the time of protest and is refundable if the protest is upheld.

### **Clarifications**

- If there is a delay in the schedule, it is the responsibility of the team manager to check Tourney Machine and contact the Tournament Director or UIC for possible game time and/or field changes.
- All uniforms and equipment must meet USA standards.

### **Sportsmanship**

- Team managers are responsible and must have control of their players, coaches and team followers at all times including on and off the field of play.
- All game participants must remain inside the dugout at all times.
  - a. Only registered players, and a maximum of (4) coaches, may act as game participants.
  - b. EXCEPTION: Base coaches or as allowed by the umpire.
    - The USA Code of Conduct shall be enforced throughout the tournament
    - Artificial noisemakers of any type will not be allowed (i.e. horns or cans filled with rocks).

-Umpires and/or Tournament Director and/or UIC shall have the responsibility and authority to eject (out of sight and sound) any team personnel or spectators for abusive language, charging, bumping, shoving, striking, threatening to players, coaching staff, spectator, or team from the tournament or facility. Umpires and the tournament UIC shall also have the authority and responsibility to eject (out of sight and sound) per USA Rules and Code.