



## **SAFETY & TOURNAMENT RULES**

### **TEAM RESPONSIBILITIES**

**Check in daily at the Game-day Operations Tent near the Main Entrance.**

1. Coaches are responsible for the actions and safety of their team(s) which includes spectators. *Coach/Umpire interactions are a part of the game. These interactions should be calm and respectful.*
2. There can be no more than 3 Coaches (1 manager, 1 coach, and a scorekeeper) allowed in the Dugout at any time.
3. All dugouts must be cleaned out and all garbage removed after your game.
4. **NO GUM OR SEEDS PERMITTED IN DUGOUT OR ON FIELD, DUE TO TURF FIELDS.** Teams will incur a maintenance fee.
5. **NO ALCOHOL BROUGHT INTO LEGENDS FIELDS.** 1 Team Cooler allowed.
6. All teams waiting for the next game should report to the respected field 30 minutes before scheduled start time.
7. 6 NEW Batting cages, located behind Field 2 & 3 are to be utilized for warm up.
8. Pregame meetings with umpires and coaches will be conducted at home plate with 1 coach from each team.
9. Mound visits will be permitted.

### **TOURNAMENT RULES**

#### **ROSTERS**

Teams are required to provide an Official Team Roster using the assigned coach's account. Teams will not receive game schedules until rosters are in the team account, online, 30 days prior to the tournament. Rosters must contain Email addresses and birth dates for all players. Roster size can be unlimited for the number of players on the team. A team can add to the roster prior to the first game only. Rosters are frozen at Check-In. **COACHES ARE NOT PERMITTED INSIDE THE FENCE LINES DURING DEFENSIVE INNINGS. TWO COACHES ALLOWED DURING OFFENSE INNINGS.**

#### **DETERMINING HOME & AWAY**

A coin flip will determine the home and away teams. The higher seeds will be HOME during the playoffs. Time starts at completion of ground rules. **Please be prepared to start 30 minutes before starting time.**

**THE SITE DIRECTOR OR PLATE UMPIRE HAS FINAL SAY OF STARTING TIME.**

**GAME TIMES** – **Please be ready to play, all games can start up to 30 minutes prior to scheduled time.**

9U-10U-11U-12U: 6 innings or 1:45 Hours. No new inning after 1:45. | 13U-17U: 7 innings or 2 Hours. No new inning can start after 2 hours. If the home team is up to bat and is winning the game when the time limit expires the game will be called. If you start an inning before the time limit, you must finish it. Time starts at the completion of Ground Rules. The umpire and/or Tournament Official keep the official clock. Championship Games are played in their entirety. ***Between Innings there will be a 1 minute expectation. Coaches please make sure your players are hustling on and off the field.***

**CHAMPIONS TIE BREAKER** - If a game is tied after a regulation game OR time has expired, the CHAMPIONS EVENTS tiebreaker is in effect. The Visiting team starts with the base loaded and 1 out. The runners are determined by the 3 players in batting order that preceded the leadoff hitter for the inning. In order that they would score. Example: If the number 5 hitter is to lead off the inning, then number 4 hitter is on first, the number 3 hitter is on second and the number 2 hitter is on third. The home team will bat the same in the bottom of the same inning and this is repeated until there is a winner.

**SLIDING** - All runners must avoid contact. Shoulder roll or coming up high, would be the only time a runner is called out. Umpires may eject at their discretion when a runner contacts a defensive player at home.

**DROPPED THIRD STRIKE/LEADING/STEALING** - Dropped third strike & Infield Fly rule will be enforced in all age divisions except 9U & 10U. Baseball: 10U (46x60) runners may advance once baseball crosses the plate. If a runner leaves early, the ball is dead, and the runner(s) are out. No delayed stealing at 9u.

**INTENTIONAL WALKS** - ALL Age Groups- Inform the umpire of your desire to walk the batter. No pitches to be thrown.

**MERCY RULE – ENFORCED IN ALL ROUNDS** - 6 Inning Game: 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings. 7 Inning Game: 15 runs after 3 innings, 12 runs after 4 innings, 10 runs after 5 innings.

**TRIPS TO THE MOUND** - The pitcher must be replaced on the 2nd trip to the mound in any inning. All additional trips during that inning the pitcher must be removed. It resets the next inning.

**BALKS** - 9U&10U: NO Balks. 11U-12U: 1 Warning Per Pitcher. No warnings in Playoff Rounds. 13U-17U: **No Warnings**.

**PITCHING RESTRICTIONS** - There are no pitching restrictions at Champions Events Tournaments. Coaches/parents know the players better than we do and we ask that Coaches use the MLB Pitch Smart recommendations to ensure player's safety. The MLB Pitch Smart guidelines can be found here: <http://m.mlb.com/pitchsmart> Coaches; we advise strongly that you use caution with your players, we believe in Pitch Counts NOT Innings. **Relief Pitchers:** Warm-ups permitted in foul territory against the outfield fence with a catcher wearing a mask and an adult coach. **There are no metal spikes allowed on the Temporary mounds.** If a player is wearing metal spikes, the clock will stop for 1 minute to allow a new pitcher to change to molded spikes.

**INFIELD WARM-UPS** - You should warm up at the batting cage area before your game. I-O will be allowed if games are running on time only. The umpires will announce a start time when the previous game has ended.

**LINE UPS** - All Teams can choose to bat the entire Roster. Teams can choose to use an Extra Hitters (EH) and or a Designated Hitter (DH) or both.

**PLAYING WITH 8/ INJURIES** - All games must be started with at least 9 players. A game can be finished with 8 players. Once a team drops to 8 players, that spot in the order is now an out. A team cannot play with less than 8 players. If a player arrives late, they can fill the empty spot in the batting order. If a player is ejected and you go below 9, the game is over and the team forfeits. That score is recorded. If the winning team forfeits, the score is now 7-0.

**RE-ENTRY RULE** - Starters may be replaced by a legal sub and re-enter at any time during the game if they re-enter into the same slot in the original batting line up. Subs leaving the game may not return to play. *Once a pitcher is taken out as a pitcher, they cannot return during that game as a pitcher.*

**EJECTIONS** - Any player/coach who is ejected will incur a minimum one-game suspension from play. A second offense will result in the individuals' suspension for Tournament.

**COURTESY/SPEED UP RUNNER** - The purpose of this is to speed up the game by allowing the catcher and pitcher to be removed from the bases at any time to prepare for defense the next inning. If there is a sub available, then they run, but the same person cannot run for both. The previous person in the order must run for the catcher or pitcher. If the player is the pitcher or catcher, then continue to follow the order until you get an eligible player to run.

**BAT REQUIREMENTS** - 8U-12U; USA or USSSA 1.15bpf. 13u thru 14u: -3 weight/length ratio only. -3 bats must be stamped BBCOR. Wood bats allowed. No 2 3/4" barrels. 15U - 18u: One-piece wood bat only, No bamboo or composites.

**TIE BREAKER RULES** - 1. Overall record (winning percentage). / 2. Head-to-Head. (Null-voided when 3 or more teams are tied in standings) / 3. Total runs allowed in regulation games. 4. Total runs scored in regulation games. 5. Coin Flip

**Tie Breaker if Ties are accepted during pool play**

1. Points (2 for win, 1 for Tie).
2. Head-to-Head. (Null-voided when 3 or more teams are tied in standings)
3. Total runs allowed in regulation games.
4. Total runs scored in regulation games.
5. Coin flip

**Champions Events reserves the right to add, modify or change the rules of play at any time to ensure fair play and safety of all teams and players.**