



2021 SAFETY & TOURNAMENT RULES

NOTICE

Champions Events is closely monitoring the current COVID-19 situation through the NYS Department of Health, local Officials and the CDC.

Please understand that this is an outside venue which allows a greater number of guests to attend. For questions please email:

info@championsevents.org

TEAM SAFETY RULES

Coaches/Players Responsibilities

1. Coaches are responsible for the actions and safety of their own team which includes spectators.
2. Coach/Umpire interactions are a part of the game. These interactions should be calm and respectful at all times.
3. (2) Coaches permitted within the dugout. Scorekeeper allowed in the dugouts.
4. All dugouts must be cleaned out and all garbage removed after your game.
6. No seeds or gum will be permitted as that encourages spitting.
7. NO ALCOHOL BROUGHT INTO ANY LOCATION. No communal water coolers will be permitted
8. All teams waiting for the next game will be permitted near field with coaches in an open space zone.
9. All open space will be utilized for warmup areas so teams can spread out far and wide.

TOURNAMENT RULES

TEAM MANAGERS-HEAD COACHES Be sure you are aware of all rules and rule changes. Champions Events reserves the right to amend these rules at any time for specific tournament play. National High School Federation Baseball Rules (NFHS) enforced with the following exceptions:

ROSTERS

Teams are required to provide an Official Team Roster using the coaches account in Exposure Events. Teams will not receive game schedules until rosters are in the team account, online, 30 days prior to 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. There can be no more than 3 coaches (1 manager, 1 coach, and a scorekeeper). 1 allowed in the Dugout at any time. A team can add to the roster prior to the first game. Rosters are frozen at Check-In. COACHES ARE NOT PERMITTED INSIDE THE FENCE LINES DURING DEFENSIVE INNINGS. TWO COACHES ALLOWED DURING OFFENSE INNINGS.

TIME LIMIT

9U-10U-11U-12U: 6 innings or 1:30 Hours | 13U-15U: 7 innings or 1:45 Hours. No new inning can start after the time limit has been reached. If the home team is up to bat and is winning the game when the time limit expires the game will end at the point of time expiration. 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 is the only one that keeps the official clock. Coaches; synchronize your clocks. As soon as the 3rd out is recorded in the bottom half of the inning, the next inning officially starts. If there is still time left when the third out is recorded, the next inning will be played. Defensive time outs limited to 1 minute. CHAMPIONSHIP GAMES: No time limit for Championship Game. Run rules are still in effect.

DETERMINING HOME & AWAY

A coin flip will determine the home and away teams. The higher seeds have choice during playoffs. Time starts at completion of ground rules. Please be prepared to start to 30 minutes before starting time. The SITE DIRECTOR OR PLATE UMPIRE HAS FINAL SAY OF STARTING TIME.

CHAMPIONS TIE BREAKER

Game tied after all innings or 1:30 / 1:45 hours the "Champions Tie Breaker" will go into effect. After 6 or 7 innings

or time limit expires and there is a tie, the visiting team starts with the base loaded and 1 out. The runners are determined by the 3 players in the 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 third. The home team will bat the same in the bottom of the same inning and this is repeated until there is a winner. Championship Games played in their entirety.

PLAYOFFS – All teams make the playoffs (1:30 or 1:45 finish inning).

SLIDING

No restrictions on sliding at Champions Tournaments. Shoulder roll or coming up high, would be the only time a runner is called out. Runners must slide or avoid contact at all plays at home plate or be called out. Umpires discretion when a runner makes contact with a defensive player at home plate.

DROPPED THIRD STRIKE

Dropped third strike rule will be enforced in all age divisions except 10U. The batter may advance to 1st if it is not occupied and less than 2 outs or with 2 outs and occupied.

LEADING/STEALING

Baseball: 10U (46x60) runners may advance once baseball crosses the plate. 11U and 12U (50x70) leading and stealing allowed.

INTENTIONAL WALKS

ALL Age Groups- Inform the umpire of your desire to walk the batter. No pitches must 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: 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. Each pitcher allowed a total of 3 mound visits.

BALKS

9U&10U: NO balks. 11U-12U: 1 Player Warning per game. No warnings in Championship games. 13U-15U: 0 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 line with a catcher wearing a mask and an adult coach. Clock will stop for a pitching change if player is in the game at the time of the change. (Time given is the plate Umpire discretion). **METAL SPIKES ARE NOT ALLOWED TO BE WORN ON THE PORTABLE MOUNDS.**

INFIELD WARM-UPS All teams are encouraged to warm-up as much as possible before game time. NO PREGAME INFIELD. You may use the outfield to hit ground balls and flyballs.

LINE UPS

All Teams can choose to bat entire Roster. Teams can choose to use an Extra Hitter (EH) and or a Designated Hitter (DH). 9U-12U can have both an EH and DH in the line-up at the same time. 13U-15U EH or DH: declare at Home Plate.

PLAYING WITH 8/ INJURYS

All games must be started with at least 9 players. A game can be finished with 8 players. Once a team establishes

it has 8 players it must finish the game with 8 players. A team cannot play with less than 8 players. Injured Players removed from lineup shrinks the batting order if there are no subs on the roster and teams will not take an out. If a player is ejected a team is forced to take an out each time that player position steps to the plate.

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. Pitchers cannot re-enter as a Pitcher.

COURTESY RUNNER

Courtesy runners allowed for Catcher and Pitcher only. The last batted out must run for the catcher or pitcher. If the player is the pitcher or catcher, the next batted out in the line-up they will be the runner.

BAT REQUIREMENTS

- Aluminum Bats - 9U-12U; USA or USSSA 1.15bpf Stamped bats only.

- Aluminum Bats – 13U-18U BBCOR -3.

- Wood Bats – **15U Age Division Only.** One-piece wood bat only. No bamboo or composite wood allowed.

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

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