

Summer Inferno Baseball Tournament

Tournament Rules

We will be playing Major League Baseball Rules with the exception of sliding straight into all bags and must try to avoid contact at home by sliding and with addition of the following:

Mercy Rule: There is a mercy rule of 10 runs after 5 innings and 8 runs after 6 innings. The home team will not bat if ahead by mercy rule. The home team will bat if the visiting team goes ahead in the top of the mercy inning.

Age Restriction: To determine the correct age for a player, we will use the player's age on April 30th of that year. The age of the player on April 30th will determine the age of the player for the calendar year.

Time Limit: Games will be 7 innings with a 2-hour and 15-minute drop dead time limit.

- If weather becomes a factor over the course of the weekend, all games except for the championship game will have a pre-determined 1-hour 45-minute or 2-hour Time Limit:

Official Roster: Rosters are subject to change from tournament to tournament. Each team is required to fill out a Tournament Roster Form. Teams may add a player to their roster provided that they are of age. There are no roster limits. A Team may not add a player to their roster once pool play has been completed.

Home/Visitor: Home and away teams will be determined prior to the start of the games during the coaches meeting at home plate with a coin flip for all games.

Offensive/Defensive Substitution: Coaches may bat as many as 11 players with the use of a DH and EH (Extra Hitter). Once a coach has determined their batting lineup, it must remain the same for the entire game. (For example: If a coach bats 10 players, the game must end with 10 players in the batting lineup). Coaches will be allowed free substitution anytime throughout the entire game as long as the lineup remains the same. That also includes re-entry at any time.

Courtesy Runner: Pitchers and catchers may have a courtesy runner at any time. Courtesy runner must be someone that is not currently in the game. If all players are currently playing in the game, then the courtesy runner will be the last batted out.

Mound Visits: (Major League Rule) Coaches will be allowed 1 mound visit per inning per pitcher. Pitcher will need to be removed on the 2nd mound visit of that inning.

Ejections: If a player or coach is ejected from a game, he will be asked to leave the field immediately and remain off site for the remainder of the game. The coach or player will also be suspended for the following scheduled game. (If a team has 9 players and a player is ejected, the team may still play with 8 but will surrender an out when they reach the ejected players spot in the lineup). If a player or manager is thrown out of a game for a second time during the tournament, they will be suspended for the remainder of the tournament.

Arrival: Please be sure to arrive at your appropriate field 30-45 minutes prior to the scheduled game time. In some instances, games may be started a few minutes early depending on the previous games.

Pre-Game: There will be no infield/outfield taken by either team prior to the start of the game for all levels. Ground balls and fly balls may be taken down the left field or right field lines.

Foul Balls: We ask for all players, coaches, parents & spectators to be aware of foul balls at all times. We would also ask that each team make an effort to retrieve foul balls and return them to the field of play.

Forfeit Policy: Any team who willingly forfeits a game during a tournament will be required to pay a \$100 forfeiture fee.

Protests: The protesting coach or manager must inform the umpire of the protest before the next pitch or play begins. At that time, a \$100 cash fee will need to be presented. If the protest is granted, the \$100 fee will be returned. If it is not granted the \$100 fee will be forfeited. The tournament director's word is final.

Bat Restrictions: Wood bats.

Tie Breakers- In pool play games if the score is tied at the completion of 7 innings or the time limit has elapsed, the game will end in a tie.

The following system will be used for advancing and seeding out of pool play.

1. We use a Traditional Scoring System for tournament play
 - Teams will receive:
 - A. 3 Points for a Win
 - B. 1 Point for a Tie
 - C. 0 Points for a loss
2. If 2 teams are tied- Head to Head Winner. If there was no Head to Head move to #4
3. If 3 teams are tied- If one team has defeated both other teams, that team advances. If not, move to #4.
4. Total runs allowed in pool play to determine pool winner, second place and third place. This will also determine wild card winners if records are tied.
5. If still tied- Total runs scored in pool play
6. If still tied- Total runs allowed subtracting game with most runs allowed in pool play
7. If still tied- Total runs allowed minus two games with most runs allowed in pool play
8. If still tied- Runs scored inning by inning starting with first game until one team has more runs after a complete inning starting with pool games