

Triple Play Tournaments

2016 League Rules

Playing Rules- All League games will be played by Major League Baseball rules except where variances occur under our tournament rules.

Game Times- All games will be 7 innings or 1 hour and 45 minutes in age groups 9u-18u. Games in 7u/8u will be 6 innings or 1 hour and 15 minutes. No inning will start after the time has elapsed. A new inning starts when the 3rd out is made.

Mercy Rules-

15 run lead after 3 innings

12 run lead after 4 innings

10 run lead after 5 innings

No Pitching Restrictions- It's the responsibility of the coach to make sure they are not abusing a player by throwing too many innings.

Courtesy Runner- The pitcher and catcher of record can be run for at any time. If batting your roster the courtesy runner must be the last batted out. If you have substitutes you would use one of them for the courtesy runner.

Lineups- Bat Roster- Free Substitution

Bat 10 with EH- Free Substitution among those 10 players

Bat 9 –DH for the pitcher can be used

If a player is ejected from game their spot in the lineup will be an automatic out if you have no substitutes.

If a player is sick or injured their spot in the lineup will be skipped over if you have no substitutes.

Re-Entry (High School Only 15u-18u)

Starters when batting 9 or 10 may re-enter one time in their Original batting position. Substitutes removed from a game are ineligible to return. Teams must report all substitutions to the home plate umpire and opposing score keeper.

Contact/Slide Rule- No Mandatory Slide Rule but the runner needs to avoid contact. Malicious contact is an automatic ejection of the player. Runners that fail to avoid contact may be called out.

Official Game

An official game will be after 4 innings or 3.5 innings if the home team is in the lead.

Forfeits- A team will forfeit if they have less than 8 players 15 min after scheduled start time. Forfeit results in a 7-0 win for the opposing team.

Tiebreaker Rules-Ties in standing are broken by:

1. Head to Head Competition
2. Fewest Rules allowed
3. Runs Differential
4. Runs Scored
5. Coin Flip

Pitching and Base Distances

7u/8u- 40/60
9u- 45/65
10u- 45/65
11u- 50/70
12u- 50/70
13u- 54/80
14u- 60.6/90
15u- 60.6/90
16u-18u- 60.6/90

Bat Restrictions-Aluminum and composite bats with BPF, USSSA or BBCOR stamp and wood bats are permitted in all divisions. 15u-18u bats must be -3 and be BBCOR or wood bat.

Determining Home Team

1. Home team is the second team listed on the schedule

Protests-Upon a protest the manager shall remit \$100. If the protest is upheld the \$100 shall be immediately refunded. The UIC or designee will immediately rule on the protest.

Metal Cleats- Are allowed for 13u-18u divisions. Metal cleats are not allowed on portable mounds at the 13u level or any other level

Portable Mounds- If a ball hits off a portable mound it will be played with the usual fair/foul rules. (Example: Hits portable mound and goes into foul territory (before 1st or 3rd base) without being touched by a player it will be called foul)

9U Rule Exceptions

1. No stealing home unless a play is being made at any base.
2. No dropped third strike
3. One balk warning for each pitcher
4. 7 runs per inning Maximum
5. The infield fly rule is not in effect

7u/8u Rule Exceptions

1. 7 runs per inning Maximum
2. 6 Pitches Maximum to each batter- 3 strikes and out
3. No stealing or lead offs until ball is hit by batter
4. Runners can advance on live ball until infielder or pitcher has control of baseball in infield area
5. 6 innings or 1hr and 15min time limit (no new inning will start after this time)
6. No dropped third strike
7. No Infield Fly
8. No Bunting allowed
9. Balls that hit Pitching Machine are ruled as deal ball and one base for each runner and batter gets first base

No Food or Drink Brought into C&H Park or Gateway Dream Fields

C&H Park and Gateway Dream Fields have great concessions stands. Please make sure your families do not bring in their own food and drink. You may have a water cooler for your players.