

Triple Play Tournaments

2017 Tournament Rules

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

Game Times- All games will 7 innings or 1 hour and 40 minutes. No inning will start after the time has elapsed. A new inning starts when the 3rd out is made. Mercy rules still apply to Championship games. 1 hour 50 minutes on all Championship games if last game of the day on that field.

Mercy Rules- 15 run lead after 2 innings
12 run lead after 3 innings
10 run lead after 4 innings
8 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 in the tournament.

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 any position player or pitcher.
DH and EH Can not both be used in same game
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.

Refund Policy- 0 Games Played \$25 administrative fee

1 Game Played 50% Refund

2 Games Played 20% Refund

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. Please be at your field at least 30 minutes before start time because games can start early. A 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 Runs allowed
3. Runs Differential
4. Runs Scored
5. Coin Flip

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Pitching and Base Distances

- 9u- 45/65
- 10u- 45/65
- 11u- 50/70
- 12u- 50/70
- 13u- 54/80
- 14u- 60.6/90
- 15u- 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. 14u bats must be -5

Determining Home Team

1. Home team will be determined by a coin flip at home plate during ground rules
2. In the Championship rounds the higher seed is the home team

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

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 Infield Fly
7. No Bunting allowed

Balls that hit Pitching Machine are ruled as dead ball and one base for each runner and batter gets first

Extra Innings

In bracket play where a winner has to be decided and the time limit has expired we will play one extra inning with regulation rules. After that inning we will play the California Rule. Last Batted out will start on second base with no one out.

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No Food or Drink Brought into C&H Park or Other Parks

C&H Park and other parks have great concession stands that include beer. Please make sure your families do not bring in their own food and drink. You may have a team cooler for your players.

Music

No Walk up Music can be played during tournament games. This slows down game play and is a distraction to other fields. Music between innings can be played.

Rules of Conduct- Behavior

Coaches are responsible for themselves, their players, and family members at all times. Triple Play Tournaments will not allow disruptive behavior toward other players, coaches or family members. Ejection from the game or ballpark will be the penalty for such behavior.