

We play under Independent Baseball Tournaments rules. These are our own specific rules as we sanction our own events.

**IBT DOES NOT ACCEPT CHECKS FOR GATE FEE! IBT DOES NOT ACCEPT CHECKS OR DEBIT/CREDIT FOR TOURNAMENT ENTRY FEE'S!
NO EXCEPTIONS!**

IBT DOES NOT PROVIDE BASEBALLS FOR TOURNAMENTS. COACHES ARE RESPONSIBLE FOR PROVIDING THE BASEBALLS! BASEBALLS CAN BE ANY GENUINE LEATHER BASEBALL!

- **PRICING:** ALL TOURNAMENTS WILL BE 3 GAME GUARANTEE'S WITH 2 POOL GAMES AND SINGLE ELIMINATION UNLESS OTHERWISE NOTED ON THE SITE!
- **GATE FEE** = \$150 PER TEAM FOR 5U – 14U. \$180 for 15-18U. If the gate fee is different than the amount listed above it will be posted on the website beside the specific event that the gate fee applies to.
 - Gate fees will be sent about a week before the scheduled event through a Paypal invoice. We do not accept E-check payments for the gate fee. That is still considered a check and we do not accept checks. The gate fee invoice must be paid before schedules go out for the event. This date and time will be listed on the invoice as well as on the event on the website. Gate fees will only be refunded if the age group you are in does not make and we are not able to get you in another event or age group.
 - **EFFECTIVE DECEMBER 1st 2015-WHEN OUR WINTER SEASON BEGINS:** Once schedules are posted the gate fee is non-refundable. In the event of a rain out it may be used as a credit towards a future event, but is non-refundable. Teams will have 1 week from the date of the rain out to select a future event you would like to apply the gate fee to, or you will lose the gate fee. Gate fee becomes non-refundable and unable to be applied as a credit to a future event once your team begins its first game.

ENTRY FEE: Due in cash only at check in for the event! Checks and credit/debit will not be accepted!

- **6U = \$360**
- **7U & 8U = \$360**
- **9U & 10U = \$400**
- **11U, & 12U = \$450**
- **13U & 14U = \$520**

Prices will always be as listed above unless otherwise specified under a specific tournament heading. Prices are subject to change based on discounts, special offers, and location. It is the coach's responsibility to send a reminder of the discount/special offer when registering. No reminder = no discount. **WE ACCEPT CASH PAYMENT!!!! NO CHECKS!!**

- **HOW TO REGISTER:**

- To sign up for an IBT tournament you must send an email to independentbaseballtournaments@gmail.com
- This email must include the following:
 - Tournament registering for: Must include the date!
 - Coaches name:
 - Team name:
 - Age group:
 - Contact number:
- Request: if you know your request at the time you register. This includes the request for discounts/special offers. If you make a request later you must send it with REQUEST in the title of the email, and your team name, age group, coach's name, and request in the body of the email. Requests are granted in the order we receive the requests. So the sooner you get your request in the more likely you are to get it. The later you turn in your request the less likely we will be able to work it out. Requests must be made by the Monday before the tournament. Any requests sent in after the Monday before the tournament will not be accepted.
- ROSTER: Rosters will need to be printed with First names, last names and jersey numbers and handed to the director at check in for the event. We only provide awards for 12 players. Any additional awards will need to be purchased separately if available.
- All teams must use this format to sign up for each tournament. This is the only way to register. I will not accept 1 email with 2 or 3 tournaments listed to register in. I will delete that email and ignore it if it is sent that way.
- Each tournament you wish to play in needs to have its own email sent to me to register. Each tournament needs to have its own separate request sent as well.
- Only emails that are sent with proper registration will be accepted and replied to. If you do not get a response from me within 2 days of sending a registration then you most likely did not send a proper registration and will need to register again.
- Once you receive a response from me saying that I have you down for the tournament, then you simply wait until you receive a gate fee invoice through Paypal and pay it. Then you wait until the day the tournament begins and bring your cash payment, printed roster with

players names and jersey numbers, and proof of insurance to give to the director. It is advised to have copies of birth certificates on hand in case a players age is challenged.

WE WILL OFFER 2 TYPES OF TOURNAMENTS! THE FIRST BEING IBT "STANDARD" RULES! THE SECOND BEING IBT "PURE" RULES!

THE FOLLOWING WILL APPLY TO IBT "STANDARD" RULES!

- **IBT "STANDARD" PLAYERS AGE POLICY:** The age restriction for IBT will be based on what a player's age is when IBT's spring tournament season begins. IBT's spring season will begin March 1st. Therefore, we will base a player's eligibility off of what age a player is as of March 1, 2024. Players will play in the age division based on how old they are on March 1, 2024. Players may play up in age, but may not play down. Teams that choose to play up in age groups may not carry older players than their team is. 7u playing up in 8u may only carry 7u players. 8u playing up in 9u may only carry 8u players. 9u playing up in 10u may only carry 9u players. 10u playing up in 11u may only carry 10u players. 11u playing up in 12u may only carry 11u players. 12u playing up in 13 may only carry 12u players. 13u playing up in 14u may only carry 13u players. A team playing up in age carrying a player older than their team is considered illegal.
- **SCHEDULE RELEASE:** Schedules will come out between the Monday before the tournament and the Thursday before the tournament. This will depend on the number of teams entered, the weather, and the field capacity. Typically schedules will come out on the Wednesday before the tournament, so please expect them on that day and not sooner.
 - Teams will receive an email once the schedules are posted. This email will have lots of helpful information about the tournament. Sometimes the email will go to your spam or junk folder as the email is generated from the quickscores site. Please read that email carefully so you can be prepared for the tournament properly.
 - The schedules link can be found at the very bottom of the website.

- TEAMS SHOULD ARRIVE EARLY ENOUGH FOR THEIR GAMES TO GET WARM UPS OUT OF THE WAY!! GAME TIMES ARE A GUIDE BUT ARE NOT LOCKED IN TIMES AND IF WE GET AHEAD OF SCHEDULE, TEAMS NEED TO BE PREPARED TO START THEIR GAMES EARLY!! WHEN THE UMPIRE(S) TAKE THE FIELD AND ARE READY TO START THEN THE TEAMS SHOULD BE READY AS WELL OR THE GAME COULD RESULT IN A FORFEIT!!
- **IBT SEASONS OF PLAY:** Our spring season will begin March 1st and run through the end of May. June, July, and August will be considered our summer season. September through November will be our Fall Season. December through February will be our winter season. Players are required to move up in age groups in the fall season which begins September 1st of each year.
- **BALLPARK/FIELD RULES:** Host locations will have the option to allow coolers, grills, pets, or outside food and drinks at their locations. It is up to the host location to enforce such rules and not IBT staff.
 - There are absolutely no "NOISE MAKERS" of any kind allowed at IBT events that may be considered distracting to other teams.
 - We will allow radios and music to be played at a respectful level only between innings and warm ups.
 - Teams found to be breaking these rules will be asked to take the items outside the park, or shut the grills down. Any team that has to be asked to do this more than once will be banned from future tournaments.
 - All IBT events are park at your own risk. IBST and the complexes we host at are not responsible for any damages caused by foul balls.
- **IBT UNIFORM POLICY:** Players are not required to have matching uniforms. Our only jersey rule is that players are not allowed to have matching numbers on their jerseys. A player can wear a jersey without a number on it as it will be considered blank and does not match any other player's number on the team. Only one player can be blank. It is the coaches/managers responsibility to make sure that no 2 players have matching numbers. If a team submits a final roster with 2 matching numbers it is still illegal even if posted online as we do not check jersey numbers on the rosters, just the players names. Final rosters must have players names and jersey numbers matching exactly or it is an illegal player.
 - All catchers in 6U Modified T-ball age and up must wear appropriate protective gear. Catchers in 6U T-Ball age and below are only required to wear a batting helmet to play the position. Catchers in 8U Kid pitch age and up are required to wear a catcher mitt when playing the position.
 - First basemen gloves are only allowed to be worn by the player that is playing first base.
 - Metal cleats are only allowed in age 13U and above.
 - Pitchers are not allowed to wear anything on their wrists while pitching this includes batting gloves.

- Pitchers may not have on long red or white sleeves. They will be asked to roll up the sleeves if they are red or white.
 - Pitchers may wear necklaces, but anything reflective must be tucked in.
 - Pitchers may wear sunglasses, but if the opposing team complains they are a distraction to the batter by glare or some other reason than they are to be removed.
 - All players are required to wear a cap when playing the field.
 - Any player on deck and in the hole must have a helmet on. On deck batter must move the on deck circle behind the batter for his/her safety.
 - We ask that all players keep their jerseys tucked in out of respect for the game, but this is not a requirement.
- **DUGOUT/WARM UP POLICY:** To be allowed in the dugout you must either be a member of the team in uniform, or over the age of 18. Injured players wishing to be in the dugout with the team must at least have on the team jersey and hat.
 - There is a maximum of 5 coaches allowed in the dugout for 6U age groups and below.
 - There is a maximum of 4 coaches allowed in the dugout for ages 7U and above.
 - There is 1 coach allowed to help in the outfield while on defense in ages 6U and below. All other coaches must be within arm's reach of their own dugout.
 - In 6U and below ages while on offense there is 1 coach allowed to stand behind home plate and assist their batters, 1 1st base coach, 1 3rd base coach, 1 dugout coach who must remain within arm's reach of the dugout, and if it is 6U Coach pitch then they are allowed the 1 coach pitcher as well.
 - In ages 7U and above all coaches must remain within arm's reach of the dugout while on defense.
 - In ages 7U and 8U coach pitch the coaches while on offense are allowed 1 3rd base coach, 1 1st coach, the coach pitcher, and 1 dugout coach who must stay within arm's reach of the dugout.
 - In ages 9U and up while on offense the coaches not coaching a base must remain within arm's reach of their own dugout.
 - Any player needing to warm up their arm must do so outside of the field. They may only exit and enter the field while there is no live play going on.
- **EXTRA INNINGS POLICY:** There are no extra innings in pool play games. Pool play games will simply end in a tie if time runs out and the inning is completed. Games going into extra innings in BRACKET games will continue to be played as straight baseball.
- **TIME LIMITS/GAME LENGTHS:** Time limits will vary based on location, number of teams, and type of event. Umpires will be responsible for keeping the official game time. Game length for 6U and below is 5 innings or time limit. Game length for 7U,

8U coach pitch, and 8U Kid Pitch is 5 innings or time limit. Game length for 9U – 14U is 6 innings or time limit. 15U and up is 7 innings or time limit.

- If time runs out during a game and one of the teams is unable to catch up based on run limits then the game is over and will not be played out.
 - If time runs out while the home team is batting and they are ahead then the game is over and the inning will not be played out.
 - If time runs out while the home team is batting and they are losing but able to tie or win the game then will play until they tie the game scoring the max runs per half inning, or take the lead. At that point the game is over without finishing the inning. If they finish the inning without tying or taking the lead then the game is over.
 - If time runs out while the visiting team is batting and they are losing but able to tie or take the lead over the home team then the inning will continue to be played until their at bat is over. If they fail to tie or take the lead then the game is over at that point. If they tie or take the lead then the home team will get the chance to win the game in the bottom half of the inning. Once the home team reclaims the lead then they win and the game is over without the remainder of the inning being played out.
 - If time runs out while the visiting team is batting and they are ahead and the home team can still tie or take the lead then the game will continue. If at any point during the inning the visiting team takes a lead which the home team can no longer at least tie based on run limits then the game is over. If the half inning ends with the home team still having a chance to tie or win then they will get to play their half inning until they tie based on max runs allowed per half inning, or take the lead and the game ends at that point and will not continue to be played, or the inning ends with the visiting team winning the game
 - It is advised to keep an accurate team book with lineups and score, as any questions regarding score discrepancies will require the umpire to review the books of both teams. If the umpire has the accurate score him/herself then the issue will be resolved there. If by some chance the umpire feels his/her scorecard may be inaccurate and your team does not have a book then the umpire will be forced to go with the team that has a book. If both teams have a book and they show different scores, but one matches the umpires score then the umpire will go with that score. If both teams have a book and they show different scores and neither match the umpires score, then the umpire will revert back to the home team's book for the final say.
- **PLAYER ELIGIBILITY:** Those whom are on the banned list or in bad standing with IBT will not be allowed to play in IBT events. All others are welcome to play with IBT. Players are not allowed to play on more than 1 team during a tournament. Even if the teams are entered in different age groups, a player still may not play on more than 1 team in a weekend. Teams are advised to bring copies of birth certificates to show in case a players age is challenged. Any player not on a team's official roster that was turned in to the director is considered an illegal player. Any player whose jersey number does not match between the batting lineup for the game being played and the official roster is considered illegal for that game. For illegal player rules check under challenges / protests. Teams that choose to play up in age

groups may not carry older players than their team is. 7u playing up in 8u may only carry 7u players. 8u playing up in 9u may only carry 8u players. 9u playing up in 10u may only carry 9u players. 10u playing up in 11u may only carry 10u players. 11u playing up in 12u may only carry 11u players. 12u playing up in 13 may only carry 12u players. 13u playing up in 14u may only carry 13u players. A team playing up in age carrying a player older than their team is considered illegal.

- **TEAM ELIGIBILITY:** Only those who are banned from IBT will not be allowed in our events. If a player or parent who has been banned from IBT is a part of your team, then the team will not be eligible to play unless they are willing to play without the banned participant. Teams that choose to play up in age groups may not carry older players than their team is. 7u playing up in 8u may only carry 7u players. 8u playing up in 9u may only carry 8u players. 9u playing up in 10u may only carry 9u players. 10u playing up in 11u may only carry 10u players. 11u playing up in 12u may only carry 11u players. 12u playing up in 13 may only carry 12u players. 13u playing up in 14u may only carry 13u players. A team playing up in age carrying a player older than their team is considered illegal.
- **ROSTERS:** Rosters are to be printed on paper and turned in to the director at check in for the event. The final rosters must include player's First name, Last name, and Jersey number for the weekend. It is the coaches/team managers responsibility to make sure that no 2 players on the team have matching jersey numbers, as 2 players with the same jersey number is illegal in IBT events. It is the coaches/team managers responsibility to make sure that all players name and jersey numbers submitted match exactly on the final roster. All information on these final rosters must match 100% on game lineups or the team would be considered playing illegally. Please know that we only account for 12 players per team when ordering awards. If additional awards are needed they will need to be purchased if available.
- **SLASHING:** IBT has a strict no slashing policy for all ages due to player safety.
 - 1st offense for slashing the batter is called out. And the coach is warned.
 - 2nd offense for slashing the batter is called out and the coach is ejected.
 - 3rd offense for slashing the team forfeits the game.
- **EJECTIONS/SPORTSMANSHIP:** Umpires will determine rather they need to issue a warning or ejection to a player or coach for any actions considered unsportsmanlike.
 - Any player who is ejected from a game for any reason shall not be allowed to play that game or the next game.
 - Any coach who is ejected from a game shall miss the remainder of that game. The ejected coach must leave the field area immediately. The director will determine if the coach is able to return for the team's next game or not.
 - Spectators are the responsibility of the coaches. The coach is expected to keep their team's players, spectators, and other coaches on the team behaving in a proper manor. A spectator/spectators or assistant coaches who are displaying unsportsmanlike actions in the umpires mind will result in the teams head coach being issued a warning. The coaches will then need to get

their assistant or spectator/spectators under control. If the unsportsmanlike behavior continues then the head coach will be ejected from the game. If it continues from there then the assistant coach is ejected, and should it continue from there then the umpire will declare a forfeit. It will then be up to the director to determine if the team will be allowed to proceed in the tournament or not.

- Any team that is determined to be ineligible to proceed in a tournament for any reason will not receive a refund.
- **CHALLENGES/PROTESTS:** A challenge may only be made on a player's age. A coach will only be allowed to challenge 1 player's age per game. A protest may only be made on a pitchers outs, or on illegal players on a lineup versus the official roster. Illegal players include those who do not have matching name and jersey number on the official final roster.
 - To challenge a players age the coach must call time and let the umpire know that he wants to challenge a player's age. There is a \$50 fee to challenge a player's age. The coach will only get the \$50 back if the challenge is won.
 - If a player is found to be too old to be playing on a team, then the team will forfeit the tournament without a refund. If a team is playing up in age group then they are not allowed to carry players that are above their own teams age.
 - Teams that choose to play up in age groups may not carry older players than their team is. 7u playing up in 8u may only carry 7u players. 8u playing up in 9u may only carry 8u players. 9u playing up in 10u may only carry 9u players. 10u playing up in 11u may only carry 10u players. 11u playing up in 12u may only carry 11u players. 12u playing up in 13 may only carry 12u players. 13u playing up in 14u may only carry 13u players. A team playing up in age carrying a player older than their team is considered illegal.
 - A team may not challenge a player's age with less than 30 minutes remaining in a game. Umpires are responsible for keeping track of the game time.
 - If a player is found to be playing on more than 1 team during pool play in a weekend then the player will be removed from both teams, and the head coaches of both teams the player was playing for will be ejected for the remainder of the tournament. If a player is found to be playing on more than 1 team during bracket play then both teams are forfeited from the tournament. Teams will need to provide batting lineups to show that a player was indeed on 2 different teams during the tournament. Batting lineups will need to be turned in to the umpires at the home plate meeting or prior to the start of each game. The umpires will then turn the batting lineups in to the director with the scorecards so that the director can have the information needed if a player is challenged as to having played on multiple teams in a tournament. A player may have mistakenly been placed on 2 online rosters, but as long as the player is not actually playing on both teams in the event then it will be considered a roster error and not an illegal player.

- A team may protest a players pitching limit at any point. The director will review the umpire cards for all games to review the player's pitching outs and determine if the player has gone over or not. If the player has not surpassed his/her outs then the game will proceed. If the player is found to have gone over the outs allowed then the team will forfeit the game.
- Please be aware that any coach can request a players pitching out at any point during a tournament by going to ask the director. They are tracked on the umpires score cards, so be sure you as a coach are reading the umpire card for accuracy before you sign it. If the umpire does not ask you to sign it, then please ask him if you can see the card to review it for accurate score and outs pitched as each umpire should have both coaches review and sign the card at the end of each game. Do not sign the umpire card before the game starts.
- Once an umpire card is turned in it will be considered official and the score and outs will not be changed after this point. Please review the umpire cards at the end of the game.
- A team may protest players whom they believe are not on an opposing team's official roster or are playing illegally based on the batting lineup for that game. Illegal players include those whose jersey number does not match exactly with the players name (batting lineup for the game in question versus the official roster), or multiple players with the same numbers. A protest against a roster may not be made with less than 30 minutes remaining in a game on any day of the tournament. This protest applies if the team has chosen to bat their entire line up. The coach protesting the team's line up must wait until the game begins and line ups have been exchanged between teams. The coach may then protest the lineup to the umpire who will take the batting lineup to the director and have them checked against the official roster.
- **DURING NON-ELIMINATION GAMES:**
 - *If the lineup that was protested contains a player or players that are not on the official roster, then the following steps shall be taken:
 1. The player or players are deemed illegal and may not play in any game during the tournament.
 2. The head coach is ejected from the current game, and the following game.
 3. For the protested game the batting line up shall remain the same with the illegal players names on the line up, and each time they are due to bat in the lineup it will result in an automatic out since they are on the line up but not in the game to take their at bat.
 - **If the lineup that was protested contains a player or players that are on the official roster, but the jersey numbers do not match on the lineup turned in for that game and the official roster then the following steps shall be taken:

1. The player or players are deemed illegal for the remainder of the current game which is being challenged, but they will be eligible to play future games as long as the jersey issue is fixed.
2. The head coach is ejected for the remainder of the current game.
3. For the protested game the batting line up shall remain the same with the illegal player(s) names on the line up, and each time they are due to bat in the lineup it will result in an automatic out since they are on the line up but not in the game to take their at bat.

DURING ELIMINATION GAMES: if a player is found to be illegal then the team with the illegal player will forfeit the game!

*** If a team chooses to bat 9 with subs then all of the same actions as above are taken to challenge a player, but the 30 minute rule does not apply in this scenario as the team may not sub an illegal player in until the last few minutes of a game. If an illegal player was used in the game and has already been subbed out and no longer eligible to re-enter the game then it is too late to protest that player. The player must be actively in the game to protest the player. ***

- **HOME/VISITOR:** All pool play games will be determined by coin flip. All bracket games will have the top seed as home team.
- **BATTING LINEUP:** Coaches will have 2 options for setting their batting lineup.
 - The first option is bat the lineup with free substitution, except for pitchers. Once a pitcher is removed from pitcher he may not return to that position. Teams must state their option at the beginning of the game. This format is the only option given for 5u, 6u, 7u, and 8u Coach pitch.
 - The second option is to bat 9 without free substitution. Teams must state their option at the beginning of the game. With this option once you remove a player to put a sub in the game, the removed player is not eligible to come back in and play a position or bat for the remainder of the game. He is out of the game for all purposes and would be illegal if put in the game in any way. If a player that was subbed for re-enters a game then it would be considered an illegal player. The opposing team can protest the use of an illegal player in this situation and the game will result in a forfeit.
 - A team is allowed to start a game with as few as 7 players. They must take an out for the remaining holes up to the 9th spot. There is no automatic out for the 10th batter in 6U, 7U, and 8U as playing with 10 fielders is the coach's option as they are required in those ages to bat the lineup regardless.
 - A team that starts the game with players missing may still add them to the bottom of the lineup until they have batted around. Once a team returns to

the first batter in the lineup then they are no longer allowed to add players and must finish the game with the players they have.

- A team may courtesy run for their catcher of record from the previous inning with 2 outs in the current half inning, but it must be the most recent player to get out.
- A team may courtesy run for an injured player, but it must be the most recent player to be put out.
- If a player is injured or becomes sick during the course of a game and unable to continue playing there will not be an automatic out for their spot in the batting line up. They will simply be skipped over in the lineup for the remainder of the game. Once a player comes out of a game for illness or injury they will not be allowed to come back in and play for that game.
- A player may only be intentionally walked 1 time per game in ages 9U and up. There are no intentional walks in 8U and under, that includes 8U Kid Pitch.
- It is advised to keep an accurate team book with batting lineups for both teams, as any questions regarding batting out of order will require the umpire to review the books of both teams. If your team does not have a book then the umpire will be forced to go with the team that has a book. If both teams have a book and they show different things then the umpire will revert back to the home team's book for the final say on batting line up issues.
- **SCOREKEEPING:** If there is an issue or questions about the score and the umpires have been tracking the score themselves as they should be then the issue will be resolved there with the umpiring stating that he/she has been tracking and has the accurate score.

If for some reason the umpire has not been tracking the score or feels he/she might have missed something then the umpire will go separately to review each team's book. If the umpire's score matches with either book, then that will be the score used as the official score.

If one of the teams does not have a book, and the umpire is not certain they have the right score themselves then they will go based on the score of the team that has a book.

If needed a director can be called over to assist in resolving the issue.

- **RUN LIMITS & RUN RULES:** Run limits and run rules are as follows:
 - 6U-Tball age and below will be 5 run limit per half inning. Run rule is 11 after 3 and 6 after 4.
 - 6U Modified, 6U, 7U and 8U coach pitch will be 6 run limit per half inning. Run rule is 13 after 3 and 7 after 4.

- 8U Kid Pitch will be 6 run limit per half inning. Run rule is 13 after 3 and 7 after 4.
 - 9U through 12U will be 7 run limit per half inning. Run rule is 15 after 3 and 8 after 4.
 - 13U and above will not have a run limit. The run rule will be 16 after 3 and 9 after 4.
- **SEEDING/TIE BREAKERS:** Seeding will be based on the following tie breakers:
 - Seeding will first be based on wins & losses.
 - The second tie breaker will be Head to head record, but this only applies if 2 teams are tied with the same record and played each other in pool play. If there are more than 2 teams tied with the same record then the system will skip to the 3rd tie breaker.
 - The third tie breaker is runs allowed (RA).
 - The fourth tie breaker is runs scored (RS).
 - The fifth tie breaker will revert back to head to record for 2 teams only. This scenario will rarely come into play.
 - The sixth and final tie break will be an automated coin flip by the quickscores system to seed the teams.
- **PITCHING RULES:** Pitchers in **8U Kid Pitch for 1 day tournaments** are allowed to throw 15 outs in the 1 day event.
 - Pitchers in **9U through 12U for 1 day tournaments** are allowed to throw 18 outs in the 1 day event.
 - Pitchers in **13U & 14U for 1 day tournaments** are allowed to throw 24 outs in the 1 day event.
 - Pitchers in **8U kid Pitch for 2 day events** are allowed to throw 9 outs on Saturday to be eligible to pitch Sunday. If a pitcher exceeds 9 outs on Saturday then they are not eligible to pitch Sunday and may not exceed 15 outs on Saturday. Pitchers that are eligible for Sunday may throw up to 15 outs on Sunday.
 - Pitchers in **9U through 12U for 2 day events** are allowed to throw 9 outs on Saturday to be eligible to pitch Sunday. If a pitcher exceeds 9 outs on Saturday then they are not eligible to pitch Sunday and may not exceed 18 outs on Saturday. Pitchers that are eligible for Sunday may throw up to 18 outs on Sunday.
 - Pitchers in **13U & 14U for 2 day events** are allowed to throw 12 outs on Saturday to be eligible to pitch Sunday. If a pitcher exceeds 12 outs on Saturday then they are not eligible to pitch Sunday and may not exceed 24

outs on Saturday. Pitchers that are eligible for Sunday may throw up to 24 outs on Sunday.

- Pitchers in 15U and up will be allowed unlimited outs with no pitch count. We ask that coaches use their best judgement in protecting these young ballplayers arms.
 - A team may protest a players pitching limit at any point. The director will review the umpire cards for all games to review the player's pitching outs and determine if the player has gone over or not. If the player has not surpassed his/her outs then the game will proceed. If the player is found to have gone over the outs allowed then the team will forfeit the game.
 - Any pitcher who exceeds his daily limit for outs based on a play which results in 2 or 3 outs being recorded in the same play (Double or triple play) will not result in a forfeit. There shall be no punishment in this instance. However if the pitcher remains in the game and records another out after the double or triple play that took place, then the pitchers outs can be protested.
 - Pitchers in ages 9U through 12U are allowed 1 balk warning each, and then balks will be called. Pitchers in 13U and up will not receive balk warnings.
 - All outs are tracked on the umpires score cards. It is the coach's responsibility to review the umpire card at the end of the game for accuracy on score, your pitchers outs recorded, and the other team's pitchers outs recorded. Once the coach signs the card and the umpire turns it in, then it is official and will not be changed.
 - All coaches are allowed to go to the director at any point in a tournament and ask to get the number of outs that any player has recorded to that point. Please know that amount will not reflect outs pitched in a current game as the umpire card has not been turned in yet.
- **WEATHER ISSUES:** Any rain delay or rain out information will be posted on the website under the event that is being affected. It will be posted as soon as there is a decision made and we have any information to update. This will be the only way to find out about rain delay or rain out information.
 - There may be times where we will continue to play baseball during light to moderate rains. However we will also delay games if there is lightning detected within 8 miles.
 - In the event games are delayed due to lightning we do ask that teams leave the field and seek shelter from the rain somewhere other than the dugouts, as the dugouts are at more risk of being struck by lightning. There will be no time limit for a lightening delay as play will resume once the lightning has moved more than 8 miles away.
 - Any game that is delayed due to weather will be resumed from where the game left off once it is considered safe to return to play.

- Any game that is cancelled due to weather will be made up if possible from the beginning if no innings were completed.
 - Any game that makes it past 1 inning of play will result to the last completed innings score and the winner will be determined as the team in the lead after the last completed inning.
 - A game started is considered a game played based on our refund policy. That can be reviewed under the refund section.
- **RAIN OUT POLICY:** Rain out policy for **3 game guarantee** tournament entry fees are:
 - If no games are played you will receive a full refund if you paid in advance.
 - If 1 game is played you will receive 2/3 of your team's entry fee refunded, and no awards given out.
 - If 2 games are played you will receive 1/3 of your team's entry fee refunded, and no awards given out.
 - Once bracket play begins, there is no refunds given out and awards will go to the top 2 remaining seeds!
 - Once a game is through 1 complete inning, then it is considered to be a game played and counts as a game completed!!
 - Rain out policy for **2 game guarantee** tournament entry fees are:
 - If no games are played you will receive a full refund if you paid in advance.
 - If only 1 game is played you will receive 1/2 of your team's entry fee refunded, and no awards given out!
 - If 2 games are played then there is no refund option!
 - Once bracket play begins there is no refund option, and awards will go to the top 2 remaining seeds!
 - Once a game is through 1 complete inning, then it is considered to be a game played and counts as a game completed!
 - Rain out policy does not apply to the gate fee as it is 100% non-refundable once your team's first game begins. If no games are started then the gate fee is non-refundable but can be applied to a future event.
- **BANNED LIST POLICY:** IBST has a 3 strike policy in regards to how it bans a team.
 - Strike 1. Any team that backs out of an IBT event after schedules have been made will lose their gate fee amount, but will still be eligible for future IBT events.

- Strike 2. Any team that backs out of an IBT event after schedules have been made for a 2nd time will lose their gate fee amount, and will be banned from future IBT events until they pay an additional \$100 fee to be reinstated with IBT.
 - Strike 3. Any team that backs out of an IBT event after schedules have been made for a 3rd time will lose their gate fee amount & will be permanently banned from future IBT events.
 - Teams that have been previously banned from IBT will need to email me to see how they can get back into IBT events if it is possible.
 - Teams that sign up for an IBT event and do not show up for the tournament without notice will be permanently banned from future IBT events. No exceptions.
 - Teams and individuals may also be banned from IBT events for non-payment, poor conduct, poor sportsmanship, not following park rules, or any other reason that the IBT staff feels a team should be banned for.
 - Any adult that is banned from IBT events will result in the individual's player also being made ineligible to be carried on a team roster with IBT. That means the team registering with the banned adults player will not be able to play unless they choose to remove the banned adults player from their roster. This rule is in place because we must assume the adult who is banned will come to the event to watch their player. We feel adults whom we have banned from IBT events have done something serious enough that we do not want them at our events for the possibility they could be disruptive.
- **BAT/BALL RULE:** IBT Does not have a bat rule. If you bring it then you can swing it.
 - All baseball must be genuine leather cover baseballs.
 - Coaches may determine their brand of ball, but if the umpire deems it unfit for play then they must provide another baseball for game play.
- **BASE/MOUND DISTANCES:** All measurements will be made from the back of home plate.
 - **6U T-ball and below** will be played with 55 foot bases, and the pitching rubber 40 foot from home plate.
 - **6U Modified, 6U, 7U & 8U coach pitch** will be played with 60 foot bases, and the pitching rubber 42 foot from home plate.
 - **8U kid pitch through 10U** will be played with 65 foot bases, and the pitching rubber 46 foot from home plate.
 - **11U & 12U** will be played with 70 foot bases, and the pitching rubber 50 foot from home plate.

- **13U & 14U** will be played with 80 foot bases, and the pitching rubber 54 foot from home plate.
- There may be the possibility of some of the 13/14U events being 60/90, but they will be listed as such on the website under the event with this base and mound distance. If it does not show 60/90 beside the 13/14U age groups then it is a 54/80 event. **If we have a 15-18U event then it will be played as 60/90.**

- **UMPIRES/JUDGMENT CALLS:**

- Umpires will call a home plate meeting before each game where they will explain the basic ground rules and conduct the coin flip during pool play games. The umpire will also ask for each team to declare a head coach. From that point forward only the head coach will be allowed to address the umpire about questions, appeals, protests, or challenges.
- Upon completion of the home plate meeting the official game time will begin.
- Umpires shall be responsible for keeping track of age group, team names, game time start and finish, score, and outs recorded per pitcher. Umpires must also make an attempt to get both coaches to review and sign the umpire card at the end of each game. Umpires must write on the card if a coach refuses to sign the card so that the director knows it was not the umpires fault if a team comes back and tries to question a score or outs saying that the umpire did not ask them to sign the card.
- Umpires will have complete control over judgment calls such as interference, runners out of the baseline, safe calls, out calls, balls, strikes, etc.
- Coaches are required to call time and have it acknowledged by the umpire prior to approaching the umpire. Once the umpire has granted time then the coach must still wait for the umpire to signal the coach over before walking onto the playing field. Failure to do this for the first time will result in a warning. Failure to do this for a second time will result in ejection.
- Anyone other than the head coach who approaches an umpire or walks onto the field of play to argue any call without the umpire's permission shall result in immediate ejection.
- Umpires having an issue with spectators will issue a warning to the head coach to resolve the issue. If the umpire continues to have issues with the spectators then the head coach will be ejected. If the umpire continues to have issues with the spectators then the team will forfeit the game.
- Upon completion of the game while the teams are shaking hands as a show of good sportsmanship, the umpire will have both head coaches review the umpire card for accuracy and have them sign the card acknowledging that it is accurate. Once an umpire card is turned in to the director it is considered official and will not be changed, so please make sure you review the card for accuracy and sign it.

- If a coach feels the card is not accurate then it shall be addressed at the field with the umpire reviewing both team's books.
- Any coach that refuses to review or sign the umpire card will not be allowed to come to the director stating that the score or outs recorded are wrong.
- **T-BALL SPECIFIC RULES:** Teams will be required to provide their own tee for these events.
 - There shall be a 25 foot foul arc chalked in front of home plate from 1st base line to 3rd base line. A batted ball must go past this line to be considered fair.
 - There shall be no safety arc or pitchers circle. Instead the defensive pitcher player must stand in contact with the pitching rubber. At no point shall any defensive player play past the front of the pitching rubber until the ball is hit.
 - If any player crosses beyond the front of the pitching rubber before the ball is hit then the offensive team shall choose the result of the play or a dead ball.
 - Defensive outfielders must remain at least 10 feet behind the infield base line before the ball is put into play. The umpire will warn the outfield coach to keep his players back. If it happens twice then the umpire will tell the head coach to switch outfield coaches. This will be the umpire's judgment call.
 - There is 1 coach allowed to be in the outfield on defense with their team. He may verbally assist his players, but may not at any point make physical contact with a player intentionally. If the coach intentionally physically contacts one of his defensive players then the offensive team shall choose to take the result of the play, or award each runner 1 extra base from the point the defensive coach made contact with the player. The defensive coach shall then be removed from the outfield and the team may no longer have anyone assist players defensively in the outfield.
 - Teams may choose to play with 9 or 10 fielders as they will bat the lineup no matter what and there is no out for the 10th batter if a team only has 9 players.
 - There is no infield fly rule, no intentional walks, no bunting, and no head first sliding.
 - Teams will be allowed 3 minutes between half innings to get their batters ready, defense set, and warm up.
 - Batters will receive 5 swings from the tee. They can only strike out if the 5th swing is not put in fair play. There is no continuation for foul balls on the 5th swing.
 - Runners may not lead off or leave the bag before the ball is hit. Runners shall be called out for taking off before the ball is hit when there is a batted ball put into play.

- The umpire will be in charge of calling time at the end of the play. The end of the play shall be considered when the defensive pitcher has possession of the ball and is standing on the pitching rubber, or when the lead runner stops trying to advance. A runner faking back and forth to try to entice a throw from a fielder shall be construed as no longer trying to advance and the umpire will call time.
 - On offense team shall be allowed a 1st base coach, a 3rd base coach, and a home plate coach to put the ball on the tee and remove the tee and bat from the field of play once the ball is hit. He can verbally assist the batter, but may not physically touch the batter for any reason other than to adjust helmet, tie shoes, or fix pants shall not be permitted. Any coach that aims or lines a batter up to hit a certain direction shall result in the batter being called out and the coach being removed from the position.
 - Any base coach caught touching a runner while there is a live ball in play shall result in the runner being called out and the coach being removed from the position.
 - When a batter puts a ball in play and there is an overthrow to first base to try to get the runner out, then the runner may try to advance at their own risk to second base. The runner that batted the ball may not advance past 2nd base on an overthrow at 1st base. All other runners that were already on base may advance around the bases at their own risk.
 - No metal cleats.
 - For further information please refer to the specific sections that cover run rules, rosters, and so forth.
 - Any live ball that is thrown by a defensive player and strikes a defensive team coach outside the dugout will be treated like obstruction, and the offensive team being given the option to take 1 base from where the runners were when the ball hit the coach, or the result of the play.
- **6U MODIFIED T-BALL SPECIFIC RULES:** Coaches will need to provide the Tee for these events. They must also provide the baseballs. Genuine leather balls should be used. Catchers gear is required, but a catcher's mitt is not required.
 - Batters will be given 5 pitches by the coach in order for the batter to try to put the ball into play. If the batter is unable to put the ball into play off the pitching, then they will be given 1 attempt to put the ball in play from the Tee.
 - Players can't strike out on the pitching. But will only get 1 attempt off the tee.
 - If the ball is not put in play on the 1 attempt off the tee then the batter is out.
 - Big barrel bats are allowed when the batter is attempting to hit the pitching.

- If the player has to switch to the 1 attempt off the tee, then they must also switch to a 2 ¼ barrel bat.
- There shall be a 25 foot foul arc chalked in front of home plate from 1st base line to 3rd base line. A batted ball must go past this line to be considered fair.
- There shall be no safety arc or pitchers circle. Instead the defensive pitcher player must stand a few feet to the left or right of the coach pitcher. Defensive pitcher player may choose to stand to the left or right of the coach pitcher and a couple of feet back. The defensive pitcher player may not stand directly behind the coach pitcher. At no point shall the defensive pitcher player or any other defensive player come in front of the pitching rubber until the ball is hit.
- If any player crosses beyond the front of the pitching rubber before the ball is hit then the offensive team shall choose the result of the play or a dead ball.
- Defensive outfielders must remain at least 10 feet behind the infield base line before the ball is put into play. The umpire will warn the outfield coach to keep his players back. If it happens twice then the umpire will tell the head coach to switch outfield coaches. This will be the umpire's judgment call.
- There is 1 coach allowed to be in the outfield on defense with their team. He may verbally assist his players, but may not at any point make physical contact with a player intentionally. If the coach intentionally physically contacts one of his defensive players then the offensive team shall choose to take the result of the play, or award each runner 1 extra base from the point the defensive coach made contact with the player. The defensive coach shall then be removed from the outfield and the team may no longer have anyone assist players defensively in the outfield.
- Teams may choose to play with 9 or 10 fielders as they will bat the lineup no matter what and there is no out for the 10th batter if a team only has 9 players.
- There is no infield fly rule, no intentional walks, no bunting, and no head first sliding.
- Teams will be allowed 3 minutes between half innings to get their batters ready, defense set, and warm up.
- Runners may not lead off or leave the bag before the ball is hit. Runners shall be called out for taking off before the ball is hit when there is a batted ball put into play.
- The umpire will be in charge of calling time at the end of the play. The end of the play shall be considered when the defensive pitcher has possession of the ball and is standing on the pitching rubber, or when the lead runner stops trying to advance. A runner faking back and forth to try to entice a throw from a fielder shall be construed as no longer trying to advance and the umpire will call time.

- On offense team shall be allowed a 1st base coach, a 3rd base coach, a pitching coach, and a home plate coach return balls to the pitch, put the tee on the plate when needed, to put the ball on the tee and remove the tee and bat from the field of play once the ball is hit. He can verbally assist the batter, but may not physically touch the batter for any reason other than to adjust helmet, tie shoes, or fix pants shall not be permitted. Any coach that aims or lines a batter up to hit a certain direction shall result in the batter being called out and the coach being removed from the position.
- The coach pitcher must keep 1 foot in contact with the pitching rubber while pitching. First offense the coach pitcher will receive a warning. Second offense will result in a dead ball / no pitch. Third offense will result in the coach pitcher needing to be replaced at that position. The coach pitcher in 6U Modified only will be allowed to pitch from a knee as long as the knee is in contact with the pitching rubber.
- The coach pitcher must make all attempts to avoid being contacted by a batted ball, avoid making contact with the player pitcher, and must exit the field in the opposite direction of the ball that has been put in play. Failure to do so shall result in a warning the first time, and the second time the umpire asking the head coach to replace the coach pitcher.
- In the event a coach pitcher is called for interference for obstructing a play, then the offense shall be given the option to take the result of the play, or grant the batter 1st base and all other runners move up 1 bag. Play would then continue with the next batter.
- Any batted ball striking the coach pitcher will always be considered as a dead ball/no pitch.
- Any base coach caught touching a runner while there is a live ball in play shall result in the runner being called out and the coach being removed from the position.
- When a batter puts a ball in play and there is an overthrow to first base to try to get the runner out, then the runner may try to advance at their own risk to second base. The runner that batted the ball may not advance past 2nd base on an overthrow at 1st base. All other runners that were already on base may advance around the bases at their own risk.
- The goal of the Modified T-ball is to teach the kids to begin to see the ball and take swings without fear of striking out. The 1 attempt off the Tee is meant to be a safety net for the kids who can't hit the pitching.
- Teams may not elect to bypass the pitching and simply take the 1 swing off the Tee.
- No metal cleats.
- For further information please refer to the specific sections that cover run rules, rosters, and so forth.

- Any live ball that is thrown by a defensive player and strikes a defensive team coach outside the dugout will be treated like obstruction, and the offensive team being given the option to take 1 base from where the runners were when the ball hit the coach, or the result of the play.
- **6U, 7U, & 8U COACH PITCH SPECIFIC RULES:** Catchers gear is required!
 - There shall be no foul arc, no safety arc, and no pitchers circle. Instead the defensive pitcher player must stand a few feet to the left or right of the coach pitcher. Defensive pitcher player may choose to stand to the left or right of the coach pitcher and a couple of feet back. The defensive pitcher player may not stand directly behind the coach pitcher.
 - At no point shall the defensive pitcher player or any other defensive player come in front of the pitching rubber until the ball is hit.
 - If any player crosses beyond the front of the pitching rubber before the ball is hit then the offensive team shall choose the result of the play or a dead ball.
 - There are no coaches allowed in the outfield to assist the team.
 - Teams may choose to play with 9 or 10 fielders as they will bat the lineup no matter what and there is no out for the 10th batter if a team only has 9 players.
 - There is no infield fly rule, no intentional walks, and no head first sliding. First head first slide per team shall receive a warning, and after that it shall be enforced as an out.
 - Teams will be allowed 3 minutes between half innings to get their batters ready, defense set, and warm up.
 - Batters will be given up to 6 pitches. There is no continuation on the 6th pitch for foul balls. 3 swinging strikes is an out.
 - Runners may not lead off or leave the bag before the ball is hit. Runners shall be called out for taking off before the ball is hit when there is a batted ball put into play.
 - The umpire will be in charge of calling time at the end of the play. The end of the play shall be considered when the lead runner stops trying to advance. A runner faking back and forth to try to entice a throw from a fielder shall be construed as no longer trying to advance and the umpire will call time.
 - On offense team shall be allowed a 1st base coach, a 3rd base coach, and a pitching coach.
 - The coach pitcher may not give verbal instructions to the batter. He is simply there in place of a machine. A pitching machine does not give verbal instruction, therefore the coach pitcher shall not either.
 - The coach pitcher must keep 1 foot in contact with the pitching rubber while in a standing position when pitching. In 7U & 8U coach pitch the coach pitcher

may not pitch from a knee. First offense the coach pitcher will receive a warning. Second offense will result in a dead ball / no pitch. Third offense will result in the coach pitcher needing to be replaced at that position.

- The coach pitcher must make all attempts to avoid being contacted by a batted ball, avoid making contact with the player pitcher, and must exit the field in the opposite direction of the ball that has been put in play. Failure to do so shall result in a warning the first time, and the second time the umpire asking the head coach to replace the coach pitcher.
 - In the event a coach pitcher is called for interference for obstructing a play, then the defense shall be given the option to take the result of the play, or grant the batter 1st base and all other runners move up 1 bag. Play would then continue with the next batter.
 - Any batted ball striking the coach pitcher will always be considered as a dead ball/no pitch.
 - Any base coach caught touching a runner while there is a live ball in play shall result in the runner being called out and the coach being removed from the position.
 - Runners are always free to advance at their own risk when a ball is put in play.
 - No metal cleats.
 - For further information please refer to the specific sections that cover run rules, rosters, and so forth. For anything not specifically covered, please revert to high school rules.
 - Any live ball that is thrown by a defensive player and strikes a defensive team coach outside the dugout will be treated like obstruction, and the offensive team being given the option to take 1 base from where the runners were when the ball hit the coach, or the result of the play.
- **8U KID PITCH SPECIFIC RULES:** Shall play with 9 players in the field.
 - There is no infield fly rule, no intentional walks, no slashing, and no head first sliding. First head first slide per team shall receive a warning, and after that it shall be enforced as an out.
 - Teams will be allowed 3 minutes between half innings to get their batters ready, defense set, and warm up. Teams should have a coach designated to warm up the pitcher while the catcher is suiting up.
 - Coach pitch bats are not allowed in 8U Kid pitch and up.
 - Runners may not lead off or leave the bag before the pitch crosses home plate or is hit. In the event the runner takes off before the pitch crosses home plate or is hit then the defensive team shall have the option to take the result of the play or call it a no pitch.

- Any base coach caught touching a runner while there is a live ball in play shall result in the runner being called out and the coach being removed from the position.
 - Runners are always free to advance at their own risk when a ball is put in play.
 - Balks shall not be enforced, but shall be pointed out by the umpire. The umpire will let the play continue and then after the play call time and have the head coach come to the mound and explain to the coach and the pitcher what is being done wrong, so that they may work on correcting the problem.
 - Batters may not advance on dropped 3rd strikes, but other runners are able to advance at their own risk.
 - Runners may attempt to steal 2nd and 3rd base at their own risk once the pitch crosses home plate.
 - Runners may not attempt to steal home on any occasion. Runners may only advance to home on a batted ball, or forced home due to bases being loaded and the batter is either hit or walked.
 - Coaches may make 3 mound visits to 1 pitcher per inning. The 3rd mound visit must result in the coach replacing the pitcher. A coach may not make more than 1 mound visit per batter, unless the second mound visit during the same batter is to replace the pitcher.
 - Once a pitcher comes out of a game he may not return to the pitcher position for the remainder of the game.
 - No metal cleats.
 - For further information please refer to the specific sections that cover pitching, run rules, rosters, and so forth. For anything not specifically covered, please revert to high school rules.
 - Any live ball that is thrown by a defensive player and strikes a defensive team coach outside the dugout will be treated like obstruction, and the offensive team being given the option to take 1 base from where the runners were when the ball hit the coach, or the result of the play.
- **9U THROUGH 12U:** Shall play with 9 players in the field.
 - There is no slashing.
 - Coach pitch bats are not allowed.
 - Infield fly rule will be in effect.
 - Head first sliding is allowed.
 - Bunting is allowed.
 - No metal cleats.

- Catchers must wear a catcher's mitt.
 - Only the player at the 1st base position can wear a first baseman's mitt.
 - Teams will be allowed 2 minutes between half innings to get their batters ready, defense set, and pitchers warmed up. Teams should have a coach designated to warm up the pitcher while the catcher is suiting up.
 - A player may only be intentionally walked 1 time per game.
 - Runners may lead off and steal bases at their own risk.
 - Any base coach caught touching a runner while there is a live ball in play shall result in the runner being called out and the coach being removed from the position.
 - There shall be 1 balk warning per pitcher. After the 1 warning to a pitcher any subsequent balks will be enforced.
 - Batters may run on dropped 3rd strikes. All other runners may advance at their own risk as well.
 - If first base is occupied before the pitch that results in the dropped third strike then the batter is out, but all other runners may advance at their own risk. This rule does not apply when there are 2 outs in the inning. With 2 outs the dropped 3rd strike rule is still in play even if first base is occupied.
 - Runners may attempt to steal home at their own risk.
 - Coaches may make 2 mound visits to 1 pitcher per inning. The 2nd mound visit must result in the coach replacing the pitcher.
 - Once a pitcher comes out of a game he may not return to the pitcher position for the remainder of the game.
 - For further information please refer to the specific sections that cover pitching, run rules, rosters, and so forth. For anything not specifically covered, please revert to high school rules.
 - Any live ball that is thrown by a defensive player and strikes a defensive team coach outside the dugout will be treated like obstruction, and the offensive team being given the option to take 1 base from where the runners were when the ball hit the coach, or the result of the play.
- **13U & UP:** Shall be played with the same rules as 9U through 12U with the following exceptions.
 - There is no slashing allowed.
 - Metal cleats are allowed!
 - There are no balk warnings.

- For further information please refer to the specific sections that cover pitching, run rules, rosters, and so forth. For anything not specifically covered, please revert to high school rules.
- Any live ball that is thrown by a defensive player and strikes a defensive team coach outside the dugout will be treated like obstruction, and the offensive team being given the option to take 1 base from where the runners were when the ball hit the coach, or the result of the play.
- **15U -18U:** Will follow high school rules. **NO SLASHING.**

• THE FOLLOWING WILL APPLY TO IBT "PURE" RULES!

IBT "PURE" PLAYERS AGE POLICY: During the fall and winter seasons a player's age will be determined by their age at the start of the tournament. During the spring and summer seasons a players age will determined as of March 1st of that year. If they are of age to play as of the posted start date of the tournament then they are eligible to play.

IBT "PURE" ROSTERS: Rosters are open. Rosters with players first and last names are due to be turned in to the director at check in for the tournaments. There is a maximum of 14 players allowed on a team.

IBT "PURE" BATTING LINEUP: Teams must state their choice to the umpire and opposing team for batting their lineup at the home plate meeting at which time lineup cards will be exchanged. Lineup cards must include players first and last names. Once a lineup card is submitted for the game it is absolute and final!

IBT "PURE" PITCHING RULES: There are no limits to pitching. Once a player is pulled from the pitching position in a game they are not allowed to return to the position for the remainder of the game. It is strongly advised to keep accurate pitch counts on your players to ensure the health, safety, and longevity of each players arms.

IBT "PURE" UNIFORM POLICY: Metal cleats are only allowed in age 13U and above. Any player on deck and in the hole must have a helmet on. On deck batter must to the batters backside for his/her safety.

- **IBT "PURE" RUN LIMITS & RUN RULES:** There are no run limits per half inning. Run rule for all ages is 15 after 3 and 8 after 4.

- **EXTRA INNINGS POLICY:** There are no extra innings in pool play games. Pool play games will simply end in a tie if time runs out and the inning is completed. Games going into extra innings in BRACKET games will continue to be played as straight baseball.

- **TIME LIMITS/GAME LENGTHS:** Time limits will vary based on location, number of teams, and type of event. Umpires will be responsible for keeping the official game time. Game length for 6U and below is 5 innings or time limit. Game length for 7U, 8U coach pitch, and 8U Kid Pitch is 5 innings or time limit. Game length for 9U – 14U is 6 innings or time limit. 15U and up is 7 innings or time limit.
 - If time runs out during a game and one of the teams is unable to catch up based on run limits then the game is over and will not be played out.
 - If time runs out while the home team is batting and they are ahead then the game is over and the inning will not be played out.
 - If time runs out while the home team is batting and they are losing but able to tie or win the game then will play until they tie the game scoring the max runs per half inning, or take the lead. At that point the game is over without finishing the inning. If they finish the inning without tying or taking the lead then the game is over.
 - If time runs out while the visiting team is batting and they are losing but able to tie or take the lead over the home team then the inning will continue to be played until their at bat is over. If they fail to tie or take the lead then the game is over at that point. If they tie or take the lead then the home team will get the chance to win the game in the bottom half of the inning. Once the home team reclaims the lead then they win and the game is over without the remainder of the inning being played out.
 - If time runs out while the visiting team is batting and they are ahead and the home team can still tie or take the lead then the game will continue. If at any point during the inning the visiting team takes a lead which the home team can no longer at least tie based on run limits then the game is over. If the half inning ends with the home team still having a chance to tie or win then they will get to play their half inning until they tie based on max runs allowed per half inning, or take the lead and the game ends at that point and will not continue to be played, or the inning ends with the visiting team winning the game
 - It is advised to keep an accurate team book with lineups and score, as any questions regarding score discrepancies will require the umpire to review the books of both teams. If the umpire has the accurate score him/herself then the issue will be resolved there. If by some chance the umpire feels his/her scorecard may be inaccurate and your team does not have a book then the umpire will be forced to go with the team that has a book. If both teams have a book and they show different scores, but one matches the umpires

score then the umpire will go with that score. If both teams have a book and they show different scores and neither match the umpires score, then the umpire will revert back to the home team's book for the final say.

- **EJECTIONS/SPORTSMANSHIP:** Umpires will determine rather they need to issue a warning or ejection to a player or coach for any actions considered unsportsmanlike.
 - Any player who is ejected from a game for any reason shall not be allowed to play that game or the next game.
 - Any coach who is ejected from a game shall miss the remainder of that game. The ejected coach must leave the field area immediately. The director will determine if the coach is able to return for the team's next game or not.
 - Spectators are the responsibility of the coaches. The coach is expected to keep their team's players, spectators, and other coaches on the team behaving in a proper manor. A spectator/spectators or assistant coaches who are displaying unsportsmanlike actions in the umpires mind will result in the teams head coach being issued a warning. The coaches will then need to get their assistant or spectator/spectators under control. If the unsportsmanlike behavior continues then the head coach will be ejected from the game. If it continues from there then the assistant coach is ejected, and should it continue from there then the umpire will declare a forfeit. It will then be up to the director to determine if the team will be allowed to proceed in the tournament or not.
 - Any team that is determined to be ineligible to proceed in a tournament for any reason will not receive a refund.
- **IBT "PURE" CHALLENGE RULES:** A challenge may only be made on a player's age. A coach will only be allowed to challenge 1 player's age per game.
 - To challenge a players age the coach must call time and let the umpire know that he wants to challenge a player's age. There is a \$50 fee to challenge a player's age. The coach will only get the \$50 back if the challenge is won.
 - If a player is found to be too old to be playing on a team, then the team will forfeit the tournament without a refund.
 - A team may not challenge a player's age with less than 30 minutes remaining in a game. Umpires are responsible for keeping track of the game time.

HOME/VISITOR: All pool play games will be determined by coin flip. All bracket games will have the top seed as home team

- **SEEDING/TIE BREAKERS:** Seeding will be based on the following tie breakers:
 - Seeding will first be based on wins & losses.

- The second tie breaker will be Head to head record, but this only applies if 2 teams are tied with the same record and played each other in pool play. If there are more than 2 teams tied with the same record then the system will skip to the 3rd tie breaker.
 - The third tie breaker is runs allowed (RA).
 - The fourth tie breaker is runs scored (RS).
 - The fifth tie breaker will revert back to head to record for 2 teams only. This scenario will rarely come into play.
 - The sixth and final tie break will be an automated coin flip by the quickscores system to seed the teams.
- **BAT/BALL RULE:** IBT Does not have a bat rule. If you bring it then you can swing it.
 - All baseball must be genuine leather cover baseballs.
 - Coaches may determine their brand of ball, but if the umpire deems it unfit for play then they must provide another baseball for game play.
- **BASE/MOUND DISTANCES:** All measurements will be made from the back of home plate.
 - **6U and below** will be played with 55 foot bases, and the pitching rubber 40 foot from home plate.
 - **7U & 8U coach pitch** will be played with 60 foot bases, and the pitching rubber 42 foot from home plate.
 - **8U kid pitch through 10U** will be played with 65 foot bases, and the pitching rubber 46 foot from home plate.
 - **11U & 12U** will be played with 70 foot bases, and the pitching rubber 50 foot from home plate.
 - **13U & 14U** will be played with 80 foot bases, and the pitching rubber 54 foot from home plate.
 - There may be the possibility of some of the 13/14U events being 60/90, but they will be listed as such on the website under the event with this base and mound distance. If it does not show 60/90 beside the 13/14U age groups then it is a 54/80 event. **If we have a 15-18U event then it will be played as 60/90.**
- **UMPIRES/JUDGMENT CALLS:**
 - Umpires will call a home plate meeting before each game where they will explain the basic ground rules and conduct the coin flip during pool play games. The umpire will also ask for each team to declare a head coach. From

that point forward only the head coach will be allowed to address the umpire about questions, appeals, or challenges.

- Upon completion of the home plate meeting the official game time will begin.
 - Umpires shall be responsible for keeping track of age group, team names, game time start and finish, and score. Umpires must also make an attempt to get both coaches to review and sign the umpire card at the end of each game.
 - Umpires will have complete control over judgment calls such as interference, runners out of the baseline, safe calls, out calls, balls, strikes, etc.
 - Coaches are required to call time and have it acknowledged by the umpire prior to approaching the umpire. Once the umpire has granted time then the coach must still wait for the umpire to signal the coach over before walking onto the playing field. Failure to do this for the first time will result in a warning. Failure to do this for a second time will result in ejection.
 - Anyone other than the head coach who approaches an umpire or walks onto the field of play to argue any call without the umpire's permission shall result in immediate ejection.
 - Umpires having an issue with spectators will issue a warning to the head coach to resolve the issue. If the umpire continues to have issues with the spectators then the head coach will be ejected. If the umpire continues to have issues with the spectators then the team will forfeit the game.
 - Upon completion of the game while the teams are shaking hands as a show of good sportsmanship, the umpire will have both head coaches review the umpire card for accuracy and have them sign the card acknowledging that it is accurate. Once an umpire card is turned in to the director it is considered official and will not be changed, so please make sure you review the card for accuracy and sign it.
 - If a coach feels the card is not accurate then it shall be addressed at the field with the umpire reviewing both team's books.
 - Any coach that refuses to review or sign the umpire card will not be allowed to come to the director stating that the score recorded is wrong.
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- **SLASHING:** IBT has a strict no slashing policy for all ages due to player safety.
 - 1st offense for slashing the batter is called out. And the coach is warned.
 - 2nd offense for slashing the batter is called out and the coach is ejected.
 - 3rd offense for slashing the team forfeits the game.

For any questions regarding rules not mentioned in the IBT "PURE" rules then please refer back to IBT "STANDARD" rules.

