

# ***2015 WAUSEON BASEBALL 14 U***

## ***TOURNAMENT RULES***

1. **Time Limit:** All games except the CHAMPIONSHIP game will be played with a strict two hour time limit. No inning can start after two hours. Time will be kept by the umpires and staff. Games are 7 innings. For each team's pool games the home team will be determined by coin flip. In CHAMPIONSHIP game, teams will continue normal innings until game is completed.
2. **Age verification:** APRIL 30, 2015: Birth certificate must be available.
3. **ADMISSION PRICES: ADULTS \$5.00 PER DAY or WEEKEND PASS \$10. All players & 4 coaches per team will be admitted free of charge.**
4. **Tie Games:** All pool games that are tied after 7 innings for 14U or the 2 hour time limit will continue until there is a winner. Speed up rules will be used as the last batter from the previous inning will be placed on 2nd base. If the game is tied at the end of 7 innings and time limit is not up, a new inning will start without the speed-up rule.
5. **Forfeits:** 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. The player leaving the original lineup cannot return and his spot in the hitting lineup will be recorded as an out. Any intentional forfeit will result in the forfeiting team being eliminated from the tournament. The tournament committee will rule on intentional forfeits. No team should benefit from the result of a forfeit in an unfair manner. This rule could result in a dispute and the tournament committee reserves the right to look at and rule in the fairest possible way. The committee's decision will be final! Note: Any team not on the field and prepared to start the game, at game time will give cause for immediate forfeit.
6. **Mercy Rule: 14U:** 15 runs rule after 3 innings, 12 run rule after 4 innings, 10 run rule after 5 innings and beyond.
7. **9 Players** will play the field at one time. **NO COURTESY RUNNERS**
8. **Infield Fly Rule:** There will be the infield fly rule for 14U.
9. **PITCHING:** Pitchers will be allowed to pitch 4 innings per game and the innings must be consecutive.
10. **BALKS:** 1 Warning per pitcher: After a 1 warning, dead ball base-runners advance 1 base.
11. **Stealing / Leading-off:** Standard OHSAA Rules
12. **Bases 80' Pitching is at 54'**
13. **Determining Starting Line Up:** We want to let the coach play as many players as he/she wants. The only information needed regarding a "Starting Lineup" is the number of batters.
14. **SUBSTITUTIONS:** FREE SUBSTITUTIONS; with the exception of pitchers
15. **Hitting lineup:** Batting orders can consist of 10 batters or team's entire roster. The lineup must stay with the same number of batters for the entire game. The 10th hitter if used will be designated as an EH on the lineup-card. However many players you start the game batting, you must finish the game with same amount of players batting. Ex: If you decide to bat your entire roster of 13 players, you must finish the game batting 13 players. Any player unable to fulfill their turn at bat will result in an out.
15. **Official Game:** Games called because of rain / lighting will be considered complete after the following: **14U** 5 innings or 4 ½ innings if the home team is ahead.
16. **Scoring:** We recommend that all teams (home and visitor) keep a scorebook. The official scorebook of the game will be kept by the home team. To eliminate scoring disputes scorekeepers should check with each other during and after the game.

**17. Bat Specifications:** 2 5/8" barrels -10 drop

**18. Sliding:** As in OHSAA rules base-runners are not required to slide, but all base runners are expected to slide to avoid contact.

**19. Determining Home Team In Championship:** Highest seeded team will be the Home team for Championship game. A coin flip for home team will happen when the two teams playing are the same seed.

**20. Not covered in the Rules:** In the event any item is not covered in the rules, the tournament committee will make the fairest possible ruling and that ruling will be final!

## **21. TIE BREAKER RULES**

**Pool Play-. System used for advancing and seeding out of pool play.**

1. Pool play overall record (winning percentage)
2. If two teams are tied - Head to Head winner
3. If three teams are tied – If one team has defeated both other teams, that team advances. If not go to #4.
4. Total runs allowed in pool play to determine pool winner. Then the two teams tied refer back to head to head to determine second place. If there is no head to head between those two teams go to runs allowed for those two teams to determine second place.
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

### **Championship Play**

1. In the Championship game, there is no tie-breaker. This rule is subject to change.
2. The higher seed will be home team in Championship Play. This is the case even if the schedule says otherwise.

- Umpires and 2 game balls will be provided by the Wauseon Baseball
- Please have your lineup cards ready 10 minutes before your game. Please put player numbers, first & last names, and all Coaches names on lineup card.
- Absolutely no soft toss into the backstop. No infield or batting practice will be allowed on the field. Batting cages are available. *Teams may use the outfield to give their players fly balls and grounders if time permits*
- *Please Pick Up Dugout following your game*
- **NO ALCOHOL ALLOWED IN THE PARK, ANY PARENTS / FANS CONSUMING ALCOHOL WILL RESULT IN TEAM FORFEITING FROM THE TOURNAMENT**