

# **Wolves Tournaments Rules / Policies**

## **January 2012**

### ***Tournament Specific Rules:***

1. The point system will be in effect two (2) points for a win, one point (1) for a tie. Tie breakers; 1. Overall record (points), 2. Head to Head, 3. Runs Allowed, 4. Runs scored, 5. Coin Toss. Forfeits are scored 7-0.
2. Home team is determined by a coin toss at the beginning of the game until your team is seeded. Once your team is seeded the highest seed is the home team. This includes semi-finals and finals.
3. The Tournament Director reserves the right to amend any rule, schedule, diamond location, game format, combine age brackets, to accommodate time constraints, weather situations, forfeits etc.
4. All participants are competing at their own risk and by participating agree to hold Wolves Tournaments Inc., all Tournament Officials, all facilities, and all umpires harmless from any liability resulting from participation in the tournament. Each team must provide proof of team insurance naming Wolves Tournaments Inc. additional insured.
5. No limit on innings pitched.
6. Any player or coach ejected from a game will be automatically suspended from the next game including semi-finals and championship games.
7. Copy of birth certificates of all your players on the online submitted roster must be with you at the tournament at all times. The online roster must be submitted and marked complete 1 week prior to the tournament start date. Teams using players that are not on the roster are subject to a forfeit. See rule 8.
8. Non-refundable protest fee of \$100 cash must be given to a tournament director before any judgment will be made on a protest. Umpire judgment calls remain the judgment of the umpire on the field. These will not be overturned. Protests must be done no later than 2 hours after the completion of the game.
9. We sincerely appreciate your team's assistance in keeping the parks clean. Please pick up your dugout and spectator areas after your games are done.
10. Standings will be posted on this web site and at the main gate of the facility.
11. Any "Act of God" (example - rain-out, tornado etc.) or discontinued facility use are remedied under the following rules; 0 games played 75% credit towards another Wolves Tournament, 1 game played 50% credit towards another Wolves Tournament, 2 games played 25% credit towards another Wolves Tournament. If the semi-final or championship games are not played the team with the most points will receive trophies and second place trophies will go to the team with the second most points. In the case of a tie see rule 1.

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### ***Tournament Specific Rules (continued):***

12. If your team does not participate in a tournament for any reason other than stated in rule 11 no credit will be given. Teams not showing up for scheduled games are considered a forfeit and will be removed from the rest of the tournament. There are no refunds once your team has paid the tournament fee unless the tournament is cancelled.

13. Physical confrontation - This tournament has "zero tolerance" for any physical confrontations by players, coaches, fans or anyone else. Upon the first violation, the violating party shall be removed from the facility and the tournament.

14. Any profanity, verbal abuse, physical abuse by any player, coach or parent directed towards umpires, opposing teams, park officials or Wolves Tournaments officials will result in immediate team removal from the tournament as determined by the tournament director or his assistant directors.

15. A winner of a qualifying tournament (CABA ) will be given a berth to a CABA World Series for that year. Wolves Tournaments will pay for the berth for the team, but it is the team's responsibility to pay the entire tournament fee.

### ***Game Specific Rules:***

Our tournaments are governed by Major League Baseball (MLB) rules with the following 21 overrides. The Tournament Directors reserve the right to change these rules at any time. Please note the version of rules. Periodically we make enhancements to the rules online. Make sure you print off the latest version of the rules. The web site version is the official version. The following rules override the MLB Rules where appropriate:

1. Time limits: Championship play does not have time limits, but the following time limits are in effect for all pool and semi-final games:

<u>Age</u>	<u>Game Length</u>	<u>Time Limit</u>
8u - 10u	6 innings	1hr 45 minutes
11u - 18u	7 innings	1hr 45 minutes

Game will consist of 7 innings or a one hour forty-five minute time limit whichever comes first (no new inning may start after the one hour forty-five minute time limit). 8u - 10u: Game will consist of 6 innings or a one hour forty-five minute time limit whichever comes first (no new inning may start after the one hour forty-five minute time limit). In the inning where a time limit is reached the Home Team bats if the game is tied or they are behind. The game immediately ends if the home team gains the lead or 3 outs are made. If the home team has the lead when the visiting team makes 3 outs the game immediately ends. The game ends immediately if the home team is ahead and is batting when the time limit is reached.

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### ***Game Specific Rules (continued):***

2. Pitching distance & base length.

<u>Age</u>	<u>Dimensions</u>
8u	44' pitching mound 60' bases
9u - 10u	46' pitching mound 65' bases
11u - 12u	50' pitching mound 70' bases
13u	54' pitching mound 80' bases
14u - 18u	60'5" pitching mound 90' bases

3. Playing surface is as it remains at the tournament fields.

4. NCAA Force-Play-Slide Rule 8 Section 4 (NCAA rules)

5. Malicious contact at any base is forbidden (umpire's discretion)

6. Mercy Rule 1: 12 runs after 3 innings (home team bats if behind)

7. Mercy Rule 2: 8 runs after 5 innings (home team bats if behind)

8. Spikes/Shoes 8u-12u rubber or plastic sheeted shoes only.

9. Courtesy runner for pitcher or catcher - must be a player not in the current batting line-up. If no players are left you must use the player committing the last out.

10. Bats: 8u to 14u can use Small Barrel Bat (2 1/4") or Big Barrel Bat (2 5/8" or 2 3/4"). Bats must meet 1.15 BPF standard marked on the bat or BBCOR certified mark permanently on the bat. 15u to 18u can use Small Barrel Bat (2 1/4") or Big Barrel Bat (2 5/8" or 2 3/4"). Bats must be NHSF approved with the appropriate BBCOR certification marked permanently on the bat. A team using an illegal bat at a home plate appearance will receive an out for that plate appearance and the bat will be removed from play.

11. Player must be on their teams valid Online Tournament Roster. Team using a player not on the Tournament Roster will be subject to a forfeit if protested.

12. The Official Scorebook is to be kept by the Home Team. The home team will be designated with a flip of a coin prior to the start of the game. Verify the game score at the end of every inning with the other team. If a discrepancy occurs, bring it to the attention of the umpires immediately.

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### ***Game Specific Rules (continued):***

13. A Pitcher cannot be removed from the game defensively then go back on the mound. If a pitcher is removed from his position when his team is no longer on defense then he may be put back on the mound. Example 1: Pitcher A pitches 1 inning. His teams comes into bat. Next inning Pitcher B is now pitching. Pitcher A is eligible to go back on the mound. Example 2: Pitcher A is having a hard time. Coach comes in and removes him from the mound. Pitcher A is not eligible to pitch again in this game.

14. Use of tobacco products is prohibited within game field fences, on all fields and in the dugouts.

15. Each coach must prepare 2 line-ups no later than 10 minutes prior to the game starting and give one to the plate umpire and one to the opposing coach.

16. Three (3) Extra hitters are optional, but must be declared to the opposing coach before the start of the game. The extra hitter may enter the game to play the field, but must remain in the same spot in the batting order. (EH or EH's may be rotated as any other position). The starting player and replacement player rules apply to the extra hitter as well. If a team is down to nine players and has started the game with an extra hitter they will receive an out when the extra hitter is supposed to bat. By adding the three (3) extra hitter rule this will give teams the option of batting up to 12 players. There are no continuance batting lineups allowed.

17. For rain-out purposes or Any "Act of God" (example - rain-out, tornado etc.) a game is complete after 4 innings (11u and older). 3 innings (10u and younger).

18. Re-entry rule - starting player may re-enter 1 time in the same batting order. Substitutes may not re-enter. Team re-entering a player illegally while on defense must remove that player immediately. Team re-entering a player illegally offensively will receive an out.

19. No pre-game warm up is allowed on the infield. Team will forfeit the game if caught.

20. 8u only - No runner may advance from third to home unless he is batted home or forced by a base on balls. The runner on third base cannot advance on a wild pitch or passed ball. After a missed third strike, the batter cannot advance to first. The batter is out. Each pitcher will get 2 warnings per inning on balks. On the third balk during the inning the runners advance.

21. International Teams (Canada) play by calendar year birth dates (January 1st) instead of May 1st birth dates.

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### ***Safety Policies:***

1. Players may not wear watches, rings, pins, jewelry. Coaches and Umpires are reminded to enforce this policy prior to the start of the game.
2. No player may wear a cast made of plaster or other material during the game.
3. All catchers must wear the proper catcher's equipment including throat guards and protective cups for males. All players shall wear protective cups for males when playing in the field, regardless of their position.
4. Only one player shall be ON DECK BATTER at any time and be positioned AWAY from the field of play. On Deck batters shall be aware of their surroundings, teammates and spectators when swinging the bat.
5. Helmets must be worn by batters, base runners, on deck batters and any players acting as base coaches at all times, NO EXCEPTIONS !!
6. Catchers masks must be worn by any player regardless of age when warming up a pitcher on the field or sideline. A third player must wear a helmet when guarding the pitcher while warming up on the sideline / bullpen.
7. Before the start of the game, the field (including the entire area in fair territory, the backstop and fence, and the bench areas) must be checked to ensure it is safe to play. The managers of both teams and the home plate umpire are responsible for field safety.
8. HEADFIRST SLIDES, are NOT encourage in any age group.