

## Tournament Rules

### Triple Crown Baseball - Great Lakes Series Rules

Unless noted prior to the event, National Federation High School Rules will be used with the following notations. Triple Crown reserves the right to enforce particular invitational tournament rules. Rules for the 8u Divisions are posted at the end of this page.

1. Protests: The Protest Fee is \$100 cash (on rule interpretation only). Protests must be made prior to the next pitch being thrown. The Umpire(s) must be informed first of a protest made during the game. The Tournament Director will make the final decision on all Protests.

2. Game Time: Starting time is forfeit time, unless delay is created by Triple Crown. Teams that no-show for a game will forfeit that game and will potentially forfeit the remainder of the games in that Event. No refunds will be issued for teams that do not show for a game. Game time starts at completion of the pre-game meeting. Umpires will be the official time keepers. No new inning will start after time limit. Home team does not finish batting if leading after time limit.

3. Home Team: Determined by coin flip in pool play. Higher seed is awarded the choice of home team in playoffs and championship games. If two equal seeds meet then we will use a coin flip. Home team will be required to keep the official book. Disputes will be reviewed by tournament staff.

4. Player Minimum: A team must start with a minimum of 9 players but can finish with less, taking outs in the vacant batting order positions.

5. Championship Games: No time limit and no "Triple Crown Tie Breaker" – Run rules are still in effect.

6. Pitching Rules (Innings per Tournament):

\*8's, 9's and 10's = 6 innings

\*11's and 12's = 6 innings

\*13's and 14's = 7 innings

\*15's thru 18's = 8 innings

\*One inning can be added to each player on the roster in each game after your 4th game (start of 5th game).

\*Scorecards must be signed by both team managers after the game to verify the score and pitching.

\*No limit on the number of appearances.

\*One pitch (warm-up or game) will be considered an inning pitched.

\*Eight warm-ups to start, five thereafter. Umpires reserve the right to limit the warm-up time to a minimum of 1 minute regardless of the number of pitches thrown.

\*Mound: 13s and younger may throw on flat surfaces depending on field availability.

\*If pitching rules are violated and the infraction is detected, the situation will be reviewed and consequences will be determined by the Tournament Director. Consequences may include, but are not limited to, the following: coach and/or player ejections, game forfeiture, removal of team from the tournament, suspension from additional tournaments.

7. Courtesy Runners: As per NFHS rules, a courtesy runner may be used for the pitcher or catcher. The courtesy runner must be a substitute player that has not been in the game. A courtesy runner may run for either the pitcher or catcher, but not both. Two courtesy runners (one for pitcher, one for catcher) may be used if the team has eligible substitutes for both roles. Triple Crown will allow the following as an option (not mandatory) for the CATCHER ONLY: If a team does not have an eligible substitute, they may choose to run the last batted out for the catcher.

8. Infield Warm-Ups: All teams are encouraged to warm-up as much as possible before game time; however, no practice may be taken on the infield.

9. Baseballs: Teams must provide all game balls. Please bring two new balls and one used ball per game. Balls are returned after the game. All balls must be High School Certified. Umpires reserve the right to refuse baseballs that they determine are not suitable for play.

10. No Steel Cleats in the following age groups: 8's, 9s, 10s.

11. Bats:

\*13u and Younger: All bats -5 or greater must be stamped BPF 1.15. Must be a baseball bat – no restriction on weight or length as long as bat has “BPF 1.15” stamp. All -3 bats must be stamped BBCOR. Wood bats allowed.

\*14u and Older: -3 weight/length ratio only. All bats must be stamped BBCOR. Wood bats are allowed.

\*Bat rules apply to the age division you are playing in (not the age of the player or team). Penalties for illegal bats will be assessed as per the NFHS rule book.

12. Uniforms: Numbers required, matching uniforms recommended.

13. Adverse Weather: The Triple Crown Baseball Tournament may be played in adverse weather conditions. Game format may be changed to include lesser time limits, fewer innings or seed advancement to complete the tournament. Coaches and players accept these conditions when entering the tournament.

14. Tie-Breaker System: Pool-play games can end in tie. For all Play-Off games (other than Championship Game), when a game is tied after all innings have been completed or at the time limit, the Triple Crown tie-breaker rule will go into effect. Each team puts the batter who is scheduled to bat last in the inning on second base and plays out a full inning of regular baseball (no outs, no count). This happens until the tie is broken and the game is complete.

15. All age groups can have an EH (Extra Hitter) if they choose to bat 10. Both a DH and EH may be used at the same time. Teams 14u and younger have the OPTION to 'Bat the Roster'. If you opt to "Bat the Roster" you must bat every player on the Roster but you will have free defensive rotation. If you finish the game with less players you take outs in the vacant positions. Ages 15 and up can only bat 9 (regular order) or 10 (with an EH).

16. Decisions: Tournament Director shall have final decision on all tournament issues, rules and interpretations.

\*\*\*\*TRIPLE CROWN WILL PLAY THESE DIMENSIONS AND RUN RULES\*\*\*\*

\* The following dimensions are set by Triple Crown Baseball; however, minor discrepancies may occur due to particular field set up at various locations.

9u, 10u\*\*46' pitching\*\*65' bases\*\*1 hr 45 min\*\*6 innings\*\* 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

9u, 10u Championship Game: no time limit, no tie-breaker. Run rules are still in effect.

11u, 12u\*\*50' pitching\*\*70' bases\*\*1 hr 45 min\*\*6 innings\*\* 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

11u, 12u Championship Game: no time limit, no tie-breaker. Run rules are still in effect.

13u\*\*54' pitching\*\*80' bases\*\*2 hrs\*\*7 innings\*\* 15 runs after 4 innings, 10 runs after 5 innings, or 8 runs after 6 innings.

14u\*\*60'6" pitching\*\*90' bases\*\*2 hrs\*\*7 innings\*\* 15 runs after 4 innings, 10 runs after 5 innings, or 8 runs after 6 innings.

15u, 16u, 18u\*\*60'6" pitching\*\*90' bases\*\*2 hrs 10 min\*\* 7 innings\*\* 15 runs after 4 innings, 10 runs after 5 innings or 8 runs after 6 innings.

15u, 16u, 18u Championship Game: no time limit, no tie-breaker. Run rules are still in effect.

\*\*\*\*\*All above ages have a 20 run rule after 2 completed innings\*\*\*\*\*

#### 8 Year Old Coach Pitch Rules:

(single umpire for all 8 Yr. old games)

\*6 innings or 1:45 min. No new inning starts after time has expired unless the game is tied. California tie breaker is in effect.

\*5 pitches per batter, no walks, no bunting. Coaches don't have to pitch from one knee.

\* 43 ft. pitching, 60 ft. or 65 ft. bases.

\*No lead offs, no stealing. Runner may advance to home only on hit ball or when forced in by a walk. The ball is dead when pitcher has the ball in the area of the mound.

\*Batter may not run to first on dropped third strike.

\*Entire lineup may bat. Last out may courtesy run catcher only.

\*Maximum of 7 runs per inning, per team.

\*Mercy Rules for the 8u division are: 15 runs after 4 innings, 8 runs after 5 innings

#### 8 Year Old Kid's Pitch Rules:

(single umpire for all 8 Yr. old games)

\*6 innings or 1:45 min. No new inning starts after time has expired unless the game is tied. Triple Crown tie breaker is in effect.

\*6 innings per tournament allowed for each pitcher. 1 additional inning added for every game after 4.

\* 43 ft. pitching, 60 ft. or 65 ft. bases.

\*No lead offs, no stealing home. Runner may not leave the base until ball crosses the plate. Runner may advance to home only on hit ball or when forced in by a walk. The ball is dead when pitcher has the ball in the area of the mound.

\*Batter may not run to first on dropped third strike.

\*Entire lineup may bat. Last out may courtesy run for pitcher or catcher only.

\*Maximum of 7 runs per inning, per team.

\*Mercy Rules for the 8u division are: 15 runs after 4 innings, 8 runs after 5 innings. The 8u Mercy Rules are made to coincide with the max 7 rule and go into effect immediately when a team leads at any time by 15 after 4 innings or 8 after 5 innings.