

2015 HOBGOOD MEMORIAL WARM-UP TOURNAMENT RULES

- A.** WE WILL BE PLAYING BY DIZZY DEAN RULES UNLESS OTHERWISE STATED.
- B.** FREE DEFENSIVE SUBSTITUTION AND CONTINUOUS BATTING WILL BE ALLOWED IN ALL AGE GROUPS.
○ MUST BE DECLARED AT PLATE MEETING BEFORE START OF GAME
- C.** GAMES WILL BE 6 INNINGS OR TIME LIMIT IN ALL AGES. THE TIME AFTER WHICH NO NEW INNING MAY START IS AS FOLLOWS:
○ COACH PITCH – 1:20
○ KID PITCH – 1:30
○ GOLD BRACKET CHAMPIONSHIP GAMES – NO TIME LIMIT
- D.** THERE WILL BE A 7 RUN LIMIT PER INNING IN ALL AGE GROUPS
○ IN KID PITCH, A PITCHER WILL BE CHARGED WITH THE REMAINING OUTS FROM THAT INNING
○ MERCY RULE WILL BE IN EFFECT WHEN LOSING TEAM IS UNABLE TO EQUAL LEAD BY SCORING MAXIMUM RUNS IN REMAINING INNINGS
- E.** ALL NON-WOOD BATS MUST MEET 1.15 BPF (BAT PERFORMANCE FACTOR) FOR THE LIFE OF THE BAT AND MUST POSSESS A CLEARLY IDENTIFIABLE MANUFACTURE'S CERTIFICATION STAMP. THIS WILL INCLUDE 2 ¼, 2 5/8, AND 2 ¾ BARREL BATS.
○ BBCOR BATS ARE LEGAL FOR USE
- F.** IN COACH PITCH, THE PLAYER PITCHER IS REQUIRED TO WEAR A PROTECTIVE MASK. THE CATCHER IS REQUIRED TO WEAR A PROTECTIVE HELMET/MASK AND CHEST GUARD. WHILE NOT REQUIRED, THE CATCHER IS ENCOURAGED TO WEAR SHIN GUARDS AND A PROTECTIVE CUP.
- G.** COURTESY RUNNER IS ALLOWED FOR CATCHER OF RECORD. MUST BE A SUBSTITUTE OR LAST BATTED OUT.
- H.** IN CASE OF A TIE IN POOL PLAY, SCORE WILL BE RECORDED AS A TIE WITH EACH TEAM RECEIVING ½ POINT IN STANDINGS. IN BRACKET PLAY, TIE BREAKER RULE WILL BE IN EFFECT WITH LAST BATTED OUT PLACED ON SECOND BASE WITH ONE OUT TO BEGIN EXTRA INNING.
- I.** UNIFORMS DO NOT HAVE TO BE MATCHING, BUT IT IS ENCOURAGED. EACH PLAYER SHALL HAVE A JERSEY WITH A NUMBER. HATS MUST BE WORN. SHIRTS SHALL REMAIN TUCKED IN. COACHES ARE NOT REQUIRED TO WEAR MATCHING UNIFORMS.
- J.** DIZZY DEAN RULES WILL BE FOLLOWED FOR PITCHER'S INNINGS ALLOWED FOR THE TOURNAMENT. WE WILL NOT BE POSTING INNINGS PITCHED DURING THE TOURNAMENT. UMPIRES WILL TRACK ON OFFICIAL SCORECARD AND EACH TEAM IS ENCOURAGED TO KEEP TRACK.
- 9U & 10U
- Max of 12 innings for entire tournament
 - Max of 7 innings in one day
 - >3 innings in one day requires 2 full days rest
 - For example, 3 1/3 innings on Thursday, that player cannot pitch again until Sunday
- 11U & 12U
- Max of 14 innings for entire tournament
 - Max of 7 innings in one day
 - >3 innings in one day requires 2 full days rest
 - See example listed above
- K.** IN POOL PLAY, COIN TOSS WILL DETERMINE HOME TEAM. IN BRACKET PLAY, BETTER SEED DECIDES.
- L.** HOME TEAM SHALL KEEP THE OFFICIAL SCOREBOOK. AWAY TEAM WILL RUN THE SCOREBOARD.
- M.** EACH TEAM SHALL PROVIDE ONE NEW AND ONE SLIGHTLY USED GAME BALL FOR EACH GAME. IF ADDITIONAL BALLS ARE REQUIRED DUE TO BALL GOING OUT OF PLAY, TEAM AT BAT MUST SUPPLY ADDITIONAL BALL(S)
- N.** IN CASE OF A TIE IN STANDINGS AFTER POOL PLAY GAMES, SEEDING WILL BE DETERMINED AS FOLLOWS:
1—HEAD TO HEAD (if applicable)
2—RUNS ALLOWED
3—RUNS SCORED
4—COIN TOSS
- O.** NO PERSONAL COOLERS WILL BE ALLOWED IN PARK. TEAM COOLERS WILL BE ALLOWED IN DUGOUTS ONLY.
- P.** NO PETS ARE ALLOWED.
- Q.** NO SCOOTERS, BICYCLES, SKATEBOARDS, ROLLER BLADES, OR OTHER SIMILAR OBJECTS.
- R.** NO ALCOHOL OR TOBACCO ALLOWED.
- S.** TEAMS MAY PLAY MORE THAN 2 GAMES PER DAY.

***Rules are subject to change prior to tournament start. Any discrepancies to be resolved by a tournament director.**