

Falcons For A Cure Tournament

Tournament Rules*

TEAM MANAGERS-HEAD COACHES

Be sure you are aware of all rules and rule changes. FFAC Events reserves the right to amend these rules at any time for specific tournament play. National High School Federation Baseball Rules enforced for 11U-18U and Little League rules enforced for 8U-10U with the following exceptions:

ROSTERS

Teams are required to provide an Official Team Roster using the coaches account in FFAC Events. Teams will not receive game schedules until rosters are Emailed 30 days prior to tournament. Rosters must contain name, uniform number and birth dates for all players. Roster size can be unlimited for the number of players on the team. **A player may NOT be rostered on more than one(1) team in an age division.** There can be no more than 4 coaches (1 manager, 2 coaches, and a scorekeeper) allowed in the Dugout at any time. A team can add to the roster prior to the first game. Rosters are frozen at Check-In.

TIME LIMIT

8U-12U: 6 innings or 1:45 Hours no new inning, **1:55 drop dead** | 13U-18U: 7 innings or 2:00 Hours no new inning, **2:10 drop dead**. No new inning can start after the 1:45/2:00 time limit has been reached. If the home team is up to bat and is winning the game when the time limit expires the game will end at the point of time expiration. Time starts at the completion of Ground Rules. The umpire and/or Tournament Official is the only one that keeps the official clock. As soon as the 3rd out is recorded in the bottom half of the inning, the next inning officially starts. If there is still time left when the third out is recorded, the next inning will be played until the time limit has been reached.

DETERMINING HOME & AWAY

A coin flip will determine the home and away teams. The higher seed has choice during playoffs. Time starts at completion of ground rules. Please be prepared to start 45 minutes before your starting time. **THE SITE DIRECTOR OR PLATE UMPIRE HAS FINAL SAY OF STARTING TIME.**

PLAYOFF SEEDING

Top seven teams (with odd number of teams) or eight teams (with even number of teams) in each division will qualify for the championship bracket. All other teams will play a consolation game.

TIE BREAKER (PLAY-OFFS ONLY, POOL PLAY GAMES CAN END IN A TIE)

POOL PLAY: If game is tied at the end of regulation innings, the game will end in a tie even if there is time left.

PLAYOFFS: Game tied after all innings or 1:45 / 2:00 hours the "FFAC Tie Breaker" will go into effect. After 6 or 7 innings or time limit expires and there is a tie, the visiting team starts with the base loaded and 1 out. The runners are determined by the 3 players in the batting order that preceded the leadoff hitter for the inning. In order that they would score. Example: If the number 5 hitter is to lead off the inning, then number 4 hitter is on first, the number 3 hitter is on second and the number 2 hitter is third. The home team will bat the same in the bottom of the same inning and this is repeated until there is a winner. Championship Games played in their entirety with no time limit.

SLIDING

13U-18U No restrictions on sliding at FFAC Tournaments. Shoulder roll or coming up high, would be the only time a runner is called out. Runners must slide or avoid contact at all plays at home plate or be called out. Umpires discretion when a runner makes contact with a defensive player at home plate.

11U-12U No restrictions on sliding at FFAC Tournaments expect no head first sliding into home plate. Shoulder roll, coming up high or sliding head first into home plate would be the only time a runner is called out. Runners must slide or avoid contact at all plays at home plate or be called out. Umpires discretion when a runner makes contact with a defensive player at home plate.

8U-10U: No head first sliding except back to a base.

DROPPED THIRD STRIKE

Dropped third strike rule will be enforced in all age divisions except 8U-10U. The batter may advance to 1st if it is not occupied with less than 2 outs or is occupied with 2 outs.

LEADING/STEALING

8U-10U (46x60) runners may advance once baseball crosses the plate. 11U and 12U (50x70) leading and stealing allowed.

INTENTIONAL WALKS

ALL Age Groups- Inform the umpire of your desire to walk the batter. No pitches must be thrown.

MERCY RULE – ENFORCED IN ALL ROUNDS

6 Inning Game: 15 runs after 3 innings, 12 runs after 4 innings, 10 runs after 5 innings.

7 Inning Game: 15 runs after 4 innings, 12 runs after 5 innings, 10 runs after 6 innings.

TRIPS TO THE MOUND

The pitcher must be replaced on the 2nd trip to the mound in any inning, or on the 3rd total trip in the game.

BALKS

8U-10U: No Balks. 11U-12U: 1 Player Warning. 13U-18U: 0 Warnings.

PITCHING RESTRICTIONS

There are no pitching restrictions at FFAC Events Tournaments. Coaches/parents know the players better than we do and we ask that coaches use the *MLB Pitch Smart* recommendations to ensure player's safety.

8U-10U: **NO BREAKING PITCHES ALLOWED.** Penalty: Play is dead prior to the pitch reaching the plate. 1 ball is added to the count, and the pitcher is issued a warning. Second occurrence by the same pitcher: 1 ball is added to the count, and the pitcher is removed from the mound. Knuckleballs and change-ups ARE NOT considered breaking pitches. Curveballs, sliders, screwballs, etc. ARE breaking pitches. Umpires will be instructed that there will be NO discussion in regards to this rule.

The MLB Pitch Smart guidelines can be found here: <http://m.mlb.com/pitchsmart/>

Coaches, we advise strongly that you use caution with your players, we believe in Pitch Counts NOT Innings.

INFIELD WARM-UPS

All teams are encouraged to warm-up as much as possible before game time. NO PREGAME INFIELD. You may use the outfield to hit ground balls and flyballs if time permits.

LINE UPS

Teams can choose to bat entire Roster. Teams can choose to use an Extra Hitter (EH) and/or a Designated Hitter (DH). You can have both an EH and DH in the line-up at the same time. Declare at Home Plate.

PLAYING WITH 8/ INJURYS

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. A team cannot play with less than 8 players. Injured Players removed from lineup shrinks the batting order if there are no subs on the roster and teams will not take an out. If a player is ejected a team is forced to take an out each time that player position steps to the plate.

RE-ENTRY RULE

Starters may be replaced by a legal sub and re-enter at any time during the game if they re-enter into the same slot in the original batting line up. Subs leaving the game may not return to play unless there is a legitimate injury and all other subs have been used. The injured player may not return to the game. Pitchers can not re-enter as a Pitcher.

COURTESY RUNNER

Courtesy runners allowed for Catcher and Pitcher only. The last batted out must run for the catcher or pitcher if batting entire lineup, otherwise a bench player must run. If the player is the pitcher or catcher, the next batted out in the line-up they will be the runner.

BAT REQUIREMENTS

- **8U-10U Aluminum Bats;** USA or USSSA 1.15bpf Stamped bats only or Wood Bats
- **11U-12U WOOD BATS ONLY**
- **13U-18U Aluminum Bats,** BBCOR -3 or Wood Bats
- **Wood Bats** - One-piece wood bat only. No bamboo or composite wood allowed.

TIE BREAKER RULES

1. Overall record (winning percentage).
2. Head to Head.
3. Total runs allowed in regulation games.
4. Total runs scored in regulation games.
5. Coin flip

DECISIONS

Both Teams required to report Game Score. The Tournament Director has final decisions on all tournament questions.

www.fingerlakesfalconsbaseball.com

***Any and all rules are subject to change at the discretion of the tournament director.**