



2026 Warriors Tomahawk Classic Tournament Rules

The Warriors Tomahawk Classic will consist of one weekend. Friday night & Saturday will be for seeding and Sunday will be single elimination and Championship games.

All divisions are a 3-game guarantee, single elimination play on Sunday.

Maximum number six (6) teams per division.

The tournament will be conducted using the Official Little League Rule Book except as modified by the following rules:

PLAYER AND TEAM:

1. Age cut-off date is May 1, 2025. Younger players may play up into the next highest age bracket.
 2. The Tournament Board will determine the division for all teams. Players' eligibility will be determined by the Tournament Board.
 3. Players, coaches, managers, parents, spectators, or umpires are not permitted to use alcohol, narcotics, or profanity during the game or while on the premises. Penalty is ejection from the game. **No smoking or vaping is permitted on park property (or parking areas). No dogs are allowed on park property. Any person(s) who violate the park rules and bring a dog will be asked to leave the property, subject to a \$250 fine, and their team may face the possibility of a forfeit game if they do not comply.**
 4. Each team is entitled to a maximum of 15 players. Home team will be determined by a coin toss before each game during the seeding round. On Sunday during the single elimination rounds, the team with the highest seed will be home team. Team rosters must match the roster turned in to the Tournament Board. Rosters are frozen at the time of your first game, except in extreme emergency situations. Manager must immediately contact Tournament Board if such a situation exists.
 5. Manager, three (3) coaches, players, and score keeper are the only people permitted in the dugout during the course of the game.
 6. All players and coaches are to remain in their respective dugouts in their designated areas during the course of the game. Due to limited space, on-deck batters are not permitted onto the field except while pitcher warms up (*with the only exception being the field at Windy Hill Large*).
 7. Batting: You must declare your batting option at the plate meeting.

Option 1: Bat nine (9) or any number of players on roster (so long as the number batting is the same to start and finish game). You have free defensive substitution of entire roster throughout the game. All substitutes (once entered) are "married" in the batting order to their starter. Both players have back and forth rights.

Option 2: Bat entire roster. You have free defensive substitution throughout the game. If a player leaves the game early or is ejected from the game, he will be called out. Only one out can be called on the same batter. Should a player arrive late, he will be inserted at the end of the batting order.
- 8U Special Rule: No stealing or bunting.





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8. The team at bat may use runners for the pitcher and catcher anytime regardless of the number of outs. These runners must be players that are currently not in the batting order. If batting entire roster, then runner would be the last batted out.
9. Ending a play for 8U only: A play ends when the ball is in the pitcher's hand on the pitcher's mound circumference dirt area. It is the umpire's discretion as to whether or not the end of a play has occurred.
10. 10U and below: No infield fly rule. 11U and above: Infield fly rule is in effect.
11. 10U and below: No leadoffs. 11U and above: Leadoffs are allowed. Uncaught/dropped 3rd strike in effect.
12. All players need to be dressed in full baseball uniforms. Duplicate numbers are discouraged, however, if unavoidable the team must report and get approval from the Tournament Board and announce at the plate meeting prior to the start of the game. No metal cleats allowed.
13. Manager must notify Tournament Board (443-765-0657) immediately if a player/coach/manager has been ejected. If a player is ejected, he will not be allowed to play in the next game, unless waived by the Tournament Director. If a manager/coach is ejected, game suspension will be the Tournament Director's decision. Failure to notify the Tournament Board of ejections could result in a forfeited game.

PLAYING FIELD

14. 10U and below: The playing field will be 60' with a 46' pitching distance. 11U and above: The playing field will be 70' with a 50' pitching distance.
15. No team player, coach or manager is allowed on the infield prior to the coin toss.

PITCHING

16. 8U is max three (3) innings per day and max of six (6) innings for entire tournament – no balks.
- 9U & 10U is max five (5) innings per day and max nine (8) innings for entire tournament – no balks.
- 11U and above is max six (6) innings per day and max nine (9) innings for entire tournament – one balk warning per pitcher **in 11U only**.

If a pitcher has pitched more than the allotted innings above, the umpire should be notified immediately, and the offending pitcher will be removed from the mound. If he has recorded any extra outs, the game will be forfeited and the team will be eliminated from bracket play. No exceptions. We will not accept abuse of kids' arms.

17. One pitch constitutes one inning pitched.
18. Each pitcher must be removed on his/her third mound visit by the Manager. Any pitcher who is removed from the mound cannot return to the mound in the same game.

MANAGER AND COACHES

19. It must be apparent during the game who are managers and coaches. Only the manager, not coaches, are allowed on the field to talk to an umpire regarding any rule interpretations. Judgement





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calls will not be challenged. All managers must notify the umpires prior to the game that they are the manager. Managers are responsible for their parents & must keep them under control at all times.

OFFICIAL GAME

20. Seeding games: No new inning after one (1) hour & 30 minutes. Complete the inning, unless home team is leading after half inning and then home team will not bat to attempt to add additional runs to the score. Drop dead at one (1) hour & 45 minutes and the score reverts back to the last completed inning unless home team was leading and still leading at drop dead in which case the score stands at time of drop dead. Seeding games may end in a tie. In case of darkness, if the game is not completed, the game score will revert back to the last completed inning.

On Sunday: No new inning after one (1) hour and 45 minutes. Complete the inning, unless home team is winning after half inning.

No time limit on Championship games. In case of darkness, if the game is not completed, the score reverts to the last completed inning.

Game time will be set by the Tournament Board and games can begin earlier than originally scheduled – generally no more than 15 minutes after the preceding game ends. Watch GameChanger and the Tournament app for game updates. We will not delay a game time if the subsequent teams are not present. Forfeit time will be five (5) minutes after the time set. Official game start time will be declared at conclusion of plate meeting.

21. All divisions are maximum of six (6) innings per game.

22. Scores: **Scores must be texted to the Tournament Director (by the winning team) immediately after the conclusion of each game. Please text Michelle at 443-765-0657.**

OFFICIALS

23. The Umpire will make the decision concerning stopping the game in the event of darkness or weather playing conditions. The Tournament Director will have final authority as to the playability & use of the fields.

PROTEST

24. A protest based upon a play that involves an Umpire's judgment is not permitted. The Umpire's word is final. If the Protest concerns Rule interpretations, the objecting manager must notify the Umpire **PRIOR TO THE NEXT PITCH** that the game is being played under protest. The Umpire will notify the opposing manager and make a public announcement to the scorekeeper. The game must be completed. After the game is completed the protesting manager must submit in writing to the Tournament Director with the protest fee (\$100 nonrefundable). The written notification must be completed within one (1) hour of the completion of the teams last scheduled game for that day and immediately in the case of an elimination game ending.

25. Decision on Protest made by Tournament Director is final.

26. All unsportsmanlike conduct by players and spectators of any kind will be decided by the Tournament Director (with possible removal from facility and game forfeiture is not out of the question) and those decisions will be final.





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MISCELLANEOUS

27. Refund policy. Once registered, any team cancellation results in a refund of the registration fee minus a \$100.00 administration fee. If one game is played, there is a refund for ½ of the tournament fee paid. If two games are played, there is no refund. If the entire tournament is cancelled by the Tournament Director due to weather or unforeseen field closures, a 90% refund will be paid.

28. Bats: The following bats are permitted: Stamped USSSA BPF 1.15 Rating & Stamped USA Baseball. No barrel size restrictions.

29. Mercy Rule: 12 runs after three (3) innings; 10 runs after four (4); 8 runs after five (5) innings. For 8U Only: Maximum of 5 runs per inning.

TIE BREAKER RULES

30. If there is a tie record after seeding games, the team with the least "runs allowed" will take the higher seed. If the teams are still tied, then the team with the highest "runs scored" will take the higher seed. If this still results in a tie, then it will be a "coin toss" decision. If teams played each other on Saturday, head-to-head will be used only in a two-way tie-breaker.

