

Town & Country 14U Baseball Tournament By-laws & Rules

Tournament Host Rules

- Host site shall establish a “Tournament Director” position that does not also coach or manage a team. It does not have to be the same person for the entire round, as long as a designated person is appointed & filling the role on-site during all games.
- Host site shall designate a person to check each player’s birth certificate that plays at your site. No player shall be allowed to play until proof of age has been provided & no team is allowed to play if roster form is not completed in its entirety.
- The Tournament Director will appoint a “Protest and Rules Committee” for each game of the tournament. Protests will be resolved before play resumes. The committee shall consist of the Tournament Director and one coach or parent from each team involved, with input from the umpires. The team Manager cannot serve on the protest committee.
- All protests should be resolved in a peaceful and professional manner without having to call League Officials. Any protests must be based upon rules interpretation, not judgment calls. The tournament director, or his representative, and umpires will review protest. Their decision will be final.
- Any loss of perspective & any type of verbal or physical abuse will be grounds for ejection, forfeiture of game &/or team, law enforcement if needed & ban from future participation in the tournament.
- The tournament host shall provide 2 “patched” umpires & 1 adult scorekeeper per tournament. An umpire certification patch from any baseball sanctioning body is acceptable.
- Host shall maintain the pitcher’s log (provided on Town & Country website) to track innings pitched.
- If games need to be rescheduled due to weather, or for any other extenuating circumstance approved by a Town & Country Board member, the tournament director will be responsible for re-scheduling games. The changes will be reasonable to times & overall schedule, while not influencing bracket structure.
- No team will be re-scheduled to play more than 3 games in a day. However, a team may choose to play a 4th game in a day at their discretion. Any games moved ahead of schedule for any reason must be approved by a Town & Country Board member & then will only be allowed if both participating teams agree to do so.
- Town & Country will furnish each site with new game balls based on the number of games scheduled. Host site will supplement more game balls as needed to run a successful tournament. Any player that hits a home run shall be awarded the ball. Town & Country will also provide all trophies & championship signs to each host site.c
- A reasonable entry charge or parking fee is allowed, but not both. It is optional. Parking or entry fees are **not to exceed \$3 / person per game; \$5 / person for a weekend pass for the round or \$10 / carload for the day.** A total of no more than 4 coaches &/or bookkeepers are allowed free admission. Children aged 12-&-under are to be admitted free of charge.

Time Limit: A 1-hr. 45 min. time limit from the time of the first pitch of the game will be enforced for all games EXCEPT Games 7, 8 & 9 of the Finals Bracket, which shall not have a time limit, unless by special exception approved through the league office prior to start of game. Any inning started prior to the time limit shall be completed.

Team Roster Rules:

- 13 players allowed on a team roster. 1 manager, 2 coaches & a scorekeeper may join team in the dugout.
- Each player must furnish a legal birth certificate to be eligible for the tournament. A member of the Town & Country Board of Directors must approve any other document used for proof of age.
- Age for eligibility is determined by the player’s age as of April 30th (10th b-day on 4/30 is 10, but if b-day is on 5/1, age is 9).

Tournament Playing Rules:

- The tournament will be played using High School Rules except the following:
 1. 6 inning games for all games EXCEPT Games 7, 8 & 9 of the Finals Bracket, which shall be 7 innings.
 2. 10-run rule is in effect after 4 innings. 15-run rule after 3 innings.
 3. All extra-inning games shall use the Town & Country tie-breaker — the first extra inning is played as a normal inning. For all subsequent extra innings, the player who made the last out of the previous inning shall start on 2nd base to start the team’s next at-bat. Both teams shall get 3 outs per additional inning(s).
 4. No inning shall start after 11:00 p.m.

LINEUP RULES — The game must be finished with the number of players in the batting order to start the game or an automatic out will result in that spot in the order.

- Each team has the option of using a batting order comprised of **9 players, or all players** on its roster. A Designated Hitter (DH) for a defensive player is allowed in either case. Batting the entire lineup allows for free defensive substitutions, except where DH is used, normal DH substitution rules will apply (ie. if the DH is put into the game on defense, the defensive player he was batting for must then be removed from the game).
- Should a player become injured or ejected on a team batting the entire roster, High School Rules shall govern.
- Normal substitutions rules apply.
- If a team only has 8 players to start a game, the 9th spot in the lineup is NOT an out. Should a team go down to 8 players because of injury or ejection, High School Rules shall govern.

PITCHING RULES:

- Maximum 7 innings per pitcher per game
- No more than 9 innings per pitcher in two consecutive games played, no matter when played
- Maximum total of 15 innings pitched in tournament play (including pool play & Finals)

Note: If a coach goes on the playing field to talk to any player or players more than once in a half inning, while the same pitcher is pitching, a pitching change must be made. (Exception: injury or time called by coach of the other team).

BAT RULES — High School rules for bats shall be adhered to.

FIELD DISTANCE RULES — the Finals at Monticello will be played w/ a 54' mound distance & 80' baselines. 60' mound distances & 90' baselines are allowed in pool play games due to dimensions of existing playing fields.

Note: The infield at Monticello is turf, therefore, no metal cleats are allowed. Rubber cleats or turf shoes are permitted

WEATHER RULES for Tournament play:

Lightning / Thunder / Weather Rules – Coaches, managers, umpires & league officials should be educated regarding thunderstorm development signals. Anytime that either lightning can be seen, or thunder can be heard, risk is present. These procedures should be in effect for all practices, games, etc. Recommended weather procedures are as follows:

- (A) **Evacuation** – In the case of an imminent thunderstorm, or thunder & lightning are present, everyone present should evacuate to available safe structures or shelters. The use of a public-address system, or words of a league official or umpire can be used to alert everyone present as to the situation at hand & options for taking shelter.
- (B) **30-minute rule** – Once lightning is seen or thunder is heard, there shall be a delay of game called for a period of at least 30 minutes after the last flash of lightning or thunder is heard. Any subsequent lightning or thunder after the initial 30-minute delay should reset the delay clock for another 30-minute minimum from last flash of lightning or sound of thunder

Official complete Games – High School rules shall govern. A regulation game consists of 6 innings (or 7 if scheduled), unless extended because of a tie score, or shortened due to weather.

In case of weather:

- (1) The umpire has discretion to either call a game complete if it has been delayed for weather reasons after waiting no less than 30 minutes, but not more than 60 minutes, or to attempt to prepare the playing surface to continue play.
 - (a) A 7-inning game qualifies for a complete game if 5 full innings have been played (4½ innings if the top-half of the inning has been completed & the home team has the lead). A 6-inning game qualifies as complete if 4 full innings have been played (3½ if home team is ahead). *See Exceptions below*
 - (b) No game that qualifies for a complete game shall be suspended for another day. Instead, the game shall be considered complete if play is unable to be resumed (*see Exceptions below*).
 - (c) Play can be continued after more than a 60-minute delay to allow for field preparation, but the decision whether to call the game complete or attempt to continue must be made during the 'after 30 and before 60 minute' window as denoted above
 - (d) However, once a 60-minute delay has occurred, the game can then be called complete by the umpire at any time it is deemed that the playing surface cannot be made playable, or weather continues to further delay play.
- (2) If the home team is behind in any game shortened by any reason after by rule it qualifies as a complete game, the home team shall have the right to complete their final at-bat if the inning has w/ the visiting team at bat in their half inning.

Darkness Exception – In case of darkness, games will be suspended & re-scheduled to be completed. No game will be called complete due to darkness alone.

Tournament Exception – The Championship game (game 9) of the Finals bracket will be played to its entirety, including extending the tournament through Wednesday, if necessary. Wednesday will be the final day that an attempt will be made to complete the game. A team may choose to forfeit if they are unable to participate in any re-scheduled games.