

McCutchanville July 16 - 22 12U Firecracker Tourney Rules

1. Pool play games shall be six (6) innings or last for one hour and forty five minutes (1:45). An inning begins with the last out of the previous inning. Once an inning begins, it will be completed even if time expires. Pool play games may end in a tie. Extra innings may be played if time will allow. Bracket games will not be subject to a time limit and extra innings will be played if necessary. During a weather delay, the game clock will be paused.
2. A 12 Run rule is in effect after 4 innings, 10 Run rule after 5 innings
3. Valid roster options are: Bat submitted Roster with free substitutions, Standard 9 player lineup (bat nine, play nine), or Extra Hitter (EH) option (bat 10 players with free substitution among those ten) All Bench players can enter game once but if taken out are burnt for the remainder of game. Starters can re-enter once.
4. The maximum number of players on the roster is 13 and no player may be on more than one MORAC tournament roster in one weekend.
5. All players must be born on or after May 1st, 2005.
6. Pitch counts for pitchers will follow the 2018 Babe Ruth pitch count rules as stated in the table below:

Tournament Pitching Rest Requirements				
Age	Daily Max (Pitches in a Day)	Rest Period		
		0 Days	1 Day	2 Days
11U – 12U	85	1 – 40	41 – 65	66+

7. 50 ft Mound, 70 ft Bases, Standard Lead Off - Pick Off rules.
8. Dropped 3rd Strike & Infield Fly Rules apply
9. No Balk Warnings.
10. No Run Limits during an inning. Must record 3 outs.
11. Once a pitcher is removed from the mound, he may not return as the pitcher during that game.
12. A manager or coach can make only one trip to the mound in one inning; on the 2nd trip the pitcher must be removed.
13. Anyone warming up a pitcher, including coaches, at any location shall wear a mask.
14. Each manager or coach must sign the official book verifying pitching records after each game.
15. Games in which an ineligible pitcher has been used will result in a forfeit of that game.

16. The pitcher may not fake a pickoff throw to 3B while engaging the rubber (this includes the fake to 3B, throw to 1B move)
17. A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting the ball. Penalty: Batter is out, the ball is dead, no runners may advance.
18. The bat may not exceed 33" in length, and the bat barrel may not exceed 2 5/8" in diameter. Only non-wood bats marked BPF 1.15 and USA stamped bats will be allowed. Wood barrel bats are allowed. If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues. A player who uses an illegal bat and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
19. A verbal appeal from a player must be made on a missed base or when a runner leaves early on a tag up. Appeals must be made with time in. Play is live during an appeal. With multiple runners, the player must designate which runner and the infraction (i.e. missed 2nd base) to the proper umpire.
20. A courtesy runner may be used for the catcher of record at any time. The courtesy runner must be the person who made last out if you are batting roster and if using another option must be a bench player.
21. All protests will be resolved before the continuation of play.
22. Only the team manager may address the umpire(s). Arguments and poor conduct with umpires will not be tolerated. Umpires or Tournament Officials will give managers/coaches one warning for conduct violations. Second violation will result in ejection from game.
23. Managers, coaches and players that are ejected from a game will be suspended from the next game. The player will be allowed to be in the dugout with his teammates. The manager/coach will not be allowed in the dugout or the playing field area and is not allowed to participate in the game.
24. Pool play standings will be determined as follows:
 1. WIN-LOSS RECORD
 2. RESULTS OF HEAD-TO-HEAD COMPETITION, in event of two way tie only.
 3. FEWEST RUNS ALLOWED
 4. RUN DIFFERENTIAL WITH A MAXIMUM OF 10 PER GAME
 5. COIN TOSS
25. During elimination play, the home team will be the higher seeded team.
26. In the event of adverse weather, MORAC will make a reasonable effort to reschedule games and honor a three game guarantee. MORAC reserves the right to reschedule championship games to Monday. If the tournament schedule cannot be completed on Monday, the Tournament Director will award the championship and runner-up based on pool play seedings, including tie-breakers, of remaining teams in the bracket. In the event a team, plays less than 3 games, refund policy will be zero games – FULL Refund, 1 game - \$175 refund, 2 games - \$75 refund.
27. All other rules – Cal Ripken rules apply.