

Tournament Directors

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2026 13u Clarence Travel Tournament (60'/90')

GAME PLAY AND GENERAL RULES

1. The head coaches from each team and umpires will meet at home plate 5 minutes prior to game time for Ground Rules.
2. Games will be seven (7) innings in length with a 2-hour time limit. No new inning will start after 2 hours. This applies only for pool play. The last out of the last full inning is the start time for the top of the next full inning for these purposes. All Sunday elimination games have no time limit, 7 innings will be played to completion, including extra innings as needed.
3. If a pool game is tied after the completion of 7 innings, extra innings will be played assuming the time limit has not been reached. 2-hour time limit applies the same once extra innings begin.
4. Teams must have a minimum of 8 players at the start of the official game time or the game will be considered a forfeit.
5. All protests must be handled by onsite umpire, ***if no resolution is agreed upon the protestor needs to notify your Clarence tournament directors before the next pitch is thrown when dealing with Baseball Rules.*** Otherwise the protest is waived.
6. A ten-run mercy rule is in effect after 4 1/2 innings if the home team is winning and every complete inning after that. Game ends immediately upon mercy being triggered.
7. 8. 9. Tie breaker process is listed below.
The home team for all Tournament Pool Play games will be decided by a coin flip.
In all Playoff/Elimination Round games, the higher seeded team shall be the home team.
10. At the end of each game, BOTH teams must text David Zlotnick (603-667-0080) and/or the coaching text thread the final score for both teams. Please do this immediately and once brackets are released for playoffs they will be final, so please monitor scores and standings for errors or omissions as the tournament proceeds.

OFFENSIVE RULES

1. Bunting is allowed at any time during the game. Foul bunts with 2 strikes will be considered an out. Slash bunting (showing bunt followed by a swing) is NOT allowed.
2. Players must avoid contact or slide on a close play. Umpires discretion on all close plays.
3. All bats must be wood or have (-3) BBCOR certification. If a batter is found to use an illegal bat ("used" defined as held the bat in the batter's box for at least one pitch), the batter will be declared out, and the runners will not advance. If the bat is discovered after the player hits, the batter will be declared out, and the runners will return to the positions they were at the beginning of the batter's appearance. If the bat is not discovered until after the next play (i.e., next pitch), play continues with no penalty.
4. Batters may advance as a result of a dropped ball third strike.
5. Lead offs and stealing are permitted.

DEFENSIVE RULES

1. Defensive Positioning: Teams may field nine players on defense (Three outfielders, four infielders, a pitcher, and a catcher).
2. At no time should an outfielder be placed in the infield as an "overshift". No infield "shift" allowed.
3. Defensive substitutions may be made freely.
4. Catchers must be in full protective equipment.
5. There is a catcher and pitcher speed up rule only when there are two outs. Player substituting would be the last recorded out who is not the next inning's pitcher or catcher.
6. Infield fly rule does apply.

PITCHING RULES

1. There are no restrictions for pitching, but please be careful at your own discretion of over pitching your players.
2. Once a pitcher is removed from the mound for any reason, he/she may not return to the mound during that game.
3. Balk rule does apply, no warning.
4. Intentional walks are allowed (tell the umpire and the batter is given 1st base – no pitches need to be thrown).
5. Catcher must wear a mask when warming up pitchers, either on the field or in the bull pen.

EXTRA INNING RULES

1. Each extra half inning will start with a runner on second base and 1 out.
2. The runner will be the last player out from the previous inning
3. Additional innings are played in this manner until a winner is determined

TIEBREAKERS

1. Head-to-head
2. Run differential overall (max 12 per game)
3. Runs allowed overall
4. Runs scored overall
5. A coin flip will be used for a 2-team tiebreaker.

Field Locations

1. **Clarence High School – 9625 Main St. Clarence, NY**
 - a. **Varsity Turf**
 - b. **JV Grass Field**
2. **Goodrich Fields – 5400 Goodrich Rd, Clarence NY**
 - a. **Field 1: near Goodrich road (complete fence with lights)**
 - b. **Field 2: behind the Town Hall**

PARENTS/COACH/SPECTATOR BEHAVIOR

1. All parents, coaches, and spectators are required to behave themselves in an adult-like and sportsman manner.
2. Coaches may NOT argue judgment calls. All umpires' judgment calls are final. An umpire may ask for help from his/her partner umpire in the case of an obstructed view, however, coaches may NOT ask for an umpire to appeal to a second umpire on a "Bad Call".
3. The Manager of the team is in charge of his entire team, including but not limited to his coaching staff, players, parents and spectators.
4. Any player, coach, or spectator ejected from a game is also ejected from the park for the remainder of the game. If an ejected party refuses to leave the site, the game will be considered forfeit (12-0).
5. All protests must be handled by onsite umpire, ***if no resolution is agreed upon the protestor needs to notify the Clarence Tournament Directors before the next pitch is thrown when dealing with Baseball Rules.*** Otherwise the protest is waived.

STANDINGS, GAMES, ROSTERS, AND RAIN

- (a) At the end of each game, BOTH teams must text David Zlotnick (603-667-0080) and/or the coaching text thread the final score for both teams. Please do this immediately and once brackets are released for playoffs they will be final, so please monitor scores and standings for errors or omissions as the tournament proceeds.
- (b) All teams must be available to start a game any time between 8AM and 7PM on Saturday and Sunday. All teams must be able to start games any time between 4PM and 8PM on Wednesday through Friday.
- (c) All games are considered complete after four complete innings. Or, 3 ½ innings if the home team is winning.
- (d) In the event of a rain delay, no game may be delayed more than one hour until the game is called and either rescheduled or terminated. Tournament officials will make this determination. If a game is suspended for any reason prior to reaching complete game status, the game will continue in the situation (score, outs, count, etc.) where it stopped. It will not revert back to a new game.
- (e) In the event of a mid-game Rain Delay of more than one hour, game will be continued immediately after it is determined that field conditions are playable and played until the game has reached complete game status (Four complete innings).
 - a. *If the game is deemed unplayable that day, the tournament directors will determine the course of action based on field availability and scheduling.*In the event all games are not completed, then finished game standings will ***potentially*** apply to final standings.
- (f) *****At the discretion of the tournament director(s) this rule, and in fact any rule listed herein can be amended in the spirit of sportsmanship, fair play, and common sense*****
- (g) In the event of a complete Sunday rainout, the highest ranked remaining seed will ***potentially*** be awarded the Division and Tournament Championships.
- (h) In case of rain or weather that halts the tournament with games left to be played, the tournament directors will do their best and maintain full discretion to seed the teams for

elimination rounds as fairly as possible.

(i) ***All Standings/Games/Rain rules are common sense rules meant to frame out the best way to approach weather-related issues. **The Clarence Directors of this tournament reserve full authority to use common sense and best judgment in the sake of fairness, equality, and sportsmanship when it comes to enforcement of these rules.**

These are not strict, and exceptions can and will be made if necessary to ensure the overall integrity of the entire tournament. Please know we take this role seriously this week and will make all decisions that are in the best interests of the players, families, and teams and strict compliance with these standings/games/rain rules will not necessarily be enforced.***(j) ROSTERS: all teams must submit rosters before the tournament. Players cannot play for more than one team in the tournament. In the event of unexpected hardship such as injuries and/or illness, please communicate with the Directors and we can work out an exception to this rule. The purpose and spirit of this rule to prevent 12u players from other teams being added mid-tournament to the submitted roster. In short you will play with your team and in the event of unexpected hardship be potentially allowed to call up players from a lower age level in your program to ensure you can field a team.