

Ages 13 and Under - 18 and Under: AGE REQUIREMENTS: May 1st, 2021, will be the designated date to determine ages. Players exceeding the age of the Division before May 1st, 2021, will not be eligible to participate in that division. Players can play in a higher age division.

INELEGIBLE PLAYERS: Teams caught using ineligible players during any part of a tournament will be removed from further participation in the event. Ineligible due to falsified age on the team roster and/or lack of verification by proof of a birth certificate. A player cannot play for 2 different teams in the same event regardless of age division. The opponents of the disqualified team will be awarded a forfeit and scored 6-0/7-0 depending on if the game is a 6 inning/7 inning game.

PROTEST FEES: \$100.00 cash (in rule interpretation only). All protest must be done before the next pitch.

GAME TIME: Starting time is forfeit time unless delay is created by tournament director. Games may begin no sooner than 30 minutes prior to the scheduled game time.

HOME TEAM: Will be determined by coin flip in pool play and high seed in Bracket play.

TIME LIMIT: All games have a 1 hour 30 minutes time limit in pool play and up to semi-final games. If home team is ahead, bottom half of inning will not be played if time has expired. Championship games have a 2:15 TIME LIMIT and the home team will be determined by a coin toss. If game is tied after time has expired, the California Tie Breaker will be used. ** Local Tournament Directors may institute a time limit for Championship Games.

SUSPENDED / REGULATION GAMES POLICY Games that do not make it to regulation (3 complete innings for a 6-inning game or 4 complete innings for a 7-inning game) due to weather / darkness will be considered a suspended game and will be resumed (if possible) from the point of suspension at the earliest time available. If there is not enough time to resume a suspended game, it will be considered complete and official at the end of the last complete inning. Below are some further points to help illustrate this policy:

Pool play / Consolation games: If a game is suspended prior to being official and there is not enough time to resume – the game would be considered complete at the end of the last complete inning. If tied at the end of the last complete inning – the game would stand as a tie. Elimination games:

A) If one inning has not been completed and the game is suspended and there is not enough time to resume - the higher seed would advance to the next round.

B) If tied at the end of the last complete inning – the higher seed would advance

C) If tied at the end of the last complete inning and the two teams are the same seed from different divisions entering the game – we would revert back to the tie-breaking system in place

D) If the championship game starts and is not able to complete due to weather/darkness and there is no time to resume – the game would be considered official at the end of the last complete inning.

E) If tied at the end of the last complete inning – the higher seed will be named champions.

RUN RULES: 13U, 14U, 16U & 18U (7 inning games); 8 runs after 5 innings; 10 runs after 4 innings; 15 runs after 3 innings.

EP RULE: Extra Player - Bat 10 players, the EP can go into the field for any of the other 9 players in the. The batting order does not change. Batting the Roster affords the ability to bat the roster and have free subs in the field, but if you lose a player, it will be an out in that spot the rest of the game regardless of the reason for the loss. The batting order does not change.

DH RULE: MLB Rule - You can DH for any player in the line-up.

SLIDE RULE: Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.

PENALTY: The runner shall be called out and may be ejected from the game at the umpire's discretion

PITCHING RULES: For 7 inning 13U a pitcher cannot pitch more than 30 outs in two days. A pitcher who pitches two consecutive days, must sit out one day from the pitching position. If a pitcher takes a day's rest, the 30 outs have been reset. No more than 21 outs in one day. Violation of this rule will result in the Manager and player being ejected out of the game. The game will resume. A pitcher removed from the pitching position cannot return to the pitching position during a game but can re-enter to any other position.

PITCHING REGULATIONS: 14U,16U & 18U there are NO pitching rules.

EJECTION: Players and Coaches will sit out the remainder of that game.

BAT REGULATIONS: High School Bat weight/length differential rule is waived in the 13 and under ages. Approved bats are those which bear the stamp for 1.15 BFI or BBCOR. 14U, 16U & 18U divisions are required to meet high school bat specifications (BBCOR). Wood bats are approved. Any younger teams wishing to play in the 14U,16U and/or 18U divisions MUST comply with the bat specifications for those age groups.

COURTESY RUNNERS: Courtesy runners are available for both the pitcher and the catcher and may be used at any time. Courtesy runner MUST be someone not presently in the line-up (substitution availability not required). The same player cannot run for the pitcher and catcher in the same inning. If you are batting the line-up, the courtesy runner will be the last recorded out. If a team is batting more than 9 players in the line-up and substitutes are available on the bench, the substitute MUST be used as the courtesy runner. Once this requirement is met, then the last recorded out can be used as the courtesy runner. Both of these options are possible in the same inning. REMINDER: This rule was modified to speed the progression of the game.

RE-ENTRY RULES: Starters can re-enter 1 time in a game. Starters and the substitutes which replaced them are married to each other for the re-entry requirements.

TIE BRAKER SYSTEM: Pool play games can end in a tie. If a playoff game is tied after all innings have been completed (or at time limit), the "California" tie-breaker rule will go into effect. Each team puts the batter who is scheduled to bat last in that respective half of the inning on second base, continue hitting from where last out was made, and plays out a full inning. This happens until the tie is broken and the game is complete. *NOTE: The above rules govern play at the State and Local levels. Any rules NOT specifically covered above will be referred to the MLB Official Baseball Rule Book.