

Battle At The Barn Tournament Rules & Conduct

11u Leagues

ALL TEAMS

SPORTSMANSHIP

- 1) FLH3 & ASSOCIATES and AUTERSON BASEBALL Tolerance Policy is in effect for all tournament games
- 2) All players and coaches will be expected to behave in a sportsmanlike manner at all times.
- 3) Any player, coach, or parent/fan, whose conduct is unbecoming or abusive will, at a minimum, be warned and may be removed from the playing field and/or stands at the discretion of the tournament officials and / or umpires.
- 4) Foul or abusive language will not be tolerated under any circumstances.
- 5) **If a parent, player, or assistant coach has been ejected from the field for unsportsmanlike conduct toward another player, coach, or umpire, the Head Coach of that team will ALSO be ejected, and will be subject to disciplinary action by the FLH3 & ASSOCIATES and AUTERSON BASEBALL.**

GAME RULES

Unless noted prior to the event, National Federation High School Rules will be used with the following notations. Auterson Baseball reserves the right to enforce particular invitational tournament rules.

Franchisees may offer rule variations.

- 1) Age Requirement: May 1 will be the designated date to determine ages. Photocopies of birth certificates will be required.
- 2) Protest Fee: \$100 cash (on rule interpretation only).
- 3) Game Time: Starting time is forfeit time, unless delay is created by Auterson Baseball. Game time starts at completion of coin toss.
- 4) Innings/Time Limit: 6 innings or 1 hour 45 minutes
- 5) Home Team: Determined by coin flip in pool play, in playoff rounds the better seeded team will be given choice of home/visitor. Home team is required to keep the official book.
- 6) Run Rules: 13 after 4 innings; 8 after 5 innings
- 7) Player Minimum: A team must start with a minimum of 9 players but can finish with less, taking outs in vacated batting positions.
- 8) Championship Games: No time limit and no "Auterson Baseball Tie Breaker" – run rules are still in effect.
- 9) Pitching Rules (Innings per Tournament):
 - 6 Innings Max per player per Tournament
 - Scorecards must be signed by both team managers to eliminate inning validation problems. (Managers, please help with this process.)
 - No limit on the number of appearances.
 - Partial innings charged: 0 outs recorded=0 inning pitched, 1 out=1/3 inning pitched, 2 outs=2/3 inning pitched
 - Additional one (1) inning per player allowed beginning with the 5th game played by a team
 - Eight warm-ups to start, five thereafter.
 - If pitching rules are violated and the infraction is detected, the situation will be reviewed and consequences will be determined by the tournament director. Consequences may include, but are not limited to, the following: coach and/or player ejections, game forfeiture, removal of team from the tournament, suspension from additional tournaments.
- 10) Infield Warm-Ups: All teams are encouraged to warm-up as much as possible before game time. No pre-game infield.
- 11) Baseballs: Teams must provide all game balls. (Typically two new balls and one used ball per game are sufficient.)
- 12) No steel cleats
- 13) Uniforms: Numbers mandatory, matching uniforms recommended.
- 14) Adverse Weather: The Tournament may be played in adverse weather conditions. The format may be changed to lesser time limits or fewer innings to complete the tournament. Coaches and players accept these conditions when entering the tournament.
- 15) Hotels/Motels/Condos: Teams that leave unpaid bills or damages will be removed from the tournament and reported to their respective leagues.
- 16) Refund Policy: There will be a \$100.00 administration fee charged for complete rain outs; 1 game played = 50% of entry fee; 2 or more games played = no refund.
- 17) Tie-Breaker System: **NON POOL PLAY ONLY:** If a game is tied after all innings have been completed (or at time limit), the "Auterson Baseball Tie-Breaker" will go into effect. Each team puts the batter who is scheduled to bat

last in their offensive half of the inning on second base and plays out a full inning. This happens until the tie is broken and the game is complete.

- 18) No Show: Teams that no-show will forfeit their entry fee and may be subject to suspension from competition in Auterson Baseball events for the remainder of the season.
- 19) All age groups can have an EH (Extra Hitter) if they choose to bat 10. Both a DH and EH may be used at the same time. Teams may choose to bat their entire roster and have free defensive substitution. If this option is chosen, there will be no courtesy runners. An out will be recorded if any batting spot is vacated during the course of the game.
- 20) Courtesy Runners: (Not used if batting entire line-up.) As per NFHS rules, a courtesy runner may be used for the pitcher or catcher. The courtesy runner must be a substitute player that has not been in the game. A courtesy runner may run for either the pitcher or catcher, but not both. Two courtesy runners (one for pitcher, one for catcher) may be used if the team has eligible substitutes for both roles. If there are no substitutes available, there will be no courtesy runner allowed.
- 21) Visits to the mound: As per NFHS rules, each team is allowed three charged visits to the mound within a game. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the three charged visits are used, every trip to the mound will result in the pitcher being removed. A visit is not "charged" when the manager removes the pitcher from the mound. Remember, charged visits are cumulative for the entire game (visits are not tracked "per pitcher"). No restrictions on visits per inning.
- 22) Decisions: The Tournament Director shall have final decision on all tournament questions.

NOTE: PENALTY FOR VIOLATION OF PITCHING LIMITATIONS WILL RESULT IN AN IMMEDIATE FORFEITURE OF THE GAME.

SEEDING PROCEDURE (First Factor: Win-Loss Record)

Two way tie:

- 1-Head to Head between Tied Teams
- 2-Total Run Differential
- 3-Runs Allowed
- 4-Runs Scored
- 5-Actual Run Differential in last pool play Game
- 6-Coin Flip

Three way tie:

- 1-Head to Head (if Sweep)
- 2-Total Run Differential
- 3-Runs Allowed
- 4-Runs Scored
- 5-Actual Run Differential in last pool play Game
- 6-Coin Flip

IMPORTANT : Run Differential Maximum

- 1-Forfeits are scored 7-0
- 2-Maximum run spread per game is 7 regardless of score

FHL3 & ASSOCIATES & AUTERSON BASEBALL will address all disputes