

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.**

REFUND INFORMATION

IN THE EVENT THE TOURNAMENT IS CANCELLED DUE TO INCLEMENT WEATHER, A TEAM, PLAYING NO GAMES, WILL BE ENTITLED TO A REFUND OF THE ENTRY FEE LESS \$25 ADMINISTRATIVE FEE. IF A TEAM PLAYS ONLY ONE GAME, THEY WILL BE ENTITLED TO A REFUND OF ½ THE ENTRY FEE. IF TWO OR MORE GAMES ARE PLAYED BY THE TEAM, NO REFUND WILL BE GIVEN. THE TOURNAMENT STAFF HAS ALLOCATED FIELD TIME SLOTS TO HELP ACCOMMODATE POSSIBLE RAINOUTS AND WILL MAKE EVERY EFFORT TO PLAY THE TOURNAMENT OUT

GAME RULES: Use USSSA rules except for the following

- 1) FLH3 & ASSOCIATES & AUTERSON BASEBALL 2008 Park Rules will be the Official Tournament Rules, unless otherwise superseded within these rules.
- 2) Home Team keeps the OFFICIAL SCOREBOOK. Visiting Team keeps track of the SCORE.
- 3) Normal time limit rules will be in effect for all non-championship games 1 hour 30 minutes or (90min), unless there is a tie.
- 4) All pool play games can end in a tie. Bracket Play still Tied after regulation play will use the International Tie-Breaker (below)
- 5) Championship Games will be 6 innings (11u) unless Mercy Rule or Tie ... **No Time Limit for Championship Games (or "IF NECESSARY" games)**
- 6) Mercy Run rules ARE in effect for ALL games, Including Championship Games.
- 7) Umpires may suspend a game until the following day due to weather or time factors. Suspended games will continue as soon as scheduling permits, and at the exact point of suspension.
- 8) If a player is late to a game, needs to leave early, or is unable to continue because of injury, that spot in the batting order **will result in an out**
- 9) All leagues ... BOTH TEAMS are responsible for updating your game results at the Concession Stand after each game. Brackets will be posted on the Concession Stand White Board.
- 10) **Pitchers' (Innings pitched) MUST be recorded in the Tournament Binder at the Concession Stand AFTER EACH GAME. PENALTY FOR FAILURE TO RECORD - FORFEIT!!!**
- 11) A pitcher must be removed from pitching on the Second trip to mound, in the same inning, for the same pitcher
- 12) **Rules related to the Tournament:**
: Teams should have at least eight players on the field and ready to play when the umpire starts the game. In Tournament Play, failure to field at least 8 players within 15 minutes of game time results in forfeiture.
- 13) EACH TEAM NEEDS TO BRING 3 NEW BASEBALLS FOR EACH GAME PLAYED
- 14) NO ALCOHOLIC BEVERAGES WILL BE ALLOWED

11u LEAGUE:

FORMAT: 2 GAME POOL PLAY, then SINGLE-ELIMINATION tournament

GAMES: Minimum 3 Games (weather permitting)

INNINGS/TIME LIMIT: 6 innings; 1hr 30min

POOLS: One Pool of 6 teams. After your pool play games, you will be seeded using the Seeding & Tie-Breaker Criteria.

BRACKET PLAY: ALL Teams advance to Single Elimination Bracket

HOME TEAM-Pool Play: A Coin Flip will determine the Home Team prior to each game in Pool Play.

HOME TEAM-Bracket Play: Highest Seed is Home Team...if same seed, then Coin Flip will determine Home Team.

MERCY RULES: 13 after 4 innings; 8 after 5 innings

PITCHING RULES:

Max number of innings in one day: 6

Max number of innings in the tournament: 9

Once a pitcher throws 1 pitch to the first batter it's considered an inning pitched

No re-entry of pitcher, including the starter (Pitcher can play a position)

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

IMPORTANT: TO BE ALLOWED TO PLAY YOUR NEXT GAME YOU MUST FILL OUT THE INFORMATION ON THE CARD PROVIDED AND SIGN AT THE BOTTOM.

SEEDING AND TIE-BREAKER CRITERIA:

1-Won/Loss Record

2-Head to Head match up

3-Runs Allowed

4-Run Differential (Max +/- 8 runs per game)

5-Coin Flip

Tie-Breaker Notes:

-Once you advance to the next criteria, you do not return to the previous criteria

-Runs are considered amongst all teams in the pool, not just tied teams

-All tied teams must play vs. each other to use Rule #2

INTERNATIONAL TIE-BREAKER

If the game is tied and time has expired after the required number of innings (allowing for the home team to bat under normal rules), the game will then continue at the top of the next inning using the International Tie-breaker rule...

- Each half-inning begins with ONE (1) OUT

- Each team places their last out (last batted out) of the prior inning on Second (2nd) base

- The batting order will continue on as normal

- The game then proceeds a full inning (or more) until a winner is determined in this manner.

This is NOT a "Sudden-victory" format...the home team always has the opportunity to bat if the visiting team scores

FHL3 & ASSOCIATES & AUTERSON BASEBALL will address all disputes