

GRB Academy Tournament Rules

1. **Age Cutoff: April 30th.** A player's age on May 1st, 2018 is the youngest age level he can play on until August 1, 2018. Teams will consist of no more than 20 players that meet the maximum age requirement in your age group.
2. The following base length and pitching distance will be used for each age group below:
 - 9U & 10U – 46' mound / 65' bases
 - 11U & 12U – 50' mound / 70' bases
 - 13U – 54' mound / 80' Bases
 - 14U+ – 60'6" mound / 90' Bases
3. **Coin Flip:** In Pool Play/Round Robin games only, the home team is determined by a coin flip. In bracket play the higher seed will always be the home team. The home team will be the official scorebook and will compare score each inning with opponent scorekeeper and umpire.
4. Coaches should turn in the winning score to each concession stand and also text in the score of the game with each team to 920-397-0080
5. **Bat Restrictions** – 14u and younger: no barrel bigger than 2 ¾ in diameter.
6. **Game balls:** are provided by GRB Academy.
7. **Minimum Players:** a team must have a minimum 8 players to start the game. If the game is started with eight players, the 9th position player is then an automatic out.
8. **Metal spikes:** allowed for 13 and older only.
9. **Intentional walks:** no pitches need to be thrown.
10. **Dropped third strikes and infield fly rule** are in effect at all levels except 9u. No dropped 3rd strike at the 9u level.
11. **Game time is forfeit time.** For tie breaker purposes forfeit scores will not count, but each team will receive the proper win or loss. We will calculate the average scores for actual games played and incorporate them into the tie breakers. Example; If a team gave up 6 runs in two games and had a forfeit for their third game we would divide 6 by 2 which is 3 and add three runs to the total making the runs allowed 9 and that number will be used for the tie breaker.
12. **Pool Play/Round Robin Play:** 2-3 games. Advancing to the finals can change with each tournament based on number of teams entered in each age group. Seedings from pool play could be done after 2 or 3 games.

The Tournament Game Schedule will be posted on our website for each tournament.
13. **Tie-Breakers:** Seeding in pool play are determined by best record first, then head to head (only if all teams tied have played each other), then run differential with a +8/-8 limit per game, then fewest runs allowed, then runs scored & coin flip last. Tie breakers do not reset when a team advances out of the tie breaker. **Example;** three teams are tied and have not all played each other. Move to the next tie-breaker and head to head is done. Team A had the best differential and they advance, teams B and C have played each other but that does **not** count as we moved past that tie breaker. B and C have the same differential so we move to the next tie breaker etc until the tie is broken.
14. **PITCHING RESTRICTIONS:** There are no pitching rules in terms of innings. Please use your best judgement.

15. **PITCHER REENTRY** – Pitcher may only pitch once per game and can not re enter the game as a pitcher if he was taken from the pitching position during the game at any time.
16. **Manager visits;** A manager is allowed one visit per pitcher per inning. The pitcher must be removed on the second visit. **Managers must ask and receive permission from the umpire before entering the field of play and making a visit to the mound.**
17. **Game length:** All games ages 12 and younger will be 6 innings long. Time limit of 1 hr and 30 minutes or mercy rule. All games ages 13 and older will be 7 innings. Time limit of 1 hour 45 minutes or mercy rule. **No time limit for Championship game.** An inning can be finished, but a new inning cannot be started after the time limit. When the last out is completed determines time limit. **Time limits may be changed by Tournament Director in order to get the Tournament concluded.**
18. **Mercy Rule:** 6 inning game will be: 15 runs after 3inn, 10 runs after 4inn, 8 after 5. 7 inning games will be 15 runs after 3inn, 10 after 4 inn, 8 runs after 5 inn. If the home team is winning by mercy rule at the half inning or during the bottom half of the inning the game is over.
19. **Game called** because of weather: 6-inning game = 3 innings or 2 ½ if home team is ahead. 7-inning game = 4 innings or 3 ½ if home team is ahead, will determine a completed game. Games suspended will begin where it left off, if not an official game as described above.
20. **Extra innings:** in the first extra inning and every ½ inning thereafter, each team will start with a runner on second base. The runner on second will be the last official hitter from the previous inning. Count will start at 1-1 (One ball and One strike). **Extra innings are only allowed if the time limit has not been reached. In pool play there is a maximum of two tie breaker innings. If the game is still tied after the two extra innings the game is over and the tie score is recorded. No inning can start after the time limit has been reached and if the game is tied it will be entered as a tie.**
- **** - In Bracket / POD play if the time limit has been reached, the inning has been completed and the game is tied the extra inning tie breaker rules will be used until a winner is determined, regardless of what inning was being played when the time limit was reached. ******
21. **Courtesy Runners:**
At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out.
- For teams using a continuous line-up, the courtesy runner shall be the player whom recorded the previous out. If no outs have been recorded, the courtesy runner shall be the previous batter not on base. If a courtesy runner is determined to be ineligible, a proper replacement (if available) will be used without penalty. If no proper courtesy runner is available, the pitcher and / or catcher must run for themselves.
22. **Batting Order Rules:** A team may bat any order they like. However, there are no DH. Every player not starting in the field must be classified as an EH.
23. **Re-entry rule:** Position Player starters may re-enter the game once in their original batting order. A pitcher may not reenter to pitch again in the same game at any age level.
24. **Slide rule** does apply and runners must slide or attempt to avoid contact on close plays where a tag may occur. A collision between runner & fielder will be the umpire's decision on ejection, and umpire's ruling is final. A player ejection, based on the slide rule, is for the rest of the game and if the Umpire and Tournament Director determine it was intentional and flagrant they may impose additional game suspensions.
25. **Balks;** Balks will be called at all ages. 1 Warning will be given for each new pitcher from 9-11u. 12u and older no warnings will be given.

26. Unsportsmanlike conduct will not be tolerated: any player or coach ejected from a game for unsportsmanlike conduct will serve the remainder of that game. **Whether or not a player's or coach's conduct was unsportsmanlike will be determined by the umpire and the site supervisor.** Managers and coaches are responsible for the behavior of the entire team, parents included. At the umpire and site supervisor's discretion, unruly fans will be warned once, and then suspended from the ballpark for the remainder of the tournament.

27. Infield warm-up is not allowed. Warm-ups must be done outside the playing field due to time restrictions. Teams can play catch in the outfield if time allows before their scheduled game.

No soft-toss into fences.

28. Protests: to protest a rule interpretation you must put up \$200 cash. The game will be delayed and a ruling made by the Tournament Director. All decisions are final. Judgment calls cannot be protested. For age challenges, a protest must be filed with Tournament Director at least 1 hour prior to the challenged player's next game. The player challenged must show a birth certificate to the Tournament Director. If the challenged team cannot produce a birth certificate before game time then the player is ineligible until the birth certificate is shown. If player is over-age, the team must forfeit all games the over-age player participated in. If protest is upheld, the \$200 will be returned, if protest is denied, you must forfeit the \$200. **All coaches must have your player's birth certificates with you at every game.**

29. Disrespect for the Game: any team caught intentionally giving up runs, losing on purpose or otherwise playing the game to change the outcome of pool play or the finals in favor of another team shall be dismissed from the tournament and reported to their league and any other appropriate sanctioning body. The dismissed team's win/loss record shall stand, and the teams seeded below them will all move up and play, if qualified, based on tournament seeding rules and tie-breaker.

30. Leading off at 9U is prohibited. Runners can not leave until the ball has left the pitcher's hand. Stealing is allowed.

31. All levels (10U-14U) will play real baseball.