



Super East Baseball

2018 Tournament Rules

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

1. **Age Requirement:** A player's age is determined by their age on May 1, 2018.

2. **Roster Rules:**

7u to 14u - Rosters may not exceed 20 players.

15u to 18u - Rosters may not exceed 25 players.

Players may only play in one age division per tournament. For example, a kid can not play on a 13 year old team and a 14 year old team in the same tournament.

Rosters must be submitted through the Tourney Machine site prior to the beginning of the tournament or be sent to supereastforms@gmail.com on an excel spreadsheet ONLY.

3. **Insurance-** All teams must list Super East Baseball, 525 Burnside Ave Ave, East Hartford, CT as additionally insured. All insurance certificates must be emailed to supereastforms@gmail.com 2 days prior to the start of the tournament. Please be sure to note in the subject line team/program name and tournament name.

4. **Protest Fee:** \$100 cash (on rule interpretation only). If you're right, you get it back, if you're wrong, the staff eats well. All protests MUST be settled prior to the next pitch

being thrown.

5. **Game Time:** Starting time is forfeit time, unless delay is created by Super East Baseball. Time starts at completion of ground rules. Please be prepared to start up to 30 minutes before starting time. The SITE DIRECTOR HAS FINAL SAY OF STARTING TIME.

6. **Home Team:** If NOT designated on schedule it will be determined by coin toss prior to ground rules. In playoff rounds the higher seeded team will have choice of being home or visiting team. Home team is required to keep the official book.

7. **Player Minimum:** A team can start with a minimum of 8 players but cannot finish with less. An out will be recorded in vacated batting positions.

8. **Championship Game:** No time limit for Championship Game. Run rules are still in effect.

Playoff Tie-Breaker System: If a playoff game is tied after all innings have been completed (or at time limit), the "California 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. After two complete innings with the runner starting on second base and still no winner, the runner will move from second to third and the inning will be played out. **POOL PLAY GAMES WILL END IN TIES. Extra Innings are not played in pool play EVEN if there is time still remaining on the clock.**

9. **Bat Rule:** 9u-13u; USA or USSSA 1.15bpf Stamped bats only.

14u-18u BBCOR -3. UNLESS playing in a designated wood bat tournament. One piece wood bat only. No bamboo or composite wood allowed

10. **Pitching Restrictions and Rules:**

1 pitch constitutes an inning.

9u-12u: A player may pitch a maximum of 6 innings in a day and a total of 10 innings in a 3-5 day event and a maximum of 8 innings on a 2 day event.

13u and 14u: A player may pitch in a cumulative maximum of ten (10) innings in consecutive calendar days after which that player must not pitch the next calendar day.

15u-18u: No pitching restrictions

Coaches **MUST SIGN THE LINEUP CARD** at the completion of the game to confirm their pitchers innings pitched for 9u-14u. No signature required for 15u-18u.

Pitchers must be pulled on 2nd trip in the same inning.

Eight warm-ups to start, five thereafter.

11. **Infield Warm-Ups:** All teams are encouraged to warm-up as much as possible before game time. NO PREGAME INFIELD. You may use the outfield to hit ground balls and

flyballs.

12. **Baseballs:** Teams must provide all game balls. (Typically two new balls and one used ball per game are sufficient.).NFHS stamped balls for 13u and older.

13. **Uniforms:** Unique numbers mandatory, matching uniforms recommended. Coaches need not be in uniform but must be in proper baseball attire. NO JEANS. Coaches are not required to wear uniforms but must be dressed appropriately while on the field of play or in dugouts (at a minimum team top and team hat). Coaches must wear clothing that distinguishes them from other parents and spectators. Coaches that fail to comply with this policy will be restricted from the dugout area.

14. **Adverse Weather:** All efforts will be made to play all games. By entering the tournament you acknowledge that the Tournament Director shall have final say to all schedule changes. 4 innings will be considered a complete game. Games start 15 minutes after last sight of lightening.

15. **Decisions:** The Tournament Director shall have final decisions on all tournament questions.

16. **Lodging:** We have partnered with TRAVELING TEAMS and have negotiated discounted room blocks at a variety of tournament approved hotels close to our venues. In order for us to keep the event cost down for each team, all Super East Tournaments are Stay to Play events.

All teams traveling to Super East Tournaments that require lodging are required to make their hotel accommodations through Traveling Teams. No Third party bookings (Hotels.com, Expedia, etc.) are allowed.

No team will be added to the tournament schedule until they book their hotels through the Super East web site under the HOTEL button. Teams that leave unpaid bills or damages will be removed from the tournament and reported to their respective leagues.

17. **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. All teams accept this policy upon entering.

18. **All games will have a strict 1:45 hours (9-12u) and 2:00 hours (13-18u) time limit unless noted below.** With regards to the time limit. It is NOT a drop dead time limit. No new inning can start after the time limit has been reached. If the home team is up to bat and is winning the game when the time limit expires the game will end at the point of time expiration. If you start an inning before the time limit, you must finish it. Time starts at the completion of Ground Rules. The umpire and/or Tournament Official is the only one that keeps the official clock. As soon as the 3rd out is recorded in the bottom half of the inning, the next inning officially starts. If there is still time left when the third out is recorded, the next inning will be played.

19. **No Show:** Teams that no-show will forfeit their entry fee.

20. **EH/DH:** All age groups can have if they choose to bat more than 9. Both a DH and EH may be used at the same time. An EH is considered a position player and can enter the

game defensively at any time, while staying in the same spot in the batting order. 10 hitters is the maximum number of hitter in 13u-18u.

8U-12U Teams may also choose to bat their entire roster and have free defensive substitution. An out will be recorded if any batting spot is vacated during the course of the game where no eligible substitute is available.

21. Substitutions: ALL substitutions must be reported to the home plate umpire as they will be in possession of the lineup cards. All pitching changes and courtesy runners must be announced as well to be legal participants in the game. The home plate umpire will notify the other team of all changes.

22. Courtesy Runners:

The team at bat may use courtesy runners for the pitcher and/or the catcher as soon as they reach base. The same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances. A legal substitute must be used as a courtesy runner otherwise the team must use the last batted out if they have no substitutes to begin the game. A player may not run as a courtesy runner for the pitcher and the catcher in the same inning. **NOTE:** An unreported courtesy runner is an illegal substitute.

23. Catchers: Are permitted to wear two piece catch helmets.

24. Balks- There are no warnings for balks, except for 10u in which each pitcher receives 1 warning.

1st to 3rd moves shall be called a balk.

25. Absolutely no tobacco products allowed on the field of play. This includes coaches.

26. Player/Coach/Spectator Ejections: All ejections will carry a 1 game suspension at the discretion of the tournament director.

27. There is only 1 head coach, 2 assistants and a scorekeeper allowed in the dugout area at all times.

28. Intentional Delays: Intentionally delaying a game is unsportsmanlike and will not be tolerated. The umpire as well as the tournament coordinator reserves the right to eject players and/or coaches do to intentional delay. In extreme cases, Super East Baseball staff reserves the right to declare a forfeit to the responsible team.

Super East Tournaments will play the following dimensions

9u-10u: 46' pitching - 65' or 70' bases - 1 hr 45 min - 6 innings

11u-12u: 50' pitching - 70' bases - 1 hr 45 min - 6 innings

13u-18u: 60'6" pitching - 90' bases - 2 hrs - 7 innings

8u- 12u Run Rules:

15 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings.

13u- 18u Run Rules

10 runs after 4 innings, or 8 runs after 5 innings.

All POOL PLAY GAMES - will be able to end in ties. If the time limit expires at the completion of an inning and the game is tied, the game will be recorded as a tie. If all innings are played (8u-12u: 6 innings and 13u-18u: 7 innings) are completed regardless of time remaining and the game is tied, it will be recorded as a tie. **THERE ARE NO EXTRA INNINGS IN POOL PLAY EVEN IF THERE IS TIME ON THE CLOCK.** (example: At the end of 7 innings the score is 1-1 and the teams have been playing for 1 hour and 10 minutes the game is over and recorded as a tie)

If the home team is winning while at bat when the 2 hour limit is reached the game shall be stopped and will be recorded by the score at that time when the game was stopped.

Win = 3pts

Tie = 1pt

Seedings are determined by the following UNLESS OTHERWISE NOTED:

1- A team's overall record

2- If two teams have identical records and have not played one another head to head run differential will determine high seed. (+/- 10 runs is the most and least you can get) ie; if a team gets run ruled 20-4 the losing team will receive a -10 and the winning team a +10

3- If three or more teams are tied with identical records run differential will serve as the first tie breaker to determine seedings. Head to Head will not be used in this case.

4- If run differential is identical between the tied teams the next tie breaker will be least runs allowed. The team that allowed the least amount of total runs in their pool play games will receive the higher seed.

5- If least runs allowed is identical between the tied teams, most total runs scored will determine the higher seed. The team that scored the most runs in their pool play games will receive the higher seed.

6- If the teams are still tied with identical most runs scored, the team with the best "last actual deficit" in their most recently completed game will determine the higher seed.

7- If the last actual deficit is tied a coin flip will decide the higher seed.

****When there are only 2 pools at an age bracket the tournament director has the discretion to advance the top 2 teams only from each pool in which Pool Winners will cross pool versus the runner ups for the semi-finals.**

If there are any questions regarding tournament rules please contact:

Steve Howey

Tournament Director

860-424-7838

supereasttournaments@gmail.com

April 21, 2016