

Total Baseball's Tournament

General Rules

Revised January 22, 2016

1. There will be no warm-up practice allowed on playing field prior to game, but players should stretch, on their own, and are free to utilize additional warm-up areas.
2. **All games have a 1 hour 50 minutes hr. time limit, including ties and playoff games. Game time starts at the end of the Coaches/Umpires meeting.** Games may start early barring a mercy. Teams must be prepared to play no later than 15 minutes after the end of the previous game. Umpires must notify each team's scorekeeper of the official start time, which will start after the managers/umpires meeting. An inning's start time is determined by the time after the last inning's out. A game/inning will end if the time has expired and 1) home team takes the lead 2) home team is leading 3) team can not score more than 10 runs. Game (Championship only) tied at the end of regulation play will immediately go into the international tie-breaker rule, where a runner is automatically placed on second base to start the inning. If a playoff game is tied at the end of the time limit a coin flip will be used to determine a winner. All other games will be considered a tie, except for the championship game. Championship game will not have a time limit except if designated by the tournament director due to field or city rental times.
3. All Leagues will play with a 4-3 count.
4. All coaches must keep a scorecard. **The Home team is the official scorer and lineups should be exchanged 15 minutes prior to game time. Both teams must turn in a designated scorecard to a Total Baseball tournament official.**
5. Two (2) points are awarded for a win, one (1) point for a tie and no (0) points for a loss. Playoff seeds will be determined by: 1) Win / Tie / Loss record 2) Head-to-Head competition (If three or more teams have the same record and all the teams have not played each other then tiebreaker will revert to #3) 3) Fewest runs allowed 4) Most runs scored 5) Coin flip
6. Game time is forfeit time. A team must have eight players at game time to begin, otherwise it will be ruled a forfeit. In accordance with both coaches, a sanctioned scrimmage may occur.
7. Major League Baseball (American League) rules with Total Baseball's modifications will be used. Coaches may review these rules with a Total Baseball official upon request.
8. RE-ENTRY RULES: There will be free defensive substitutions except at the pitcher's position. Players will not be allowed to re-enter the batting line-up in a different spot. In the event that an injury occurs and a team has no eligible substitutes left to play, a player who has used his/her eligibility may re-enter the game.
9. Teams may, prior to the game, list 9 or more players in a batting order. This is optional and cannot be implemented after the game begins.
10. Any player leaving their batting spot in the line-up, other than from an injury, is considered an automatic out at the turn of that at bat.
11. Teams may use any player, not disqualified from the ballgame, to run for the catcher only. However, another player who is currently in the game (defensively) may not run for the catcher, unless a team only has 9 players in which they would use the last batted out or are batting the entire line-up.
12. Pitching limitations- There will be no pitching limitations. Coaches are expected to enforce the safety of their players' arms. Recommended pitching requirements can be found at: Little League Pitching Limits or <http://www.momsteam.com/sports/baseball/safety/2011-little-league-baseball-pitch-count-limits-and-mandatory-rest-periods>
13. Mercy Rule- If a team is ahead by:
 - a. 15 run after 4 innings (7 inn. Game) / after 3 innings (6 inn. Game)
 - b. 10 runs after 5 innings (7 inn.) / after 4 inn. (6 inn.)
 - c. 8 runs after 6 innings (7 inn.) / after 5 inn. (6 inn.)
14. *If the home team reaches the required runs before the end of their at-bats, the game will end immediately.
15. All players must have completed registration forms on file and have their team fee paid in full before they will be allowed to play in a game. Coaches will be notified if they have a player in violation of this rule as far

in advance as possible. No one is allowed to add players to the roster during the tournament. Use of an illegal player will result in a forfeit of the game that the illegal player participated.

16. Any player, coach or spectator that uses foul language while at the field may be removed from the facility immediately. This is the only warning. Total Baseball reserves the right to forfeit any game in the event someone is asked to leave and refuses to. The win will be awarded to the opposing team. In all cases of ejection for all players and coaches, a MANDATORY ONE (1) GAME SUSPENSION SHALL BE ENFORCED. IT SHALL BE THE NEXT GAME, NO QUESTIONS ASKED. Managers MUST control their own players and spectators!
17. NO ONE is permitted to throw equipment- helmets, bats, balls, etc. Anyone caught doing this may be removed from the field.
18. A pre-game coin flip will determine the home team for pool play. Highest seeded team, in the playoff format, will be home team.
19. The Michigan High School slide rule will be in effect for all ages (avoid contact, not slide or surrender).
20. No protests will be allowed. The umpire's judgment will be a final decision.
21. All teams are required to use protective helmets. Batters, runners, and on-deck hitters must have helmets on at all times. Metal cleats may only be worn by ages 13-18u.
22. Catchers are required to wear-full equipment: mask, chest protector, shin guards, protective helmet and an athletic cup.
23. Bat Rules: 8u to 14u can use Small Barrel Bats (2 1/4") or Big Barrel Bats (2 5/8" or 2 3/4"). Bats must meet 1.15 BPF standard marked on the bat or BBCOR certified mark permanently on the bat. 15u to 18u must use Big Barrel Bats (2 5/8" or 2 3/4"), with a -3 drop. Bats must be NHSF approved with the appropriate BBCOR certification marked permanently on the bat.
24. Teams will be limited to 10 runs per inning.
25. There will be one (1) warning per balk / per pitcher in the 9-12u divisions.
26. On the second visit (per pitcher) to the mound, per inning, the pitcher must be removed.
27. 10-12u games will be 6 innings, 13-18u games will be 7 innings or a 1 hr. 50 minute time limit.
28. Teams are required to give the umpire a line-up card/sheet.
29. 9u division teams may have 10 players on the field at one time. Does not apply when 9u is playing in a 10u division.
30. Dropped 3rd strike will be an automatic out at the 10-9u divisions.
31. Ages for each division are determined by the age of a player as of April 30, 2016. International teams age cut-off will be determined by January 1, 2016.

Total Baseball reserves the right to make decisions it feels are in the best interests of its league and participants.

Total Baseball contact information:

Tournament Director- Aaron Knieper (248) 219-8205 / aaronk@totalsportscomplex.com

Total Baseball (248) 668-0166 Total Sports Complex (248) 669-9817

Website (schedules/rules/directions) www.totalsportscomplex.com (Total Baseball / Tournaments tab)

Total Sports Complex 30990 Wixom Rd., Wixom, MI 48393

8u Division-Kid or Coach Pitch

- Pitching mound, 40 ft.
- Bases shall be 60 ft.
- No stealing until ball crosses the plate. No stealing of home.
- Dropped 3rd strike will be an automatic out.

9/10u Division

- Pitching mound, 46 ft.
- Bases shall be 65 ft.
- Steals and lead-offs are allowed.

- Dropped 3rd strike will be an automatic out.
- One balk warning per pitcher.

11/12u Division

- Pitching mound, 50 ft.
- Bases shall be 70 ft.
- Steals and lead-offs are allowed.
- Dropped 3rd strike will be an automatic out.
- One balk warning per pitcher.

13/14u Division

- Pitching mound, 54 ft.
- Bases shall be 80 ft.
- No balk warning for pitchers.

14-18u Division

- Pitching mound, 60 ft.
- Bases shall be 90 ft.
- No balk warning for pitchers.