

Total Baseball's Tournament

General Rules

Revised 2018

1. **THERE WILL BE ABSOLUTELY NO SEEDS OR GUM PERMITTED ON TURF FIELDS. ANY INDIVIDUAL SEEN WITH GUM AND/OR SEEDS WILL RECEIVE 1 WARNING. AFTER 1ST WARNING IS RECEIVED, ANY INDIVIDUAL DISOBEYING THIS RULE WILL HAVE THEIR COACH EJECTED FROM THE GAME. IF TOLD AN ADDITIONAL TIME, THE COACH WILL BE EJECTED FROM THE ENTIRETY OF THE REMAINING TOURNAMENT.**
2. There will be no warm-up practice allowed on playing field prior to game, but players are free to utilize additional warm-up areas to warm-up.
3. **All games have a 1 hour 45 minute time limit, with exception to the Championship Game. 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 innings 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 cannot score more than 10 runs in an inning. Championship game will not have a time limit except if designated by the tournament director due to field or city rental times.
4. All games will play with a 4-3 count.
5. **The Tourney Machine app will keep official record of scores, records, seeding, runs scored, and runs against. Coaches and/or official scorekeepers are liable to be honest and for notifying Total Baseball tournament officials of scores.**
6. All teams 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 immediately following completion of the game.**
7. 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
8. Game time is forfeit time. A team must have nine players at game time to begin, otherwise it will be ruled a forfeit. In the event that an injury occurs a team may play the rest of the game with eight players. The spot of the injured player will be ruled an out if no other players are available to take the spot in the lineup.
9. 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.
10. 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.
11. Teams may, prior to the game, list 9 or 10 players in a batting order. The 10th player is an EH (Extra Hitter). This is optional and cannot be implemented after the game begins. Teams may bat all players. This lineup must be decided before the game and must remain intact throughout the rest of the game.
12. Any vacated batting spot in the line-up is considered an automatic out at the turn of that at bat.
13. At any time, the offensive team may use a courtesy runner for the pitcher or catcher. The courtesy runner must be a player not presently in the line-up. If there are no extra runners available, the courtesy runner will be the player that was the last out recorded. The re-entry status of the courtesy runner, pitcher, and catcher will not be affected by this rule.
14. 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>

15. Mercy Rule- If a team is ahead by:
 - a. 15 runs after 3 innings (7 inn. Game) / after 3 innings (6 inn. Game)
 - b. 12 runs after 4 innings (7 inn. Game) / after 4 innings (6 inn. Game)
 - c. 8 runs after 5 innings (7 inn. Game) / after 5 inn. (6 inn. Game)
16. A mercy rule will be used to complete a regulation game when one team's margin of lead is greater than or equal to the run differential listed above (Rule 13). The home team shall not bat if they are leading and the run differential is met prior to the start of the bottom half of the listed inning. If the home team is batting and meets the required run differential required in the bottom half of the listed inning (Rule 13) the game will be considered a mercy and be over.
17. 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.
18. 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!
19. NO ONE is permitted to intentionally throw equipment- helmets, bats, balls, etc. Anyone caught doing this may be removed from the field.
20. A pre-game coin flip will determine the home team for pool play. Highest seeded team, in the playoff format, will be home team.
21. The Michigan High School slide rule will be in effect for all ages (avoid contact).
22. No protests will be allowed. The umpire's judgment will be the final decision.
23. All teams are required to use protective helmets. Batters, runners, and on-deck hitters must have helmets on at all times.
24. Catchers are required to wear-full equipment: mask, chest protector, shin guards, protective helmet and an athletic cup.
25. 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.
26. Teams will be limited to 10 runs per inning.
27. There will be one (1) warning per balk / per pitcher in the 9-12u divisions.
28. On the second visit (per pitcher) to the mound, per inning, the pitcher must be removed.
29. 9u-12u games will be 6 innings, ~~13-18u games will be 7 innings~~ or a 1 hour 45 minute time limit.
30. No team is allowed to have 10 players on the field at once for defense.
31. Dropped 3rd strike will be an automatic out at the 9u-10u divisions.
32. Ages for each division are determined by the age of a player as of April 30, 2016.
33. A game (in the case of weather or any other severe circumstance) will be 4 innings. If a home team is winning after 3 and a half innings, they will be declared the victors.
34. If the game is called before the 4th inning is completed, and the home team is not leading after 3 and a half innings, the game will be suspended and continued at the exact spot of suspension until the 4th inning is completed or the time limit is reached. Where if tied will be deemed a tie. After starting the game at the exact same spot the original time clock will start again and the time limit will be stopped at the 1 hour 45 min time mark.
35. If a playoff or championship game is suspended due to weather issues, the game will be picked up at the exact point of suspension and follow rule 32 and rule 33.
36. Any rule not covered in this set of rules will be determined by the MLB rule 901C. This gives the umpire the authority to make a judgment that will be final.

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

Total Baseball contact information:

Tournament Director- Jeremy Gooding (734) 679-9505 / jgooding@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

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.
- One balk warning per pitcher.

13u Division

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