**A close up of a sign

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**GUARANTEED ODC - BASEBALL TOURNAMENT INFORMATION**

**Teams must be Registered at the Champions Events website through Tourney Machine.**

**Rosters must be online in your Exposure Events Coach account.**

1. **TEAMS:**
   1. Teams must Check In – One (1) hour prior to 1st Game.
   2. Champions Provides Tournament Insurance.
   3. Teams must bring Official Rosters from their Coach account (Exposure Event) and carry Birth Certs.
   4. Players are only permitted to play for one team in any given division.
   5. A team can-not start a game with less than nine players.
2. **GAME RULES –** *Defer to USSSA*
   1. Both teams are required to turn in scores to the Tournament Director following each game.
   2. Batting:
      1. Use a continuous batting order with free defensive substitutions
      2. Bat 10 + 1 AH; substitute players must receive one defensive inning and one at-bat.
      3. Teams must declare their intentions to the opposing manager and Umpire prior to each game.
   3. Each team will play with 9 players in the field of play.
   4. Distances: 10U: 46/60 | 11U-12U: 50/70.
   5. Bats: USA or USSSA Bats allowed. All Bats must have must have BPF 1.15 / 10U - 2 5/8 max barrel.
   6. If a batted ball hits the netting in foul territory in the air on a hit, it is a foul ball.
   7. Openings in the outfield netting at the emergency exits are a ground-rule double.
   8. Any ball that hits the ceiling in fair territory will be considered a foul ball.
   9. In-field fly rule is in effect.
   10. Players must wear molded cleats, turf shoes, or sneakers.
   11. One on deck batter is allowed on the field down the baseline past the either first or third base coach.
   12. Use the same area for bullpens.
   13. Pitchers are allowed a maximum of 3 innings per game and 6 innings per tournament day.
   14. Pitchers are allowed a maximum of 3 warm-up pitches prior to the start of each inning.
   15. A pitcher replaced during a game cannot re-enter the game as a pitcher.
   16. One live pitch to a batter will be considered as an inning pitched.
   17. Balks; One (1) warning per pitcher in 11U & 12U Divisions. No balks 10u Divisions.
   18. A runner must slide, give up or avoid contact with a defensive player on close plays.
   19. Malicious contact is grounds for ejection from the game and/or the tournament at umpire discretion.
   20. Baserunners may lead off and steal (11U-12U) any base during live play.
   21. No pinch runners are permitted.
   22. Dropped third-strike rule will be in effect for 50/70 age Divisions only.
3. **GAME TIME:**
   1. Coin flip at Home plate prior to each game to determine the home team during pool play.
   2. Playoffs: Higher seed has choice.
   3. 1:15 time-limit (finish Inning) is in effect for Pool Play, Playoffs and Championship Games.
   4. No New Inning can start after 70 minutes.
   5. New inning starts after 3rd out provided the buzzer has not sounded.
   6. Mercy Rule: 12-runs after 4 innings.
   7. 6-run max per inning rule will apply except in the last inning (designated by Homeplate umpire and agreed to by both head coaches) therefore teams can score unlimited runs.
   8. Catcher speed-up rule is in effect. The last batted out may replace the catcher on-base anytime.
   9. Outfield warm-up only; permitted on the field at the start of the first inning only if game is on-time.
   10. Conferences: One defensive per Pitcher. Pitcher replaced upon second conference.
4. **PLAYOFF SET UP**
   1. Tie breakers are as follows:
      1. Head-to-head
      2. Least Runs Allowed
      3. Runs Scores
      4. Run Differential
      5. Coin Flip
   2. Tournament Format
      1. Higher seeds have choice of home or visitor. Dugouts not assigned.
      2. There are NO protests.
5. **MISCELLANEOUS RULES**
   1. No sunflower seeds are allowed in the facility. Gum is NOT allowed on the playing fields.
   2. COACHES- Please have your players clean out their dugouts at end of games.
   3. Spectators viewing area UPSTAIRS only. No one allowed on running track. All Guests must stay behind the blue ropes. THREE COACHES AND ONE SCOREKEEPER MAX STAY INSIDE DUGOUT, NO EXCEPTION.
6. **PARTICIPANT MISCONDUCT AND DISCIPLINE:**
   1. Pinnacle Athletics and Champions Events has a Zero Tolerance Policy towards unsportsmanlike behavior for coaches, players and spectators. The umpire has the right to eject players, coaches and fans and maintain a safe environment.
   2. Any player/coach who is ejected will incur a minimum one-game suspension from play. A second offense will result in the individuals’ suspension for the winter season.

***Champions Events reserves the right to add, modify or change***

***the rules of play at any time to ensure fair play and the safety of all teams and players.***

Download the: CHAMPIONS EVENTS app in the APP STORE or PLAY STORE