

2020 SAFETY & TOURNAMENT RULES

TEAM MANAGERS-HEAD COACHES Be sure you are aware of all rules and rule changes. Champions Events reserves the right to amend these rules at any time for specific tournament play. National High School Federation Baseball Rules (NFHS) enforced with the following exceptions:

TEAM SAFETY RULES

Coaches/Players Responsibilities

1. Coaches are responsible for the actions and safety of their own team which includes spectators. They should ensure all players are adhering to social distancing in and around the dugout as well as other seating areas while not actively participating in the field of play.
2. Coach/Umpire interactions are a part of the game. These interactions should be calm and respectful while remaining at a distance of 6-feet or more.
3. (1) Coach permitted within the dugout. Coaches/Scorekeeper to remain outside of the dugouts at all times. Only uniformed players that day will be permitted in the dugout and surrounding area and must wear a mask.
4. All teams will be required to carry hand sanitizer for use throughout the day and upon completion of each game.
5. All dugouts must be cleaned out and all garbage removed after your game.
6. Once a team has completed play they must leave the park. There will be no lingering to watch other teams.
(NO team meetings will be allowed after games on field)
7. No seeds or gum will be permitted as that encourages spitting.
8. No communal water coolers will be permitted
9. All teams waiting for the next game will be permitted near field with coaches in an open space zone.
10. All open space will be utilized for warmup areas so teams can spread out far and wide.
11. Pre-game meeting with umpire and coaches will be conducted with 6 feet open space zones in place. No handshakes or post game team line-ups. Once the game is over, teams tip caps from dugout area, clean out, sanitize dugout and exit.
12. Mound visits by the catcher or manager only (Not both) will be permitted and all must remain socially distanced.
13. No sharing of equipment will be permitted.

ROSTERS

Teams are required to provide an Official Team Roster using the coaches account in Exposure Events. Teams will not receive game schedules until rosters are in the team account, online, 30 days prior to tournament. Rosters must contain Email addresses and birth dates for all players. Roster size can be unlimited for the number of players on the team. There can be no more than 3 coaches (1 manager, 1 coach, and a scorekeeper) 1 allowed in the Dugout at any time. A team can add to the roster prior to the first game. Rosters are frozen at Check-In.

TIME LIMIT

8U-9U-10U-11U-12U: 6 innings or 1:30 Hours | 13U-15U: 7 innings or 1:45 Hours. 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.

DETERMINING HOME & AWAY

A coin flip will determine the home and away teams. The higher seeds have choice during playoffs. Time starts at completion of ground rules. Please be prepared to start to 30 minutes before starting time. The SITE DIRECTOR OR PLATE UMPIRE HAS FINAL SAY OF STARTING TIME.

CHAMPIONS TIE BREAKER

Game tied after all innings or 1:30 / 1:45 hours the "Champions Tie Breaker" will go into effect. After 6 or 7 innings or time limit expires and there is a tie, the visiting team starts with the base loaded and 1 out. The runners are determined by the 3 players in the batting order that preceded the leadoff hitter for the inning. In order that they would score. Example: If the number 5 hitter is to lead off the inning, then number 4 hitter is on first, the number 3 hitter is on second and the number 2 hitter is third. The home team will bat the same in the bottom of the same inning and this is repeated until there is a winner. Championship Games played in their entirety.

SLIDING

No restrictions on sliding at Champions Tournaments. Shoulder roll or coming up high, would be the only time a runner is called out. Runners must slide or avoid contact at all plays at home plate or be called out. Umpires discretion when a runner makes contact with a defensive player at home plate.

DROPPED THIRD STRIKE

Dropped third strike rule will be enforced in all age divisions except 8U-10U. The batter may advance to 1st if it is not occupied and less than 2 outs or with 2 outs and occupied.

LEADING/STEALING

Baseball: 8U (see 8U Rules) 9U - 10U (46x60) runners may advance once baseball crosses the plate. 11U and 12U (50x70) leading and stealing allowed.

INTENTIONAL WALKS

ALL Age Groups- Inform the umpire of your desire to walk the batter. No pitches must be thrown.

MERCY RULE – ENFORCED IN ALL ROUNDS

6 Inning Game: 10 runs after 4 innings. 7 Inning Game: 10 runs after 5 innings.

TRIPS TO THE MOUND

The pitcher must be replaced on the 2nd trip to the mound in any inning, or on the 3rd total trip in the game.

BALKS

11U-12U: 1 Player Warning. 13U-15U: 0 Warnings.

PITCHING RESTRICTIONS

There are no pitching restrictions at Champions Events Tournaments. Coaches/parents know the players better than we do and we ask that coaches use the MLB Pitch Smart recommendations to ensure player's safety. The MLB Pitch Smart guidelines can be found here: <http://m.mlb.com/pitchsmart/> Coaches, we advise strongly that you use caution with your players, we believe in Pitch Counts NOT Innings. CHAMPIONSHIP GAMES No time limit for Championship Game. Run rules are still in effect.

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.

LINE UPS

Teams can choose to bat entire Roster. Teams can choose to use an Extra Hitter (EH) and or a Designated Hitter (DH). You can have both an EH and DH in the line-up at the same time. Declare at Home Plate.

PLAYING WITH 8/ INJURYS

All games must be started with at least 9 players. A game can be finished with 8 players. Once a team establishes it has 8 players it must finish the game with 8 players. A team cannot play with less than 8 players. Injured Players removed from lineup shrinks the batting order if there are no subs on the roster and teams will not take an out. If a player is ejected a team is forced to take an out each time that player position steps to the plate.

RE-ENTRY RULE

Starters may be replaced by a legal sub and re-enter at any time during the game if they re-enter into the same slot in the original batting line up. Subs leaving the game may not return to play. Pitchers can not reenter as a Pitcher.

COURTESY RUNNER

Courtesy runners allowed for Catcher and Pitcher only. The last batted out must run for the catcher or pitcher. If the player is the pitcher or catcher, the next batted out in the line-up they will be the runner.

BAT REQUIREMENTS

- Aluminum Bats - 8U-12U; USA or USSSA 1.15bpf Stamped bats only.
- Aluminum Bats – 13U-18U BBCOR -3.
- Wood Bats - One-piece wood bat only. No bamboo or composite wood allowed.

TIE BREAKER RULES

1. Overall record (winning percentage). / 2. Head to Head. / 3. Total runs allowed in regulation games.
4. Total runs scored in regulation games. / 5. Coin flip

WWW.CHAMPIONSEVENTS.ORG/TOURNAMENTINFO