

TNT SG War Off 294 Rules

Length of Games:

1. Home and Away teams are determined by a coin flip.
2. 8u-12u will play 6 innings 13u-18u will play 7 innings
3. All games will be 1 Hour 45 mins no new inning from break of coaches meeting
4. Mercy rules are 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings if at any point a team is up more the 20 runs game is final.
5. 1 Balk warning per pitcher 10u-11u NO Balk warnings 12u-14u
6. NO BALKS OR INFIELD FLY WILL BE CALLED AT 8U OR 9U

Base Distances:

9u – 60 Feet; 46 Feet
10u – 65 Feet; 46 Feet
11u – 70 Feet; 50 Feet
12u – 70 Feet; 50 Feet
13u – 80 Feet; 54 Feet
14u – 90 Feet; 60 Feet

Courtesy Runner - Courtesy runner is optional for pitcher catcher at any time. The courtesy runner must be a legal sub or the last batted out if you are batting a continuous lineup. The courtesy runner will **never** be mandatory.

Pitching – No Limits every coach is responsible for their team. Breaking Balls are allowed.

Slashing – Is ILLEGAL

Bats – 8u-14u Must be stamped BPF 1.15 or BBCOR .50 15u-18u must be BBCOR or Wood Bat

Batting Lineups - You will have three options.

1. Hit 9 hitters with a DH or no DH. We will honor the High School DH Rule.
2. Hit 10 with one EH and with or without a DH
3. Hit a continuous lineup with free substitution. See ejections and injuries rules to see what happens when losing a player.

Stealing – 9u only no stealing home unless runner has been played upon and runners can only steal once the ball has crossed the plate. 9u NO LEADOFFS.

8u - Max of 6 runs an inning until the Final Inning. No limit in the final inning. There is **NO infield fly or drop 3rd strike or stealing**

Reporting Scores – All scores shall be texted to **630-280-6792** at the conclusion of the game. If scores are not texted within an hour of completion score will be recorded as a 7-7 tie.

Rosters – All teams must submit rosters prior to the start of the event on our online portal. Failure to do so may result in that team forfeiting all games played. Roster protest must happen while game is happening and not after the fact.

Tiebreakers:

1. Overall Win-Loss Record
2. Head-to-Head (Only applies when two teams are involved)
3. Runs Allowed
4. Runs Scored – Most to Fewest
5. Run Differential (Max of +8 or -8)
6. Coin Flip

Protests - All coaches reserved the right to protest a ruling during game. However, judgement calls cannot be protested. Game must be stopped, and director must be called for a protest.

Ejections:

- 1) If a coach is ejected,
 - a) He/She will be suspended for the rest of that game and the teams next played game **if determined by the tournament committee**. If a coach is ejected from a game, he is ejected from the park and must exit to the parking lot. If coach chooses to remain in park his team will be rewarded a forfeit loss determined by tournament committee.
- 2) If a player is ejected,
 - a) The player shall be suspended for the remainder of the game. If team is hitting a continuous lineup, the player will remain in batting order and his/her team will be forced to take an out. If it is deemed to be malicious contact, or if the player performed in act with intent to injure the penalty will be determined by the tournament committee.

Injuries: If a team is hitting a continuous lineup and a player gets injured and cannot continue to play, his spot in the batting order will be skipped with no penalty. Once a player's spot in the batting order is skipped, the player is out for the remainder of the game and cannot come back into play.

Forfeit Ruling - 13u and up: if a team forfeits a game, it will be scored 7-0. (12 and under 6-0)

1. Tournament Director has the ability to amend forfeit scoring
2. Forfeits cannot better the seed for the forfeiting team

Complete Games and Extra Innings:

- 1) If rain or weather suspends a game. 4 (3 1/2 innings if home team is winning) innings could be considered a complete game in a 6-inning game. Or 5 (4 1/2 innings if home team is winning) innings in a 7-inning game.
- 2) If a game is tied after 6/7 innings and time remains you will be allowed to play one extra inning. After the 7/8th inning if the game is tied it will end in a tie even if time remains.
- 3) Bracket play we will play straight baseball for extra innings.

Any Rules not listed above shall be ruled with by the Federation rulebook.

Refund Policy:

0 Games Played – 100% Refund

1 Game Played - 50% Refund

2 or more games played – 0% Refund

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Any questions please don't hesitate to reach out to me.

All Refunds are in credit format.