



# 2018 Art Wright Memorial Day Tournament Rules & Regulations (13U – 18U)

<http://www.seattleelitebaseball.com>

## **Tournament Information**

- Dates: Thursday, May 24 – Monday, May 28
- Format: Metal bat (13U – USABat; 14U & up – BBCOR); **4 game** guarantee
- Baseballs: Teams are required to supply 2 new and 1 gently used baseball for each tournament game

## **Game Play Rules**

- All rules follow the NFHS (high school) standards unless called out below
- All games are seven innings with a **10-run mercy rule** in effect after 5 innings (4 ½ if the home team is ahead). If tied after 7 complete innings, extra innings should be played until the time limit is reached (see section on Time Limits). Games tied after hitting the time limit will be recorded as ties and count as a ½ win, ½ loss for the purposes of determining the final standings at the conclusion of pool play.
- **Designated Hitter (DH)** – The designated hitter is permitted in tournament competition. We will be using the high school designated hitter rule – you are eligible to DH for anyone in the lineup. If you choose to enter your designated hitter into the field, the player he was hitting for must be removed from the lineup.
- **Extra Hitter (EH)** – The extra hitter is also permitted during tournament competition at all levels. The following rules apply:
  - The EH is just an additional player in the batting order that can move into and out of the field on defense freely. Consider the EH the 10<sup>th</sup> defensive position.
  - Use of the EH is optional and must be declared on the official lineup card submitted to the umpires prior to the game.
  - If a team starts the game with an EH (10 players in the lineup), it must finish the game with an EH. If for some reason (injury, etc) a team that starts with 10 players is left with only 9 eligible players, the spot of the player removed from the lineup will result in an automatic out.
- **High school rules** will be in effect for the following situations:
  - **Substitution (re-entry)** – starters are eligible to re-enter the game in their original spot in the lineup.
  - **Intentional Walks** – teams simply need to request to the umpire to issue an intentional walk.
  - **Sliding** – the force play/slide rule is in effect. Players must go straight into the bag on force play sides; no malicious contact
  - **Possession** – players must have possession of the ball to block a base/plate.
- **Courtesy runners** - Allowed **with 2 outs** for the pitcher and/or catcher. The courtesy runner must be a player not currently in the game. The same player cannot courtesy run for both the pitcher and catcher in the same inning.
- **Pitching Rules**
  - Once a pitcher is removed from the mound, he is ineligible to return to that game as a pitcher, **even if he remained in the game at another defensive position.**
  - **Mound Visits** – 1 visit per inning, 2<sup>nd</sup> visit in an inning must result in a change. No limit per game.
  - **Balks** – big book; balks are live balls until the conclusion of the pitch/play.
  - **Third to First move** – big book - this move is **ILLEGAL** in Seattle Elite Baseball competition.
  - **Limitations** – there are no set limits for pitchers in terms of innings, pitch count, etc. Each team is **highly encouraged** to keep the welfare of their players in mind when making pitching decisions.
- **Bat Rules**
  - **13U** – USABat standards are in play for this tournament
    - Bats must have the USABat certification mark
    - Exceptions include solid one-piece wood bats and BBCOR stamped bats
    - Multi-piece and composite wood bats must have the USA certification mark
    - Each team is responsible for making sure their team bats are legal – this is NOT the umpire’s responsibility. In the case where an illegal bat is used, the batter will be declared out and all base runners returned to their original bases at the start of the at-bat. Subsequent use of an illegal bat will result in the same penalty, along with a coach ejection
  - **14U – 18U** – Bats must be no greater than -3, must be stamped BBCOR



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## Tournament Web Site & App

- Tournament results will be posted on our web site at [www.seattleelitebaseball.com](http://www.seattleelitebaseball.com) under the Tournament section. We will also provide updates on our Seattle Elite Twitter account ([@SeattleElite](https://twitter.com/SeattleElite)) as well as our Facebook page (<http://www.facebook.com/SeattleEliteBaseball>).
- We also have a phone app for our tournaments this year. Simply search 'Seattle Elite Baseball' in Google Play or the iOS store to download the app. Tournament scores, standings, etc. will be updated there throughout the weekend.

## Time Limits

- As we are often on a tight timeline with field availability and back-to-back games, we need to impose the following time limits on all **pool play and consolation** games:
  - **No new inning** will start after 2 hours and 10 minutes. The game clock will start at the conclusion of the pre-game plate meeting and will be kept by the umpires on the field.
  - There is NO drop dead – if an inning starts, it will be played to completion
  - If the game is a tie, and the time limit has not yet been hit, extra innings should be played until the time limit is in effect. Games tied after hitting the time limit will count as a ½ win, ½ loss for the purposes of determining the final standings at the conclusion of pool play.
- Championship games will be played to completion without a time limit. All other bracket games will adhere to the no new inning after 2 hour and 10 minute rule listed above. If a bracket game is tied after hitting the time limit, extra innings will be played to determine a winner.
- **We will attempt to stay on schedule as much as possible.** Teams should do their best to be warmed up and prepared to play at their scheduled game times, regardless of when the game being played in front of them ends. Player health and safety will be first and foremost, but please show a sense of urgency when getting players & pitchers warmed up for your games if the prior game runs longer than expected.

## Player/Coach Conduct

- Any player ejection will result in a one-game suspension, to be served in the next tournament game. Player ejections should be reported to tournament staff by the offending team immediately following the contest.
- Coach ejections will NOT result in a fine or suspension. However, if a particular coach represents his team and the tournament in a way detrimental to sportsmanship and fair play in their dealings with the umpires, the tournament staff reserves the right to apply suspensions/tournament bans as deemed necessary.

## Rainouts/Shortened Games

- Games called due to darkness or rain will be considered complete if 5 innings have been completed (4 ½ if the home team is ahead). Games which are called in the middle of an inning will revert to the score of the last completed inning.

## Conflict Resolution

- As with any competitive situation, conflicts are sure to arise over the course of the tournament. Seattle Elite Baseball & GSL Tournaments are committed to ruling on all conflicts in a way that (1) is fair to the teams involved and (2) good for the tournament as a whole.

## Tournament Contacts

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## **Seeding Guidelines & Tiebreakers**

### **Pool Play Standings**

Pools will be ranked from top to bottom based on pool play record.

- **NOTE:** Any pool play crossover games WILL count in the final standings.

### **Bracket Seeding**

In cases where multiple teams from a pool advance, they will be seeded as follows:

- First place teams in each pool will be compared against each other and seeded accordingly
- Second place teams would be seeded after ALL first place teams, compared against each other and seeded accordingly
- **EXAMPLE:** In a 3 team pool situation where the top two teams advance to bracket play, the first place teams would be seeded 1-3 and the second place teams would be seeded 4-6

### **Wild Card Selection**

In divisions that have a Wild Card advancing to bracket play, all non-pool winners will be ranked based on the criteria above (using pool play record first). The best non-pool winner advancing to the championship bracket as the Wild Card.

### **Tiebreaker Criteria**

If ties exist, the following tiebreaker criteria will be used:

- 1) Head-to-Head Record (in the case of a two-way tie)
- 2) Total runs allowed (ranked fewest to most)
- 3) Run differential (max +/- 8 per game)
- 4) Total runs scored
- 5) Fewest runs allowed in a single game  
(EX) If a team allowed 3 runs in one game and 5 in the other, the tiebreaker score would be 3
- 6) Most runs scored in a single game  
(EX) If a team scored 3 runs in one game and 5 in the other, the tiebreaker score would be 5
- 7) Runs scored in each inning (compare 1<sup>st</sup> inning first, followed by 2<sup>nd</sup>, 3<sup>rd</sup>, etc)

### **EXAMPLE**

- Teams A, B and C all finish at 2-1 in pool play. Since head-to-head record would not break this tie, you move to step 3 above (runs allowed).
  - Team A = 7 runs allowed
  - Team B = 10 runs allowed
  - Team C = 13 runs allowed
- In this scenario, Team A is seeded #1, Team B seeded #2 and Team C seeded #3