

“Sting Shootout” Tournament Playing Rules

Each division will play by “National Federation of High School Playing Rules”. Divisions will play NFHS rules with modifications as noted in the following rules.

Players, Field and Equipment

Team Insurance: Is the responsibility of the individual team.

Birthday Rule: A player cannot turn the next age prior to May 1st.

Team Roster: All teams must submit an initial roster by Thursday, June 6th. Teams must be able to provide a roster as well as proof of age for each player listed on the roster. **There is a maximum of 5 players on a roster from outside of designated city.**

Game balls: Each team shall provide 1 new game ball per game.

Bats

- 8u-13u - Non-wood bats can be BBCOR certified, USA, or have 1.15BPF stamp. Max barrel size of 2 ¾” with no drop restrictions.
- 14u – Bats must be -5 or heavier BBCOR certified, USA, or have 1.15BPF stamp.
- Solid (single, one piece) wood: no restrictions
- All other bats (including bamboo, wood laminate, 2-part wood, hybrids, aluminum, composite, alloys, etc.) **MUST** have BBCOR certification.
- Use of an illegal bat will result in the following:
 - The ball is immediately dead, the batter is out, and runners return to the base occupied at the time of the pitch. The coach is restricted to bench for the 1st time. 2nd violation, the coach is ejected.

Uniforms: Each team must wear full uniforms with numbers on the players’ shirts.

- Shoes. No metal spikes for ages 8-12u.
 - PENALTY: Player will be ejected for the remainder of the game if metal spikes are not removed.
 - 13-14u **CAN WEAR** metal spikes
- No jewelry is permitted to be worn by the players during the game except for religious or medical medals. A religious medal must be taped and worn under the uniform. A medical alert must be taped and may be visible.

Game Preliminaries

Minimum players allowed: A team may start the game with only 8 players, any less and it is declared a forfeit. When a ninth player arrives, he is inserted in the last spot in the batting order. A team that starts with 9 may end with 8 provided there are no eligible players left. If a team starts with 8 players, NO OUT is recorded for the missing player. If a player is ejected or leaves the game for any purpose other than injury or illness and his spot cannot be filled with an eligible bench player, an out will be recorded for every time that spot is due to bat in the order. A spot vacated due to injury or illness that cannot be filled with an eligible player will be skipped.

Lineup submission: Before game time or at the plate meeting, each team will exchange lineup cards. Once the plate meeting is concluded the lineup is official.

Home team determination: For play-in games, the home team will be determined by a coin flip at home plate. Once seeding is established, the higher (better) seed will be the home team.

Age Specific Rules

- **8U** – A regulation will consist of 6 innings. Kid pitch only. NO leading off the bases. No stealing bases. No stealing home on passed balls. No balks will be called. No infield fly. Batter cannot run on dropped 3rd strike.
- **9U** – A regulation game will consist of 6 innings. NO balks will be called during league play. There is NO leading off the bases. Stealing occurs after ball crosses home plate. Runner can steal home on a passed ball. The ball is dead once the pitcher has it on the mound. If the pitcher misses a throw from the catcher or fielder (live ball) runners can advance. First time base runner leaves the base early, umpire will return runner to base and issue a warning. Each following instance base runner(s) will be declared out. There is NO infield fly rule. Batter cannot run on dropped 3rd strike. A continuous batting order can be used if team(s) so desire. This will be optional and each team will need to declare their intent during the ground rules prior to the game.
- **10U and above** - A regulation game will consist of 6 innings. A continuous batting order can be used by a team(s) and must be declared prior to start of game. Balks: One warning per pitcher for 10U and 11U; no warning for 12U and 13U.

Field Dimensions

- 8U (43' mound – 60' bases)
- 9U & 10U (46' mound - 65' bases).
- 11U & 12U (50'6" mound - 70' bases).
- 13U (54' mound – 80' bases)
- 14U and up (60'6" mound – 90' bases)

Gameplay

Regulation Games

- 8U-14U: Regulation game is 6 innings. Official game is 3 ½ innings.

Time Limit

- 8U-14U games will have a time limit of 120 minutes with no innings starting after 110 minutes.
- No time restrictions for Championship games.

Mercy Rule

- 15 run differential after 3 innings.
- 10 run differential after 4 innings.
- 8 run differential after 5 innings.

Regulation Ties: Pool play games can end in a tie after 6 innings, or if the game is tied with the time limit completed before six innings played.

Weather/Darkness: A game called by Weather or Darkness will be considered complete after 3 ½ innings. All other games will be attempted to be made up if the tournament schedule allows.

Lightning Safety: From the time of thunder or lightning flash is observed, play shall be suspended for a minimum of 20 minutes from the last sound of thunder or observed lightning flash.

The Batter

Designated Hitters: (DH) are NOT USED during tournament play.

Extra Hitters: (EH) may be used during play. The additional hitter may bat in any spot in the batting order and may be inserted into the field during the game. The use of the EH must be declared before start of game. The team using the EH will bat 10 and field 9. There must be 10 batters the entire game unless you lose your 10th player to an injury or illness. A spot vacated due to injury or illness that cannot be filled with an eligible player will be skipped. If a player is ejected or leaves the game for any purpose other than injury or illness and his spot cannot be filled with an eligible bench player, an out will be recorded for every time that spot is due to bat in the order.

Continuous Batting Order: May be used if team(s) so desire. This will be optional and each team will need to declare their intent during the ground rules prior to the game. If a player is ejected or leaves the game for any purpose other than injury, an out will be recorded for every time that spot is due to bat in the order. If a player is injured and a team does not have a sub, then that players spot in the order will be skipped and the next batter will be up. The team will not be penalized an out because of the injury.

The Runner

NO MALICIOUS CONTACT: Malicious contact is defined as contact between a runner and fielder where there is deliberate intention of the runner to injure the fielder to keep from being tagged out by the fielder. Runners are not required to slide, but if a runner elects to slide, their slide must be legal. Jumping, hurdling and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. If fielder is not lying on the ground, all those attempts are illegal. No player will initiate any contact with another player.

- **PENALTY:** The player is out and if in the judgment of the umpire, such contact is deemed to be flagrant, the offending player will be ejected. Legal slide on a force play, the runner shall slide on the ground in a direct line between the two bases, or away from the fielder to avoid making contact or altering the play of the fielder. With less than two (2) outs, the runner is declared out as well as the batter-runner. Any other base runners shall be returned to the bases they occupied at the time of the pitch. With two outs, the runner shall be declared out and the batter-runner credited with a fielder's choice. Violations result in outs; flagrant violations result in ejection.

Courtesy Runner: With two (2) outs the team at-bat may use a courtesy runner for the catcher to help speed up the game. The runner will be the last recorded out in the lineup.

The Pitcher

Pitching Restrictions: 9u-14u pitchers will be limited to 4 innings per game. 8u pitchers will be limited to 3 innings per game. No daily inning limits. A pitcher can pitch in multiple games as long as they stay within per game limits.

- **1 pitch = 1 inning. That is the only restriction in place.**

Scoring, Record Keeping and Standings

Official Scoring: Both teams are required to keep their own score, including the innings pitched. Scorekeepers are responsible for comparing scored every inning and working out discrepancies. In the case of an unresolvable dispute, the Home team's book is considered the official book.

Reporting Score: At the conclusion of the game the winning team will text the tournament director the final scores. **330-472-7450**

Tournament Standings: Bracket seeding after pool play will be determined in order by:

1. Win-Loss record
2. Head to head (Only if 2 teams are tied. More than 2 teams is run differential)

3. Highest run differential (8 Run Max)
4. Fewest runs allowed
5. Coin flip

Sportsmanship

Ejection: Ejection of manager, player, coach or fan is from a game; he shall leave the field immediately and take no further part in the game. Manager, player or coach will serve at minimum a one (1) game suspension. This is to be served during the next game (umpire and/or opposing mgr. is to notify commissioner of the ejection. Tournament board will have final say on length of suspension according to the severity of the actions by the person suspended.