



Tournament Rules

Refunds:

- No credit, nor refund if a team cancels their tournament participation with less than 10 days notice.
- Credits to future events are provided if cancellation is requested with 10-30 days notice. Credits can be provided if cancellation is made 30+ days in advance.
- In the event of inclement weather, a 25% refund is provided if one game is played. No refund if two games are played.

East Coast Baseball can declare a winner & consider a game complete after the team that is behind has batted 4 times.

Baseballs:

- Each Team must provide NFHS quality baseballs, however, each team is gifted six baseballs upon arrival to start off their weekend.

Pitching Rules:

- Follow Pitch Smart. No Pitching affidavit/reports submitted.
- Mound Visits: coaching staff can make 1 mound visit per pitcher per inning without needing to remove the pitcher from the game.

Time Limits:

- 1-Hour-50; games in pool play can end in a tie. Consolation games are also 1-Hour-50 and can end in a tie.
- **Semi-Finals and Championship – no new inning after 2 hours.**
- If tied after 7 innings or time expired – bases loaded, 1 out tiebreaker.

Substitutions:

- Teams can bat as many players as they want. However, if a player becomes injured and exits the game, they are “out” each time their place in the lineup occurs.
- There are free defensive substitutions. Any starter can re-enter if they are subbed, but a non starter is not able to re-enter if they are ever taken out of the offensive lineup.
- Follow rules with DH as outlined by NFHS.
- Courtesy Runners can be used for the pitcher and catcher at any time; only a player that is not in the game can be a courtesy runner. If a team does not have an available substitute, the last out can be used.

Mercy Rules:

- 12 after 3 innings, 10 after 4 inning, and 8 after 5 innings

Tie Breakers:

- 1) Head to head (if only two teams are tied)
- 2) Total Runs Allowed
- 3) Runs Scored
- 4) Fewest Runs Allowed in first game of tournament

Winning your pool does not necessarily give any sort of seeding priority; depends on tournament format.

Bat Rules:

14u-18u: Drop -3 BBCOR Only. Metal/Composite or Wood bat also allowed. Wood bats must be composed of a single piece of wood.

13U: Drop -5 or Drop – 3. Bats must be USABat, or have the USSSA/NTS Stamp BPF 1.15 Certification. BBCOR and Wood bats also allowed.

1st violation - Batter is pronounced out and ejected from game with head coach.

Rosters:

- All players for the weekend must be listed within the team's Game Changer for opening game #1. If a player is not listed in GC as a team member for Game #1, they cannot play in any other subsequent games.
- Players also cannot be listed on more than one roster.

All other rules align with standard NFHS rules (balk, communication devices, etc)