

# **Father & Son Tournaments (F&ST) Rules & Procedures**

F&ST Tournament follows National Federation High School Rules for all tournaments unless otherwise specified below.

## **1) Registration**

All teams registered for the F&ST Baseball tournament must submit a completed roster form and provide verification of proof of insurance that list F&ST as additional insured prior to their first game.

## **2) Eligibility**

Player's birthdates must meet the age requirements of their respective age divisions. A player's tournament age is based on the age they are as of May 1. Players cannot be double rostered in the same age division. Each team must bring a copy of the official state-issued birth certificate for each player. At all times, the team manager must keep the birth certificates of all players with him. If any player does not have his birth certificate, he/she cannot participate in the tournament. If a team caught using a player that is older than the cutoff for the division, that team will forfeit every game that player has played in. All teams are to check in one hour before your 1st game at your game site to turn in your signed roster and make sure your bracket/schedule has not changed.

## **3) Time/Game Limit**

All tournament games in pool play and playoffs will have a time limit. Championship games will not. The time limits are as follows:

8U	1 hour and 30 minutes / 6 Innings
9U, 10U, 11U & 12U	1 hour and 45 minutes / 6 Innings
13U	1 hour and 50 minutes / 7 Innings
14U, 15U, 16U, 18U	2 hours / 7 Innings

### **NOTE: SEE THE 10 MINUTE RULE BELOW**

If an inning ends and there is 10 minutes or less left in the time limit, the game will be over (this will apply to all games except Championship game).

Example: If home team is winning and has got the visiting team out and there are 10 minutes or less left in the time limit, the game is over. If home team is winning and batting with 10 minutes or less left, the game is over and will be called at that point. If the home team is losing, and the inning started with more than 10 minutes, home team will be able to finish the at bat.

### **NOTE: THIS IS NOT A DROP DEAD TIME RULE.**

If a new inning has started prior to the time limit, then that inning will finish. No new inning can start after the time limit. If the game is tied at the end of regulation and time is remaining, the game will go to extra innings. Games in pool play will end in a tie after the time limit. Game time will start on the 1st pitch. In Bracket (single elimination) play, if the game is tied at the end of regulation and time is remaining, the game will go to extra innings. When the time limit hits in single elimination and both teams are tied, we will play one extra inning. If after the one extra inning there is still a tie, we will go to a Texas Shootout. The last three batters to have an official at bat from the previous inning will be placed on the bases. The last batter to have an official at bat will be placed on first base. The second to last batter to have an official at bat will be placed on second base. The third to last batter to have an official at bat will be placed on third base. The inning will start with 1 out. Each batter will start with a 2-2 count and the inning will be played out. If tied after 1 inning of the Texas shootout, innings will continue

under same format until there is a winner. Innings pitched will be counted in the overall totals. Championship Games will be played out normally with no time limit and no tie breaker.

**\*\*\*WEATHER LINE IS 304-669-1979\*\*\***

**\*\*\*TIME LIMITS MAY CHANGE DUE TO WEATHER\*\*\***

#### **4) Playoffs/Tie Breakers**

Seeding results will be available on the website after completion of pool play.

If teams are tied after pool play, the following process will be followed:

- A. Head-to-Head (only if 2 teams are tied. 3 or more, go to next tie breaker).
- B. Fewest Runs Allowed.
- C. Run Differential (will be capped at +7-7 per game).
- D. Coin Flip.

#### **5) Pitching**

The number of innings a pitcher can pitch through 4 games:

9 & 10's = 6, 11 & 12's = 6, 13's = 7, 14's = 8, 15, 16 & 18's = Unlimited

- Teams that use Game Changer will be asked to share stats for verification.
- Scorecards must be signed by both team managers to eliminate inning validation problems.
- One additional inning per pitcher for every game played after 4 games. At the start of the 5th played game = 1 additional inning, 6th = 1 more inning, etc.
- No Limit on the number of appearances.
- One pitch will be considered an inning pitched.
- Eight warm-ups to start, five thereafter.
- Once a player is removed from the mound, he/she cannot return to the mound in the same game.
- Second trip to the mound in the same inning results in removal of the pitcher.
- If a player plays in 2 age divisions, pitching will be limited to the # of innings allowed per the actual age of the player – Example: A player is 12 and plays on a 12u and 13u team, innings will be limited to 6.
- If a team only plays 4 games – Extra inning for pitcher will be available in Game 4.

If a pitcher goes over the # of innings and this is contested, the penalty will be:

- A. If/when it is contested, the player is removed from the mound. Any pitches thrown to the current batter will be considered a balk/illegal pitch and runners will move up one base. The coach is removed for the remaining of the game.
- B. The Manager of the offensive team has the option for the batter at the time the pitcher is removed to either take 1<sup>st</sup> base or continue to bat with a new count.
- C. If it is caught after the game, the outcome of the game will stand. Once the game is complete, the innings may not be contested.

#### **6) Balks**

There will be no warnings on balk calls. Umpire discretion may be used on younger ages.

#### **7) Re-entry**

Defensive: Each team will be allowed unlimited substitutions in the field. A player does not have to be in the batting order to play the field.

Offensive: You may bat nine players, your entire lineup, or anywhere in between. Teams may have an EH (extra hitter) and/or may utilize a DH. After the start of the game, you cannot change the number of batters you have, it must remain the same for the whole game. If you bat your entire lineup and a player should get thrown out, or injured, and no substitute (a player not in the batting order) remains then you must take an out in that spot. Once a sub bats or runs for a player in the batting order, then those two players are locked into that position. From then on one of those two must hit/run in that spot only.

A team must start with a minimum of 9 players but can finish with less.

## **8) Home Team**

In pool play a coin flip will determine who the home team is. In playoffs and the championship, the high seed will have their choice of being the home or visitor. If two teams should have the same seed, then a coin flip will determine home team.

## **9) Scorekeeping**

- A. Each team's manager must prepare 1 written copy of his lineup listing first and last names and numbers of all players and substitutes prior to each game. Lineups then must be provided to the opposing team's manager. If a player is listed on the roster turned into Tournament officials but not on the line-up card, the player will be eligible to play.
- B. The Official Scorebook is to be kept by the home team. Both teams should confer after each inning to confirm the score.
- C. A completed score sheet must be filled out and signed by both managers after each game and presented to the tournament director(s). The home team will be responsible for the score sheet. Coaches may be asked to text in scores vs using the score sheet. Please make sure this is done so that we can make sure we stay on top of the scores and post the results ASAP.

## **10) Slide Rule**

A player may slide headfirst into all bases. In the event of a close play the runner must avoid contact. On double plays a runner must slide straight into the bag, not past the bag, or to the side to make contact. If a player does make contact sliding past the bag or to the side, then that player and the runner, to where the defensive player was trying to make the play, are out and the sliding player may be ejected. All close plays and slides are at the umpire's discretion.

## **11) Baseball Cleats**

Metal spikes are allowed only in divisions 13U and older. For games played on field 3 at the Bridgeport Rec Complex, the pitchers must wear Tennis Shoes or Rubber Spikes on the Portable mound.

**NO METAL SPIKES ON TURF FIELDS (Loria, The Bridge, etc.)**

## **12) Bat Restrictions**

F&ST will not be changing the bat policy for 2022. We have adopted the new USABat stamped bat along with current bat rules – All bats that are USSSA, Little League, Cal Ripken, Pony, etc. approved containing 1.15bpf stamp and the new USABat are approved.

Exceptions to this rule:

- 8U,9U,10U divisions all bats -5 or greater must be stamped BPF 1.15 USSSA or USA Baseball. There are no restrictions on weight or length provided the bat has “BPF 1.15” stamp.
- 11U & 12U all bats -5 or greater must be stamped BPF 1.15 USSSA or USA Baseball. There are no restrictions on weight or length provided bat has “BPF 1.15” stamp- this applies only if 11U & 12U are playing 50/70.
- 11U & 12U MUST not exceed 2 5/8” barrel bats and must contain the 1.15bpf stamp (USSSA or USA Baseball) if pitching distance is 46’ mound.
- 13U division all bats -5 or greater must be stamped BPF 1.15 USSSA or USA Baseball. There are no restrictions on weight or length provided the bat has “BPF 1.15” stamp.
- 14U and older will follow WV High School Rules (BBCOR -3).
- Bat rules apply to the age division you are playing in (not the age of the player or team).

If a player/team uses an illegal bat, the penalty will be:

- A. Umpires will ask at the plate meeting prior to the game if both teams are properly equipped.
- B. If this is caught during the game, the bat will be removed and the batter at bat will be considered out.
- C. If the illegal bat is contested after the game – the outcome of the game will stand. Once the game is complete, the bat may not be contested.
- D. If this happens during a 2<sup>nd</sup> game, the Manager will be removed from the remainder of the tournament.

### 13) Protests

- A. Judgment calls by the umpire cannot be protested, rules only may be protested, and must be decided before resuming play.
- B. A \$100 cash protest fee must be presented to the tournament director at the time of the protest.
- C. A protest is only "Official" if accompanied by the \$100 and done before the next pitch.
- D. Protests include questioning a player's age.
- E. If the protest is upheld, then the \$100 will be refunded.

### 14) Entry Refunds

There will be no entry refunds for withdrawal from the tournament within 21 days of the start of the event. Refunds due to weather postponement will be calculated by the number of games played. The weather refunds will go as follows:

#### 3 Game Guarantee

0 games played:	Entry fee minus a \$75 administrative fee
1 game played:	50% of the entry fee
2 games played:	No Refunds

### 15) Dugouts

Please help keep the tournament fields and common areas clean. Please be sure to pick up all your team's trash after the game.

### 16) Ejections

- A. All ejections are at the umpires' discretion.
- B. The Manager/Head Coach shall be ultimately responsible and accountable for the conduct of his players, assistant coaches and fans.
- C. NO WARNINGS will be given to coaches, players, or fans for unsportsmanlike or unruly behavior.

- D. Upon ejection, the coach, player, or fan must completely leave the premises. If a coach, fan or player refuses to cooperate with umpires or the site director, play will be stopped and could result in a team forfeit.
- E. Any coach, player, or fan ejected from more than one game will not be permitted on the premises for the rest of the tournament.

### **17) Official Game**

All games are official after the completion of the 1st inning. If a game should be called due to darkness, or weather and the 1<sup>st</sup> inning has been completed and the game can be restarted, the game will restart where it left off. If the game is called due to weather, etc. and will not be completed, and it is the middle of an inning, then the game will revert-back to the score from the previous inning if the first inning has been completed. In the Championship game, if the score was tied at the end of the last completed inning or if the 1st inning of the game is not completed due to weather, the higher seed will be named Champion.

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### **18) Mercy Rule**

8U, 9U, 10U, 11U & 12U Age Divisions  
12 after 3 innings / 10 after 4 innings / 8 after 5 innings

13U & UP Age Divisions  
15 after 3 innings / 12 after 4 innings / 10 after 5 innings / 8 after 6 innings

### **19) Format Alterations**

F&ST Tournaments reserves the right to alter, change, or abbreviate tournament formats, when necessary, in order to complete the tournament. This includes, but not limited to, shortening time limits in order to maintain the game schedule and to ensure all games. All changes, etc. will be made at the Tournament Directors discretion.

**Monday will be used as a RAIN MAKEUP DAY for the Memorial Day Tournament only (Bracket Bash)**

### **20) Intentional Walk**

All ages do not have to throw a pitch. When play is live, just inform the umpire to put the batter on 1<sup>st</sup> base.

### **21) Baseballs**

All teams are required to supply two "used" or "new" baseballs at the beginning of each game. Teams are responsible for chasing their own baseballs during games.

### **22) Courtesy Runners**

Courtesy Runners for pitcher and catcher must follow rule #7 and may be used regardless of # of outs. If there are no players available on the bench, then you may use the last recorded out as a courtesy runner.

### **23) Division Rules**

13 & UP divisions will play leads and steals. 8, 9 & 10'S will play no lead offs and will not play drop 3<sup>rd</sup> strike.

11 & 12's will play lead offs at 70' / no lead offs at 60' - 11 & 12's will play drop 3<sup>rd</sup> strike rule at both distances.

<u>*8, 9, 10,11 &amp; 12 Yr. Olds</u>	<u>11 &amp; 12 Yr. Olds</u>	<u>13 Yr. Olds**</u>	<u>14 &amp; UP</u>
60' bases	70' bases	80' bases	90' bases
46' mound	50' mound	54' mound	60' 6" mound
6 inning game	6 inning game	7 inning game	7 inning game

\* See Rule #26 for balance of 8U rules which will address the mound

\*\* 13 Yr. old games may be played on 60/90 fields if weather conditions exist (all attempts will be made to play at the 54/80 distance)

All attempts will be made to play 11U and 12U games at 50/70 – may vary per tournament depending on field availability.

In Divisions 12U and under, the fake bunt and swing (slash bunt) will NOT be allowed.

## 24) Infield/Outfield

There will be no infield/outfield practice prior to tournament games.

## 25) Gate Fees

There will be a \$5 entry fee per day for those age 12 and older (excludes Coaches and Players)

## 26) 8U Division

- Pitching coach must keep one foot on or behind the line marked on the field. The distance is 38 feet.
- The youth defensive pitcher must be standing on the mound within a 9-foot circle (if available).
- At all times, there will be a courtesy runner for the catcher. Last out made.
- 6 pitches/3 strikes. If 6<sup>th</sup> pitch fouled, then batter will continue to bat until a ball is put into play or 3<sup>rd</sup> strike is made.
- Batted ball hits pitching coach the ball is declared dead and 1 base is given.
- No bunts or infield fly rule.
- Defensive team can have 1 coach on each baseline in outfield and they shall remain in foul territory.
- Defensive team must stop lead base runner (not attempting to advance) at which time umpire shall call time after every play and declare ball dead.
- Runner gets 1 base if ball goes under or gets caught in the fence.
- 10 players allowed on defense.
- 6 runs per inning or 3 outs / unlimited runs in 6<sup>th</sup> inning of any game (Mercy rules still apply).
- 8U games will be played with regulation baseballs. “Soft” or “Compression” baseballs, otherwise known as “T-balls/C-balls”, are not permitted for use.
- Time Limit – see rule #3.
- Mercy Rule – see rule #18.

## 27) Bridgeport, WV Hotels located within 5 minutes of the Recreation Complex Include:

Best Western	107 Lodgeville Road	304-842-5417
Hampton Inn	1515 Johnson Avenue	304-842-9300
Holiday Inn Express	20 Sweetbrier Lane	304-979-9022
Microtel Inn & Suites	201 Conference Center Way	304-808-2000
Sleep Inn	115 Tolley Drive	304-842-1919
Super 8	168 Barnett Run Rd	304-842-7381
Towneplace Suites by Marriott	101 Platinum Drive	304-842-3600
Wingate Inn	350 Conference Center Way	304-808-1000

Courtyard By Marriott	30 Shaner Drive	304-842-0444
Comfort Suites	285 White Oaks Blvd	304-933-3390
Springhill Suites	97 Platinum Drive	304-842-5200
Days Inn & Suites	112 Foley Ave	304-842-7371
Hawthorne Suites	75 South View Drive	304-848-8700