

## **Danielle Rosano Tournament Official Rules**

- Courtesy Runners may be used for the Catcher only with two outs. The courtesy runner must be either a substitute or the last batted out.
- Must slide /avoid contact rule. A player must slide or attempt to avoid contact on all close plays (umpire discretion).
- Tie Breakers will be first done by head to head then if still tied it will go by least runs allowed.
- Teams will flip a coin during pool play to determine home or away. Higher seed in the playoffs will be home.
- Teams must arrive at least 15 minutes prior to games. If the team does not show up in time for the game they will forfeit. However if the team is traveling from another, forfeiting will not occur.
- Bats must be BESR, BBCOR or Wood.
- No size and weight restrictions on bats.
- Coaches have the right, at any time, to call a Director to a field for a rules interpretation (Director Call). This does not include JUDGMENT CALLS made by the umpires. This action is to be taken in lieu of protests. In order to properly handle each Director Call, play must be stopped and the Director must be called BEFORE the next pitch. If the disputed call involves the last play of the game, the protesting team must appeal before the umpires leave the confines of the field.
- Sportsmanship code: Promote good sportsmanship both on and off the field and encourage lifelong friendships.
- Any player ejected from a game can be suspended for the following game (umpire discretion).
- All teams must supply helmets, practice baseballs, bats, catching gear, pants and safety equipment.
- Game balls are provided. All foul balls must be returned to the umpire. Homerun balls may be kept.
- Three innings (equal at bats) will be a completed game during severe weather.
- Remember that it's for charity and let's try to make this a good weekend of baseball.
- Coaches have the option of using a universal batting order or to have subs.
- All Championship games will be played at Levitt

### 10u

- Will play 46' mound 60' bases.
- No balks, dropped 3<sup>rd</sup> strike or leading
- Stealing after the ball crosses the plate
- Six Inning games
- 12 run mercy rule after four innings
- Infield Fly Rule in effect
- 2 hour time limit

### 11u and 12u

- Will play 51' Mound 75' Bases
- Drop 3<sup>rd</sup> Strike
- Leading and Stealing
- No Balk Warnings

- Six Inning game with a 12 run mercy rule after 4 innings
- Infield Fly Rule
- 2 hour time limit

14u and 15u/16u

- 60' Mound 90' Bases
- High School Rules
- Seven Inning Games
- Mercy Rule: 12 after 4 innings, 10 after 5 innings
- 2 hour 15 minute time limit