



TOMAHAWKS SPRING SWING

11U & 12U Tournament Rules

Tournament Directors: Steve Stutz (619) 823-1246
 Chris Roulley (716) 713-1839

Pre-Game Rules

1. Each team must have a completed roster turned into the Tournament prior to the start of their first game. Teams should have copies of all players birth certificates with them at all times during the tournament.
2. Each team must have an up-to-date copy of Insurance, listing Tomahawks Travel Baseball Inc. as an 'Additional Insured' on file with the Tournament prior to the start of their first game.
3. Prior to the start of a team's first game, the Team Manager will meet with a Tournament Director to make sure all paperwork is on file.

General Rules

1. Any rule not specifically addressed in these rules will be automatically referred to the Cooperstown Dreams Park rules.
2. Managers and Team Captains for both teams will meet 5 minutes prior to the game to go over ground rules with the umpire.
3. All pool play games will begin with a coin flip to determine the home and away team. The team traveling the farthest will call the coin flip. Home/Away teams for all Sunday games will be determined by seeding.
4. All games will be considered complete after 4 complete innings (unless 15-run mercy rule is in effect).
5. Games will be six (6) innings in length with a 1 hour and 55 minute time limit. No new inning may begin after 1 hour and 55 minutes has passed from the first pitch of the game. All games, with the only exception being the Sunday Championship Games, will have this limit. The umpire is the official time keeper, and time limit rulings cannot be protested.

6. Pool play games can only finish in a tie if the time limit has expired. Teams that reach extra innings before the time limit has expired are required to play extra innings until the time limit is reached.
7. Any protests or rules in question must be addressed immediately, during the game, with a Tournament Director. A protest is null if made after a pitch has been thrown.
8. Questions regarding rules and game play must be addressed during ground rules with the umpire, where the umpire becomes the judge and interpreter.

Mercy Rule

1. A 10-run mercy rule is in effect after 4 complete innings and every complete inning thereafter (or 3.5 innings if the home team is winning).
2. A 15-run mercy rule is in effect after 3 complete innings (or 2.5 innings if the home team is winning).

Scores & Tiebreakers

1. Both the winning and losing coach must text their scores to 619-823-1246 with both team names and age groups listed in the text message.
2. In the event of a disputed score, the Tournament Directors will ask to see a scorebook. It is the responsibility of both coaches to make sure that both teams have the same recorded score.
3. All scores, standings and game updates will be uploaded to the Spring Swing website (www.tomahawksspringswing.com). It is the coach's responsibility to make sure that the scores are recorded accurately. The website will be the official score and record keeper for the seeding rounds.
4. All scores will be final 60 minutes after the conclusion of the final pool play game. Once Sunday seeds are released, all scores will be FINAL. There will be no disputing of scores after this time.
5. The Tiebreakers are as follows:
 - A. Overall Record
 - B. Head-to-Head Record
 - C. Run Differential
 - D. Runs Allowed
 - E. Runs Scored
 - F. Coin Flip

Equipment Rules

1. All bats must have a barrel diameter of 2 5/8" or smaller.
2. Metal bats, wood bats or composite bats are allowed.
3. Any player who uses an illegal bat during an at bat will be immediately called out at the time of the appeal by the opposing coach. If a batter sees one pitch while using an illegal bat, regardless of whether or not the batter makes contact with a pitch, the batter will be called out after an appeal.

Offensive Rules

1. Teams may choose to bat:
 - A. Their entire roster
 - a. Teams choosing to bat their entire roster:
 - I. May substitute freely on defense.
 - II. Use the last batted out as a runner for the catcher speed-up rule.
 - B. Their 9 defensive players plus 1 extra hitter (EH) to form a 10-man lineup.
 - a. Teams choosing to use the extra hitter:
 - I. Only players in the original starting lineup may re-enter the game and may do so only once. Any player who does not start the game in the starting lineup may only enter the game once. If a player who was not in the starting lineup is entered into the game and then removed, they may no longer enter for that game, even in the case of an injury.
 - II. Any player in the starting lineup who is removed from the game may only re-enter the game in their original spot in the batting order.
 - III. Any player who is not in the lineup may be used as a runner for the catcher speed-up rule. Any player in the lineup is not allowed to run for the catcher in this scenario.
 - C. Only their 9 defensive players.
 - a. Teams choosing to bat only their 9 defensive players:
 - I. Only players in the original starting lineup may re-enter the game and may do so only once. Any player who does not start the game in the starting lineup may only enter the game once. If a player who was not in the starting lineup is entered into the game and then removed, they may no longer enter for that game, even in the case of an injury.
 - II. Any player in the starting lineup who is removed from the game may only re-enter the game in their original spot in the batting order.
 - III. Any player who is not in the lineup may be used as a runner for the catcher speed-up rule. Any player in the lineup is not allowed to run for the catcher in this scenario.
 2. The use of a Designated Hitter (DH) is prohibited in this tournament.
 3. If at any time a legal substitution cannot be made for a player who cannot take his/her at bat, that slot in the batting order will become an out.
 4. This is a no-contact tournament. At no time is it permissible to run into a position player. Runners are required to avoid contact.
 5. Catcher Speed Up Rule:

- A. A courtesy runner may be used for the catcher any time the catcher for the next inning gets on base.
 - B. A courtesy runner can be used with 0-outs, 1-out or 2-outs.
 - C. Use of the courtesy runner is not mandatory.
 - D. If a team uses a courtesy runner for a player, and that player does not enter the game as the catcher in the next half inning, a forfeit will be declared, and the offending team will be charged with a 10-0 loss.**
 - E. The courtesy runner must be ready to take the batter's place immediately. Umpires will not delay the game to allow a courtesy runner onto the field. If a courtesy runner is not prepared to run, the catcher will continue as the runner until the courtesy runner is ready to enter the game.
6. Fake bunts are prohibited in this tournament. If a player squares to bunt, that player must make an attempt to bunt the ball or pull back their bat. **A player may not square to bunt, pull their bat back, and then swing at the incoming pitch.**
- A. A player is considered to have "squared to bunt" at the point their bat enters the strike zone.
 - B. Should a player square to bunt, pull their bat back and then swing at a pitch, the umpire will immediately rule the play dead, and the batter will be called out. No runners will be allowed to advance.

Defensive Rules

1. Dropped third strike is in effect.
2. Infield fly is in effect.
3. At no time can a team over shift any player to create a fifth infield position.
4. Fully blocking a plate or a base with possession of the ball is allowed; however, if any player blocks the plate or base, the outside edge of the player or body part that is blocking the plate/base becomes the outside edge of the plate or base.
5. The "catch-and-carry" rule is not in effect.
 - A. If a player catches a fly ball in the field of play, and their momentum carries the player out of the field of play, any runners on base will NOT automatically be awarded an extra base.
 - B. Base runners are permitted to tag up to take an extra base.

Pitching Rules

1. There are no pitching restrictions in this tournament. Coaches are encouraged to use their best judgment when utilizing their pitchers.
2. A Pitcher who has been removed from the mound may not re-enter the game as a pitcher. That player may play any other position on the field.
3. There is no hit batsmen rule.
4. Pitchers must be dressed in full uniform and may not wear wristbands or undershirts which are not of like color to their uniform.
5. Balk Warnings:

- A. 11U – Each pitcher will be afforded one balk warning per game.
- B. 12U – There are no balk warnings for this tournament.

Schedules & Rain Out Policy

1. All teams must be available to start a game on Wednesday or Thursday at 6PM.
2. All teams must be available to start a game on Friday at 4PM.
3. All teams must be available to start any game on Saturday or Sunday between 8AM and 7PM.
4. In cases of rain during games, the games will be considered “In Delay” until the field reaches its point of saturation. Once a field is determined to be saturated past the point where normal maintenance can be performed, tournament officials will begin the rescheduling process.
5. If rain or weather halts the tournament with games left to be played, teams will advance into the Sunday brackets using the following tiebreakers:
 - A. Winning percentage
 - B. Runs allowed per games played
 - C. Runs scored per games played
 - D. Run differential per games played (total run differential divided by number of games played).
6. In case of rain on Sunday, the tournament may choose to advance higher seeded teams once a point is reached where it is certain that each game cannot be played.
7. In the event of a complete Sunday rainout, the top 2 seeds in each bracket may be asked to return on Monday to finish the tournament.
8. Every effort will be made to complete the Tournament Championship brackets.
9. Rain-Out Refund Policy:
 - a. If the tournament is cancelled due to weather and a team plays no games, the team will receive a full refund, minus a \$75 administrative fee.
 - b. If a team completes one game in the tournament, and the rest of their games are cancelled due to weather, a refund of 50% of the team’s registration will be given.
 - c. There will be no refunds if a team starts their second game of the tournament.

Standards of Conduct

1. Foul language towards an umpire, tournament official or player/coach of an opposing team by any player, coach or spectator will not be tolerated. There will be no warning of ejection when a player, coach or spectator uses foul language directed at any other person involved in the tournament.
2. Malicious contact of an umpire or tournament official by any player, coach or spectator that is deemed to be non-accidental will result in an automatic tournament ejection for the offending player, coach or spectator.



Tomahawks Spring Swing

T-Shirt Order Form

\$18/Shirt Pre-Sale

Shirts are navy blue, dri-fit & short sleeve.
Adult & Youth sizes available.

| <u>Size</u> | <u>Quantity</u> | |
|-----------------|---------------------|--|
| Youth Small | | |
| Youth Medium | | |
| Youth Large | | |
| Youth X-Large | | |
| Adult Small | | |
| Adult Medium | | |
| Adult Large | | |
| Adult X-Large | | |
| Adult XX-Large | | |
| Adult XXX-Large | | |
| | Total Shirts | |
| | x \$18 | |
| | Amount Owed | |

****Shirts will be on sale at tournament for \$20****

