



WNY DOUBLE PLAY INVITATIONAL

14U Tournament Rules

Tournament Directors: Steve Stutz (619) 823-1246
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General Rules:

1. Unless otherwise noted, the official National Federation of State High School Associations rulebook will be used.
2. Game schedules will be available 14 days prior to the first game of the tournament. All teams will play the following schedule:
 - a. Two pool play games Tuesday, Wednesday or Thursday evening.
 - b. Double Elimination Playoffs begin Friday morning at 8AM and continue on Saturday. Championship Game(s) will be played Sunday.
3. NOCSAE high school standard catchers gear and baseballs are not required for this event. 1-piece catcher's masks are required (no 2-piece skull cap & mask styles).
4. 90' bases and 60' pitching mounds
5. All games are 7 innings. A game is considered "full" after 4 innings.
6. BBCOR certified bats only.
7. Metal spikes are permitted.
8. Teams are not permitted to take infield prior to the start of games.
9. Home team will be decided in pool play games by coin flip. Seeding will determine the home team in the playoffs.
10. The home team will be responsible for keeping the official score book.
11. The winning team is responsible for reporting the score to the Tournament Directors.
12. Pool play and playoff games will have a 1 hour and 50-minute time limit. No new inning can be started after the 1 hour and 50-minute mark. There will be no time limit for the Championship Game(s).
13. Mercy Rule:
 - a. 12 runs after 4 innings

- b. 10 runs after 5 innings
 - c. Home team, if losing, will be given the opportunity to bat before mercy rule can be applied.
- 14. Tiebreakers:
 - a. Pool play games can end in a tie if the game is tied at the end of the time limit. If the game is tied after 7 innings, extra innings can be played if time allows.
 - b. Playoff games that are tied at the end of the time limit will use the following tiebreaking format:
 - i. Place last out from the previous inning on 2nd base. 1 out on the batting team. Each batter will start with a 1 ball and 1 strike count. Play full innings until the tie is broken.
 - c. The Championship Game(s) will have no time limit and no tiebreaker rule. Game(s) must be played until a winner is determined. The mercy rule still applies.
- 15. Tournament Directors reserve the right to shorten games, time limits and playoff formats in the event of inclement weather.
- 16. If a player and/or coach are ejected, they will be assessed an additional 1 full-game suspension. The player and/or coach must serve that suspension during their team's very next game.
- 17. Protests will be handled on field only by contacting a Tournament Director. A \$100 fee must be presented with the protest and will only be returned if the protest is upheld. Tournament Director ruling will be final with no opportunity for appeal. No protest can be filed once play has resumed.

Offensive Rules:

- 1. Batting Order Options:
 - a. Teams may bat 9 players and are permitted to use a Designated Hitter (DH) for any defensive player in their starting lineup. Use of the DH is optional and must be declared when the starting lineup is submitted. The player being DH'd for is not permitted to bat for the remainder of that game.
 - b. Teams may bat 10 players using the Extra Hitter (EH). The EH will be considered a defensive position and may be substituted freely on defense. Re-entry will be allowed once for any starting lineup player as long as that player returns to their original spot in the batting order. Players who are not in the starting lineup cannot re-enter the game once they have been removed. Teams that elect to bat 10 may also use a DH. The player being DH'd for is not permitted to bat for the remainder of that game.
 - c. Teams may elect to bat their entire roster; however, in doing so, any player who cannot appear at the plate to start their at bat will be an automatic out.
- 2. Injury Substitution
 - a. For teams that are not batting their roster: In the event that a player becomes injured or is ejected, and all eligible substitutions have been exhausted, the opposing coach will select a player to re-enter the game for that player. The batting order does not shrink as a result of an injury or ejection.

- b. For teams that bat their entire roster: if no valid substitutes remain, an out is taken in that vacated spot. In the event a batting order becomes less than 8 batters, a forfeit with a score of 7-0 will be declared. Teams cannot, at any time, play with less than 8 defensive players.
- 3. Courtesy Runners
 - a. A courtesy runner may be used for the catcher of record at any point in the game, as follows:
 - i. If a team is batting their entire roster: the courtesy runner must be the last batted out.
 - ii. If a team is not batting their entire roster: the courtesy runner must be a player that is not in the lineup. A player that did not start and has been removed from the game may still be used as a courtesy runner.
- 4. Baserunners must attempt to avoid contact at all times. It is the umpire's discretion as to whether the contact was avoidable. If the umpire determines that the baserunner did not attempt to avoid contact, the baserunner will be declared out. If the umpire determines the contact to be excessive and/or intentional, the player may be ejected from the game.

Defensive Rules:

- 1. Pitching Restrictions
 - a. There are no pitching restrictions in this tournament. Coaches should use their best judgment when utilizing pitchers.
- 2. A Pitcher who has been removed from the mound may not re-enter the game as a pitcher. The player may play any other defensive position.
- 3. Pitchers must be dressed in full uniform and may not wear undershirts or wristbands that are not of like color to their uniform.
- 4. Intentional walks are awarded automatically. 4 pitches do not need to be thrown.
- 5. There are no balk warnings.
- 6. Fully blocking home plate or a base is allowed if the defender has possession of the ball; however, if a player blocks home plate or a base, the outside edge of the player or body part that is blocking home plate or the base will be considered the outside edge of home plate or the base.
- 7. 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 and the defender must return to the field of play before throwing the ball to another player.

Seeding and Playoff Format

- 1. Playoff seeding will be determined by the following:
 - a. Overall Record
 - b. Head-to-Head Record
 - c. Run Differential

- d. Runs Allowed
 - e. Runs Scored
 - f. Coin flip
2. This is a double elimination tournament, with playoffs beginning Friday morning. Teams will be eliminated from the tournament once they have lost two times during playoffs.
 3. The Championship game will be played between a team with no losses and a team with 1 loss. In the event that the team with 1 loss wins the game, a second game will be played to determine the Champion. A team must lose twice in the playoffs to be eliminated.
 4. The Playoff Bracket will be posted 30-minutes after the completion of Pool Play on Thursday evening.

Rain-Out Policy

1. In cases of rain during games, the games will be considered “in delay” until the field reaches the point of saturation. Once a field is determined to be unplayable, tournament officials will begin the reschedule process.
2. In cases of rain during playoffs, the tournament may choose to advance higher seeded teams once a point is reached where it is certain that each game cannot be played.
3. Rain-Out Refund Policy:
 - a. If the tournament is cancelled due to rain 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, the team will receive a 50% refund.
 - c. There will be no refunds given if a team plays two games.