

# **TOURNAMENT RULES/PROCEDURES**

## **TEAM ROSTER:**

The enclosed Approved Roster Form must be completed and sent/faxed to the Cocoa Expo by October 14, 2008. Each team's roster must not exceed 20 players/4 coaches and must include the following information: full name (first and last name), date of birth, uniform number, and position. Also, each player must fill out a Participant Waiver Form with a valid parent/guardian signature.

- ***PARTICIPANT WAIVER FORM*** – Each player must complete the Participant Waiver Form in order to play in the tournament. This form must be completely filled out. NO PLAYER WILL BE ALLOWED TO PLAY WITHOUT A VALID PARENT/GUARDIAN SIGNATURE ON THE PARTICIPANT WAIVER FORM.
- ***BIRTH CERTIFICATE/PASSPORT*** - The team delegate must present a copy of the birth certificate, driver's license, passport, or AAU Cards for each player listed on the approved roster form. The tournament technical committee will check each document against the roster. The coach will be required to carry said documents to each game and be prepared to produce documentation in the event of a protest regarding participation of an athlete. Failure to produce proper documentation at the game site will result in game forfeiture. ANY TEAM FOUND TO BE USING AN INELGIBLE PLAYER WILL BE REMOVED FROM THE TOURNAMENT AND FORFEIT ALL GAMES.

All players must be of the proper age as of May 1<sup>st</sup> of each year.

<u>Age Group</u>	<u>Born On or After (For 2009)</u>
18 & Under	May 1, 1990
16 & Under	May 1, 1992
14 & Under	May 1, 1994
13 & Under	May 1, 1995
12 & Under	May 1, 1996
11 & Under	May 1, 1997
10 & Under	May 1, 1998

\* Following verification of the athletes by the technical committee there will be no changes of roster permitted under any circumstances for the duration of the tournament.

## **TOURNAMENT HOUSING LIST:**

Each coach must turn in the enclosed Tournament Housing Form. This form must be fully completed before the team will be allowed to play their opening game.

## **GAME SCHEDULES:**

Teams may find out their schedules and game times by calling Cocoa Expo Sports (321) 639-3976, Ext. 11 on Wednesday October 15th between 9:00AM and 5:00PM or by visiting Cocoa Expo Sports' website at <http://cocoaexpo.com/baseballtournaments>. No schedule information will be available prior to this date. Due to possible late cancellations, transportation problems, etc. the schedule is subject to change right up until the tournament begins. All teams should be prepared to play their first game on Friday October 17th, at 3:30PM.

## **TOURNAMENT FORMAT:**

All games played on Friday and Saturday will be pool play games. Sunday, October 19th Medal Round Play begins. The Tournament Director reserves the right to alter the tournament format, schedule and field assignments as he sees fit, in the event of inclement weather or other extraordinary circumstances.

## **TOURNAMENT REGULATIONS:**

Unless otherwise noted, the Cocoa Expo Fall Classic will be governed by National Federation of High School rules. The Following exceptions to National Federation rules apply:

- **Game time:** is forfeit time, unless the delay is caused by the tournament. Game time starts after the umpires meeting.
- **Championship Game:** in each age division will have no time limit. Run rule remains in effect.
- **Home team:** will be determined by coin flip. The umpires do not need to be present for the coin flip.
- **Infield warm-up:** There will be no pre-game practice allowed on the game field. Teams may use any non-tournament field and batting tunnels (if available) to warm-up prior to games.
- **Baseballs:** the tournament provides all game balls. The umpires will bring the balls to the field with them.
  - Each team is responsible to retrieve and return all foul balls on their side of the field to the home plate umpire. In order to keep the games moving, on deck batters must retrieve all balls that go back to the screen.
- **Cleats:** 10 & under, 11 & under and 12 & under are not allowed to wear steel cleats.
- **Bat Restrictions:** The bat restrictions are as follows:
  - **16 & Under, 18 & Under:** The NHFS rule pertaining to bat size and length shall apply.
    - The High School Bat Rule is currently (-3).
  - **10 & Under – 14 & Under:** No bat restrictions apply
- **Protests:** permitted at time of incident only, with \$100.00 to be posted. Game will not continue under protest. Protest committee will rule immediately on all protests. If the protest is not upheld, the \$100.00 fee will be forfeited. Roster challenges will be treated as a protest.
- **Pitching Restrictions:** No pitching restrictions apply (coach's discretion).
- **Playing for multiple teams:** A player will be allowed to play for multiple teams as long as the teams are in different age divisions. No player will be eligible to play for multiple teams in the same age division.
- **Ejections:** These penalties are for "ordinary" ejections. The tournament committee reserves the right to hand out stiffer penalties for extraordinary circumstances i.e. fighting, contact with umpire, etc.
  - Any player or coach ejected from a game will automatically be suspended for the next game.
  - Any player or coach ejected from a second game shall be suspended for the remainder of the tournament.
- **Adverse weather or rain:** Cocoa Expo Youth Baseball Tournaments may be played in adverse weather conditions. The tournament director reserves the right to change the tournament format as he sees fit in order to complete the tournament in the scheduled time period.
  - In the event that a game is stopped because of weather or other reason, the following applies:
    1. Before becoming a regulation game, it is declared a suspended game and shall be resumed at the exact point of suspension and played to completion (time limit and tiebreaker rules apply).
    2. After a game has become a regulation game, it shall be ruled a complete game
    3. When tied after becoming a regulation game, it shall be declared a suspended game and shall be resumed at the exact point of suspension and played to completion (time limit and tiebreaker rules apply).

❖ The tournament director has the authority to cancel or not complete any pool play game that has no bearing on advancement to medal play.

- **Forfeits:** If a team forfeits a game during pool play, they **will not** be eligible for medal play.

## **SPECIAL RULES:**

These are rules that are unique to the tournament at Cocoa Expo Sports.

- **EXTRA PLAYER "EP" Rule:** may be utilized for **all age divisions**.
  - A player may be (it is not mandatory) designated as an EXTRA PLAYER. The EXTRA PLAYER is a 10<sup>th</sup> man in the batting order. The designated EXTRA PLAYER may bat in any position in the batting order. The EXTRA PLAYER must be selected prior to the start of the game, and his/her name must be included on the line-up card presented to the umpire-in-chief and the official scorer. **Failure to declare an EXTRA PLAYER prior to the game eliminates the use of an EXTRA PLAYER for the duration of that game.** During the course of a game, the player designated as

the EXTRA PLAYER may enter the game in a defensive role for any defensive position, the player being substituted for defensively can become the EXTRA PLAYER, or another non-starter who has not played in the game may enter the game as the EXTRA PLAYER. **The player entering the game in a defensive position and the new EXTRA PLAYER must remain in their original positions in the batting order.** If a pinch hitter or pinch runner is used for the EXTRA PLAYER, that player becomes the new EXTRA Player.

- **Tied Games:** All **pool play** games that are tied before the time limit has expired will continue until there is a winner or time expires whichever happens first. All pool play games that are tied after the time limit has expired will end in a tie. There will be **NO tie-breaker for any pool play games**. When the game ends in a tie, each team will be awarded with ½ of a win and ½ of a loss.
- **Tie-Breaker:** All **finals** (quarter, semi, 3<sup>rd</sup> place) games that are tied when the time limit is invoked will go to a tiebreaker. The tiebreaker format is as follows:
  - If, after the completion of the time limit, the score is tied in a finals game, the following tiebreaker will be played to determine a winning team:
    - Starting with the top of the next inning and each half-inning thereafter, the offensive team shall begin its turn at bat with the player who made the last out the previous inning being placed on second base. Both teams will get a chance to bat.
  - **There is no time limit on championship games.**
- **Tiebreaker Scoring for finals games:**
  - After the completion of seven innings, none of the runs scored in the (8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup>, etc.) tiebreak innings will have bearing on the final score except for the winning run(s). The final score will be the score at the completion of seven innings plus the winning run(s).
  - The difference in the final score of all games determined by tiebreaker will be one run unless the final run was scored via homerun. In this case ALL runs scored from the homerun will have bearing on the final outcome of the game.

The 10 & Under Youth division will have **no** leads or steals prior to the pitch crossing home plate.

(Any base runner leaving the base before the ball reaches home plate is out (Umpire decision). Once the ball has reached home plate, players can leave the base and advance at their own discretion.)

The 11, 12 & Under Youth Divisions **will** have leads and steals permitted prior to pitch.

- ❖ The tournament director shall have final decision on all tournament questions.
- ❖ The Tournament Committees interpretation of the aforementioned rules and regulations shall be final.
- ❖ The Tournament Committee reserves the right to decide all tournament matters.

## **DISTANCE**

### **TIME LIMITS**

### **RUN RULE:**

Age Group	Pitching	Base	Time Limit/Innings	Run Rules
10 & Under	46'	60'	1 hour & 45 minutes 6 innings	10 runs after 4 *15 runs after 3
11 & Under 12 & Under	50'	70'	1 hour & 45 minutes 6 innings	10 runs after 4 *15 runs after 3
13 – 18 & Under	60'    6"	90'	2 hours & 15 minutes 7 innings	10 runs after 5 *15 runs after 4

**Time Limit:** is defined as no new inning may start after the time limit expires. Should an inning begin before the end of the time period and carry beyond the time limit, the inning will be played in its entirety. Time starts after the umpires meeting.

**Complete game:** 10, 11, 12 & Under – 3 1/2 or 4 innings

13 – 18 & Under – 4 1/2 or 5 innings

**POOL  
TIEBREAKER**

**ALL TIES AFTER THE POOL ROUND SHALL BE SETTLED AS FOLLOWS: IN  
ORDER**

1. Head to Head competition (between teams tied, 2 teams or more)
2. Fewest runs allowed in the games played between the teams tied
3. Team that gave up the least amount of runs in all pool games
4. Runs Scored

**The following procedure is to be used when, at the conclusion of each round of pool play, there is more than one team in the pool with the same win-loss record.**

**A.** When two (2) teams tie for a position:

1. The team which defeated the other is ranked higher.

**B.** When three (3) teams tie for a position:

1. If one of the three teams is 2-0 in games against the other 2 teams, that team is ranked higher.
2. If all three teams are 1-1 against each other:

a. The tied teams are ranked based on the least number of runs allowed in pool games **between the tied teams.** If two of the teams are still tied on this basis, **use situation (A)** to rank those two teams. If all three teams are still tied, proceed to b.

b. The tied teams are ranked based on the least number of runs allowed in all pool games. If two of the teams are still tied on this basis, **use situation (A)** to rank those two teams. If all three teams are still tied, proceed to c.

c. The tied teams are ranked based on the most runs scored in pool games between the tied teams. If two of the teams are still tied on this basis, use situation 1 to rank those two teams. If two of the teams are still tied on this basis, **use situation (A)** to rank those two teams. If all three teams are still tied, proceed to d.

d. The tied teams are ranked based on the most runs scored in all pool games. If two of the teams are still tied on this basis, **use situation (A)** to rank those two teams.