



Cocoa Expo Sports Center Youth Baseball Tournament Rules



Game Times - Teams must be at their field, dressed and ready to play, at least 30 minutes before their scheduled start time. The tournament director reserves the right to start games early if the field is available and there is the threat of inclement weather or other unforeseen circumstances.

Time Limits – The 8:U-12:U age groups will have a 1:45 time limit. The 13:U-18:U age groups will have a 2 hour time limit. No new inning will begin after the time limit has been reached. The time starts at the finish of the umpire/coach plate meeting. It is the responsibility of the head coach to know what the official start time is before every game. There will be no time limits on Championship Games. In the National Invitational Championships, there will be no times limits on Championship and Semi-final Games. **Stalling will not be tolerated. If the umpires or tournament directors feel a team is intentionally stalling the game they reserve the right to forfeit the team.**

Complete Game – If a game has been shortened due to severe weather, lighting malfunction or any other unforeseen circumstances, the Cocoa Expo Sports Center will do everything in their power to complete the game as scheduled. However, in the event the game cannot be completed, the Cocoa Expo Sports Center considers a contest a complete game as long as 3 innings have been completed. The final score is determined by going back to the last completed inning. If both teams were tied at the end of the last completed inning, the game will be registered as a tie. If the game is an elimination game, and the last completed inning was a tie, the higher seed going into the game is determined the winner.

Tie-Games (Pool Play) – In pool play, if two teams are tied at the end of regulation (time limit or innings) the game will be recorded as a tie. Each team will receive a ½ win and ½ loss.

Tie-Games (Elimination Play) – In bracket play, if two teams are tied at the end of regulation the game will be finished using the Cocoa Expo tie-breaker rule.

Tie Breaker Rule:

- The last 3 hitters from the previous inning will load the bases
 - The last hitter will be on 1st base
 - The hitter before him will be on 2nd base
 - The hitter before him will be on 3rd base
- Normal substitution rules apply to all runners and batters
- The hitting team will start with one out
- Play will continue using this format until one team is ahead at the end of an inning.

Rosters Limits – In the weeklong, National Invitational Championships, each team must have at least 11 players and 2 coaches. In the 3-day, weekend tournaments each team must begin with at least 9 players and 1 coach. In the 14 and under age groups a roster may not exceed 20 players. In the 16 and older age groups, teams may have up to 25 players on their roster. If for whatever reason a team drops down to 8 healthy players, they may start and play the game with only 8 players. However, every time the 9th spot in the batting line-up comes up, the team will be issued an automatic out. Once a team drops below 8 players, they must forfeit the game.



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Official Rosters – For the weeklong, National Invitational Championships, each team must submit an official tournament roster, a photo of every player (or clear team photo), as well as a copy of each player's birth certificate. These documents are due 2 weeks prior to the beginning of the tournament. For the weekend tournaments, each team must have in their possession at all times, an official team roster, along with a copy of every player's birth certificate. In the event of a protest, any team without these documents is subject to forfeit and removal of the tournament.

Protests – If a coach wants to issue a protest they must submit their protest in writing, along with \$100 cash, and give it to the tournament director. All protests will be reviewed by the Cocoa Expo Tournament Committee and they will make the final decision in a timely manner. All protest decisions made by the tournament directors will be final. If the protest is upheld the cash will be fully refunded back to the coach. **Any protest submitted regarding judgment calls by umpires will not be tolerated or reviewed.**

Home Team – In all Cocoa Expo tournament games, the home team will be decided by coin flip prior to the start of the game. The umpire does not have to be present to witness the coin flip.

Mercy Rules – Mercy rules will be in affect for all tournament games played at the Cocoa Expo Sports Center. The mercy rules will be enforced based on the following run differentials:

- 8 runs after 4 innings (or 3 ½ if the home team is winning)
- 10 runs after 3 innings (or 2 ½ if the home team is winning)
- 15 runs after any complete inning
- 20 runs at any time in the game (even if the home team has not batted yet)

Bat Restrictions – In the 14 and under age groups, there will be no bat restrictions. In the 16 and older age groups, teams must adhere to the NFHS bat restrictions.

Lead-Offs and Steals – In the 8:U age group there will be no stealing. In the 9:U age group the runners can steal after the ball crosses home plate. In the 10 and older age groups, the runners can lead off and steal at any time.

Field Dimensions – The following dimensions will be used for the base and mound distances:

- 9:U – 46ft mound, 60ft bases
- 10:U – 46ft mound, 65ft bases
- 11:U,12:U – 50ft mound, 70ft bases
- 13 and older- 60ft mound, 90ft bases

Pool Seedings – At the end of pool play, seedings will be based on the following:

1. Overall win/loss
2. Head to head between tie teams
3. Run differential in pool play (Max of 8 per game)
4. Total runs allowed in pool play
5. Starting with the first inning of the first game in pool play, runs allowed per inning. Follow each subsequent inning until a winner is determined.



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6. If 3 or more teams are tied, after determining the pool winner, you do NOT revert back to #2. Continue to follow the above list until the next in line is decided.
7. Total runs scored in pool play

Mound Visits – Coaches are allowed one mound visit per inning. On the coach's second visit, the pitcher must be removed.

Extra Hitter (EH) / Designated Hitter (DH) – Teams have the option of using the EH and DH. The DH does not have to be used for the pitcher. At the Cocoa Expo Sports Center teams have the option of playing their entire team by using as many EH's as they want. EH's can be freely substituted defensively. However, if a team elects to bat their entire line-up and a player gets injured or ejected, his spot in the line-up will be an automatic out every time it comes up.

Courtesy Runners – Teams have the option of courtesy running for their pitcher and catcher. The courtesy runner must be a legal substitute that has not been entered into the game yet.

Pitching Limitations – The Cocoa Expo Sports Center does not enforce any rules on pitch counts or inning limitations at any level of play. Coaches and parents should always consider their player's long term health and development when it comes to pitch counts.

Severe Weather Rules – If severe weather causes enough of a tournament delay, the Cocoa Expo Sports Center has severe weather schedules and rules in place that can be used to consolidate multiple days into one. The severe weather schedules and rules will be discussed with the coaches only if necessary.

Not covered in the Rules - In the event any item is not covered in the rules, the tournament committee will make the fairest possible ruling and that ruling will be final!

National High School Federation rules will apply in all other cases.