**Welcome to Titan Tournaments!**

**It is our goal to offer your team the most enjoyable tournament experience possible. Please feel free to contact us with any questions or suggestions that you have. Thank you for your patronage! We look forward to seeing you soon!**

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**Quick Reference:**

**Time Limits**

7U/8U Coach Pitch – 1hr 15min

8U Kid Pitch through 18U – 1hr 30min

*All time limits are finish the inning.*

*Exception: If the home team is batting and has the lead when time expires, then the game will be over, and we will not finish the inning (this includes seeding games).*

\*On site director reserves the right to modify game times in the event of bad weather.\*

**Run Rules**

15 run lead after 2 innings

12 run lead after 3 innings

10 run lead after 4 innings

8 run lead after 5 innings

**Regulation Games & Weather Shortened Games**

A game will consist of 7 innings if time permits (except for 7U/8U coach pitch). If weather does not allow a game to be completed, then we will revert back to the score at the end of the last completed inning to determine the winner. I.e. – the home team is winning 5-4 after 2 innings, but the visiting team takes a 7-5 lead in the top of the 3rd, however, weather forces the game to come to an end without the home team having the opportunity to bat. The score will revert back to the last completed inning and be counted as a 5-4 victory for the home team. If the home team is ahead in the bottom of an inning when the game is ended due to weather, then they will receive the win. If we cannot complete an inning to determine a winner, or if the game is tied after the last completed inning, then the higher seeded team will receive the win.

**Determining 1st, 2nd, and 3rd Place in a weather shortened event**

- We will use scores from regulation games and weather shortened games to advance teams along in the winner’s bracket. When we can no longer use scores to determine winners, then the higher seed in each remaining matchup will receive the win. 3rd place is determined by the highest remaining seed to lose once there are 4 teams left in the winner’s bracket. When we seed into gold and silver brackets out of multiple pools: If the rain washes us out before bracket play begins, and we have for instance the top 4 teams in gold, and the bottom 4 teams in silver out of two seeding groups. The two 1 seeds in gold will be crowned Champions, and the two 2 seeds in gold will be crowned Runner Up. The 3 and 4 seeds in Silver will be eliminated without awards. If a rain out occurs once bracket play has begun, we will use the method described in **Regulation Games & Weather Shortened Games** to advance teams along through each bracket and we will determine 1 Champion and 1 Runner Up from each respective bracket.

**Age Requirement Date is April 28th of the current year.**

- Example of what’s within the rules and what’s not:

10U Division: Players who are 10 years old and don’t turn 11 until April 29th or later are eligible. Grade/age exception: Players who turn 11 on or before April 28th are ineligible unless they are in the 4th grade. Any player playing under the grade/age exception who turns 12 on or before September 1st is ineligible.

***\*Whatever age group a boy plays in the spring, is the age group he can play in the fall, players that played under the grade/age exception however, must age up one calendar year starting with tournaments held on or after August 7th\*.***

***\*Fall tournaments (ages 7UCP thru 14UBB) – if any team is playing their spring age in the fall and wins 2 tournaments, then they will be required to age up for the remainder of the fall season\*.***

\***The win 2 tournaments age up rule will not apply to ages 15U and above\*.**

**Pitching Limits**

- 1 Day Tournament: 7 innings

- 2 Day Tournament: 9 innings

On 2 day tournaments, not more than 6 innings in a day.

1 or more pitches thrown to a batter without an out recorded will go down as a +, 1 out will be counted as 1/3 of an inning.
I.E. – 6 2/3 + + could happen and be legal in a 1 day event, 7 + is illegal.

\*3 seeding + single elimination – with an odd number of teams in an age group, one team will draw 4 seeding games, their worst game is thrown out (except H2H), along with any innings that would otherwise count against their players innings limits (up to 3 innings per player that pitched in that game). I.e. – Johnny throws 5 innings in that game, 2 will count towards his innings limit for the weekend. Players are still not allowed to exceed 6 innings in a day though.\*

\*If it is discovered during the course of a game that a player has exceeded the innings limit, then their team forfeits the current game. Once the game is over and the umpires have left the field, that game can no longer be challenged.\*

**Batting Lineup**

- You may bat your entire roster by listing the additional players in the batting lineup as (AP’s). You will have free defensive substitution with all the players listed in your batting lineup. You must finish the game with the same number of players in the lineup as when you began. I.e. – You choose to bat all 12 of your roster players, you must finish the game with 12 players in the batting lineup. If one has to leave due to injury or another occurrence, then you will be forced to take an out when their spot comes up in the lineup.

**Courtesy Runner**

- A courtesy runner may only be used for the pitcher and catcher. The courtesy runner shall be an available substitute player or the last batter due up in the lineup at the time the catcher or pitcher reaches base. If the catcher is the last batter due up at the time the pitcher reaches base, or vice versa, then you may go to the next to last batter due up.

\*When using a substitute player to courtesy run, you do not have to report it to the umpire, unless they will be entering the game defensively the following inning\*

**Roster/Waiver Forms/Team Insurance/ Birth Certificates**

- Teams must submit their roster/ waiver form and a copy of their insurance prior to the start of their first game.

- Once a roster has been submitted, players may no longer be added for that tournament. A copy of each birth certificate must be available.

- Roster/ waiver forms can be found on our website.

**Pickup Players & Tournament Classifications**

- Teams may use pickup players to complete their roster for a given tournament.

- Open classification tournaments: Practically all of our tournaments are open classification events. If a tournament does not state what classification it is, then it is an open tournament, and a player from any classification may be used to complete a roster.

**Section 1 – Pitching**

Windup position – there is no regulation as to how the pitcher holds the baseball. The pivot foot must be on top of the pitching rubber. The non-pivot foot must be on top of or behind the pitching rubber. The pitcher must either deliver a pitch or step backwards off the pitching rubber with his pivot foot. If the pitcher chooses to step backwards off the rubber, then once both feet are off the rubber, he may switch to the set position.

Set Position – the baseball may be held in either hand. The pitcher’s hand must start at his side or behind his back. The pitcher’s pivot foot must be in contact with the front of the pitching rubber. With his hands separated, the pitcher may turn his shoulders to look towards a base. Once his hands are brought together, turning the shoulders will result in a balk.

**Balk/ Illegal Pitch –** An act by the pitcher, either intentional or unintentional, that is seen in the umpire’s judgment to be deceptive towards the baserunner or the batter.

**1)** A runner must be on base for a balk to be called. If a balk is called with a runner(s) on base, then each runner will be advanced one base.

**2)** An illegal pitch occurs when no runners are on base. The result is a ball being called on the batter.

**Examples:**

1) When on the pitching rubber, the pitcher fakes a throw to first base.

2) When on the pitching rubber, the pitcher fakes a pitch to home plate.

3) After starting a pitch, the pitcher’s motion towards home plate is not continuous.

4) When in the stretch, if the pitcher does not have a noticeable pause before delivering the ball.

5) After bringing the hands together in the set position, the pitchers turns his shoulders.

6) Dropping the ball while on the pitching rubber.

7) Not stepping directly towards the base you are throwing to on a pick off move.

8) Placing a foreign substance on the baseball.

**Warm Up Pitches** – 5 pitches between innings or 1 minute, whichever comes first.

**Intentional Walk** – The catcher shall notify the umpire that they would like to award the batter first base, and the batter will be awarded first base without any pitches being thrown.

**Section 2 – Visits & Coach’s Guidelines (Offense & Defense)**

- Offensive: One offensive timeout is allowed per inning.

- Coaches: A third base coach and first base coach are allowed during your team’s at bat. All other coaches must remain in the dugout.

- Defensive: Three defensive timeouts are allowed during a seven inning game. On the fourth and each additional defensive timeout, the pitcher must be removed from the pitching position for the duration of the game. In the event of extra innings, one defensive timeout per inning is allowed.

- Coaches: One coach will be allowed to sit on a bucket just outside of the dugout for the purpose of calling pitches. The coach must make every effort possible not to interfere with the game.

**Section 3 – Batting Lineup & Courtesy Runners**

**Batting Lineup**

- You may bat your entire roster by listing the additional players in the batting lineup as (AP’s). You will have free defensive substitution with all the players listed in your batting lineup. You must finish the game with the same number of players in the lineup as when you began. I.e. – You choose to bat all 12 of your roster players, you must finish the game with 12 players in the batting lineup. If one has to leave due to injury or another occurrence, then you will be forced to take an out when their spot comes up in the lineup.

- A team may start a game with only 8 players, however an out will be incurred in the 9th spot in the batting lineup until that player arrives.

**Courtesy Runner**

- A courtesy runner may only be used for the pitcher and catcher. The courtesy runner shall be an available substitute player or the last batter due up in the lineup at the time the catcher or pitcher reaches base. If the catcher is the last batter due up at the time the pitcher reaches base, or vice versa, then you may go to the next to last batter due up.

\*When using a substitute player to courtesy run, you do not have to report it to the umpire, unless they will be entering the game defensively the following inning\*

\*If it is discovered that the wrong player was placed on base as a courtesy runner, there will be no penalty. We will simply replace the incorrect runner with the correct runner, and proceed with the game\*

**Batters**

- The on deck circle is located outside of your team’s dugout. This is the on deck circle that you are required to use.

- Will be called out if they fake a bunt, and then pull the bat back and swing.

**Runners (safety regulations)**

- Must make an attempt to avoid contact on a play at the plate, they do not have to slide. Failure to make an attempt to avoid contact, will result in the runner being called out. If the umpire judges malicious intent, then the runner will also be ejected.

**Section 4 – Substitutions**

- Substitutes are players that are not listed in the batting lineup. They shall be listed as substitutes beneath the batting lineup. Substitutes are allowed to enter the game for a player in the batting lineup, that player must come out of the game, and become listed as a sub. When making a substitution, the team must notify the umpire of the change. The umpire shall then notify the opposing team’s scorekeeper.

- The batting lineup cannot be added to or taken away from. I.e. – if you start the game batting 10 players, then you must finish batting with 10 players.

- Any player (including substitutes) may re-enter the game one time, but they must go back into the same spot in the batting lineup that they previously occupied. Therefore, a starter re-entering the game cannot be listed in the batting lineup at the same time as the sub who took their place.

- When an AP (Additional Player) enters the game on defense, it does not have to be reported to the umpire, because it does not affect the batting lineup.

**Section 5 – Batting Out of Order**

- Batting out of order can only be appealed by the defensive team.

- The appeal must be made prior to the next pitch, legal or illegal.

- The appeal must be made prior to the defensive players having left their fielding positions.

- If batting out of order is revealed:

1) During the at bat of the incorrect batter: The correct batter will take the place of the incorrect batter and assume the count. All advances and scores by runners are legal.

2) After the incorrect batter has completed their at bat: The player who should have batted is called out. Any runners that advanced or scored will not be counted. The next batter will be the player in the lineup listed directly after the player who was called out for failing to bat. If the batter due up is the player who just batted incorrectly, then skip them and the batter due up after them will be the batter.

3) If a pitch legal or illegal is thrown after the at bat is completed, then all actions become legal.

**Section 6 – Interference & Obstruction**

- Interference is when the offensive player keeps the defensive player from being able to make a play.

- Obstruction is when the defensive player keeps the offensive player from being able to advance to another base.

- Interference and obstruction are judgment calls by the umpire. They can award bases or call outs based on what they see. These calls cannot be protested.

\*If a runner is struck by a batted ball in the field of play there are 2 scenarios: If the runner is in front of the fielder when they are hit, they will be called out, and the ball is dead. If the runner is behind the fielder, there will be no call, and the ball remains live.

**Section 7 – Infield Fly & Dropped 3rd Strike**

Infield Fly – occurs when there are less than 2 outs, a force play can be made at 3 or more bases, and a fielder drops a fly ball that could have been caught with routine effort. The batter will be called out, and the force play is removed. Runners may advance at their own risk, and must be tagged to be called out. The umpire’s judgment will determine “routine effort”.

Dropped 3rd Strike – a batter can advance to first base on a dropped 3rd strike in 2 scenarios: first base is unoccupied, or there are 2 outs. All runners may advance at their own risk.

\*If a force play is present with 2 outs and a dropped 3rd strike occurs, then a force out can be made to end the inning. I.e. – bases loaded and 2 outs, the 3rd strike is dropped, a defensive player can make a force out at any base.\*

**Section 8 – Tournament Seeding, Championship Games, & Tiebreakers**

Seeding will be determined in the following order:

1) Best Record

2) Head to Head

3) Runs Allowed

4) Runs Scored

5) Coin Flip

- Seeding is done from the top down. The 1 seed is determined, then the 2 seed, etc...

- If 2 or more teams have the same record, the only way head to head can be used is if one of the teams has beaten all the other teams with the same record. Otherwise, you must progress to runs allowed, and the team with the fewest runs allowed will become the highest seed, if runs allowed are the same, we will progress to runs scored, if runs scored are the same, we will progress to a coin flip.

- At no point will we revert back to head to head after we have progressed to runs allowed.

- If a seeding game ends in a tie, then the game will be counted as ½ a win, and ½ a loss.

- If a team plays an extra seeding game in a format that involves an odd number of teams with an odd number of seeding games, they will have their worst game thrown out (the head to head portion will still remain). I.E. – 3 seeding with 5 teams. The game that is thrown out will still count towards their opponent’s seeding. I.E. - team A beats team B, team B decides to drop that game, team A will still be credited with a Head to Head win for seeding purposes.

- In seeded bracket play and ranking games, the higher seed chooses home or visitor. In a blind draw bracket the only time a team will have the option to choose home or away is when the winner’s bracket meets the loser’s bracket in the championship game. All previous games, plus the “if” game will be determined by a coin flip.

**Championship Games**

Saturday Only Tournament – If the championship game starts by 7:45pm there will be a 2 hour time limit if both coaches agree to it.

Sunday Championship – If the championship game starts by 5:45pm there will be 2 hour time limit if both coaches agree to it.

**Tiebreaker**

The tiebreaker method will be used to determine a winner for any bracket game that is tied at the end of regulation. The last batter due up in the lineup will be placed on 2nd base with no outs. Each team will receive an at bat, whoever is winning after one inning wins the game. If the teams are still tied, we will repeat this process until a winner can be declared.

**Section 9: Bat & Cleat Regulations**

*Cleats:*

Ages 7U through 12U – rubber cleats only

Ages 13U and older – metal cleats allowed (not on artificial mounds)

*Bats:*

Ages 8U through 12U – no drop regulations (must meet 1.15bpf)

13U – the lightest bat allowed is a drop 8 (must meet 1.15bpf)

14U – the lightest bat allowed is a drop 5 (must meet 1.15bpf)

15U and older – the lightest bat allowed is a drop 3 (must meet BBCOR)

*Game Balls:*

Provided by Titan Tournaments. Game balls will have a genuine leather cover, and be comparable to a Diamond DOL-1.

**Section 10: Pitching & Base Distances by Age**

7U/8U Coach Pitch – 30ft-42ft (between safety arc & circle) 60ft bases

8U Kid Pitch – 40ft pitching and 60ft bases

9U and 10U – 46ft pitching and 65ft bases

11U and 12U – 50ft pitching and 70ft bases

13U – 54ft pitching and 80ft bases

14U and older – 60ft 6in pitching and 90ft bases

**Section 11: 7U/8U Coach Pitch Rules**

- Games are 6 innings if time permits.

- Each batter will be allowed 6 pitches or 3 swinging strikes. A foul ball on the 6th pitch and any subsequent pitches will result in another pitch being thrown.

- Play stops if the defensive player stops the lead runner or when all play has stopped and time is called by the umpire. The umpire’s judgment will decide where each runner was when time was called. If the runner was at or beyond the halfway point, they will receive the next base. If the runner was short of the halfway point, they must go back to the previous base.

- The run limit is 8 runs per inning. Exception: an inning that starts with less than 5 minutes on the game clock will have no run limit.

- Runners may continue to advance on overthrows until play is stopped.

- The coach pitching must have at least one foot on or straddle the pitcher’s line.

- Defensive players must stay behind the 30’ safety arc until the ball is hit, and the pitcher must stay in the circle until the ball is hit.

- If the defensive players fail to stay behind the safety arc until the ball is hit, or if the pitcher leaves the circle before the ball is hit, the play will continue, and the offense will have the option to accept the outcome of the play or choose no-pitch.

- Bunting is not allowed.

- Intentional walks are not allowed.

- Slap hitting is not allowed.

- Runners may not lead off until the pitch crosses the plate.

- Stealing is not allowed.

- No infield fly rule.

- Teams may use 10 players on defense, 4 of them must be outfielders.

- Two coaches from the defensive team will be permitted to stand beyond the 4 outfielders for instructional purposes. They must do everything possible not to interfere with the game.

**Section 12: 8U Kid Pitch Rules**

- Batters are allowed to bunt.

- There is not a limit on how many times a team can bunt during a game.

- A dropped 3rd strike will be an out.

- Infield fly will not be used.

- Runners are not allowed to lead off.

- Runners may steal once the ball has crossed the plate.

- Runners will be allowed to advance as many bases as they can get on wild pitches and overthrows, if the ball remains in the field of play. However, a runner starting on 3rd base may not advance home on a wild pitch, or an overthrow from the catcher back to the pitcher.

- The run limit is 8 runs per inning. Exception: an inning that starts with less than 5 minutes on the game clock will have no run limit.

**Section 13: Protests and Ejections**

- A $200 protest fee must be paid in cash to the tournament director on site before a ruling will be made in correlation to an umpire’s application of a rule on the field. Judgment calls cannot be protested.

- There is no protest fee to challenge a roster or a player’s age eligibility, however, there will be two outcomes:

*If the team challenging is right and the player on the opposing team is ineligible, then the opposing team must forfeit that game.*

*If the team challenging is wrong and the player on the opposing team is eligible, then the challenging team must forfeit that game.*

- An ejection will result in removal from the current game, and an additional one game suspension. Flagrant violations are subject to further suspension at the discretion of the on site director.

**Section 14: Refund Policy**

- $75 credit towards a future event for each game less than the number of games that were guaranteed, up to 3 games. Example: 3 Game Guarantee, but your team only played 2 games = $75 credit/ only played 1 game = $150 credit.

- If a pitch is thrown then a game is counted as played, because the umpires will be paid for the full game.

- All ticket sales and team gate fees are non-refundable.

- In the event of a total wash out prior to the tournament starting, teams that have paid will receive a full refund.

**Section 15: Closing Words**

- This rule book is an overview of the rules that will be followed by Titan Tournaments. Anything that has not been covered in this overview will default to National Federation of High School rules.

**All rulings made by the tournament director on site will be final.**

**Thanks for playing ball with Titan Tournaments!**