

General Rules ~ All Divisions

Severe Weather & Cancellations: GBPR will use discretion when postponing and/or canceling games during the tournament. We reserve the right to shorten or call games before designated innings in case of adverse weather. Coaches and players accept these conditions when entering the tournament. Refunds will not be given. **Weather Hotline Number (810)695-6720, or www.gbparcs.com**.

Forfeit: Official game time is forfeit time, unless delay is created by GB Tournament Committee. If a team is not present or able to field a minimum number of players at game time, they will forfeit the current game and face possible further penalties in tournament. Umpires will begin game time at the completion of the coin toss.

Home Team: Home team is determined by coin flip. Home team is required to keep official scoring book and should check their scorebook with the opposing team every inning. If a discrepancy is found, it must be brought to the umpire's attention before the next inning. Teams must provide own scorebooks.

Protests: Protests of written tournament rules only will be considered, not interpretation of umpire calls. If a team wishes to protest, the coach must inform the umpire(s) before the next pitch is thrown. A \$25 fee will be charged for all formal protests. Fee will be refunded in full if protest is upheld. The Tournament Committee must be notified upon formal protest. Tournament Committee and/or Umpires will ONLY discuss Tournament rules with team coaches (not spectators). The Umpires will exercise full control, however if the protest still exists, the Tournament Committee will make a final judgment on the spot and may supersede umpire decision. Game time does not lapse while protest is being determined. A team (i.e. Coaches, players) must not leave the field area or site until protest is resolved officially. Any team that leaves the site without a formal decision will forfeit that game. The Tournament Committee reserves the right to determine further penalties.

Field Dimensions, Time & Run Rules:

U9 & U10: **46' Pitching **60' Bases **Time Limit: 1 Hour, 40 Minutes ** 6 Innings
**Mercy Rule: 10 after 4 innings or 8 after 5 innings ** Championship Game(s) no time limit, 6 Innings, Mercy Rule in effect.

U11 & U12: **50' Pitching **75' Bases ** Time Limit: 1 Hour, 40 Minutes ** 6 Innings
**Mercy Rule: 10 after 4 innings or 8 after 5 innings ** Championship Game(s) no time limit, 6 Innings, Mercy Rule in effect.

U13 & U14: **60.5' Pitching **90' Bases ** Time Limit: 1 Hour, 40 Minutes ** 6 Innings
**Mercy Rule: 10 after 4 innings or 8 after 5 innings ** Championship Game(s) no time limit, 6 Innings, Mercy Rule in effect.

U15/16: **60.5' Pitching **90' Bases ** Time Limit: 1Hour, 45 Minutes ** Innings **
Mercy Rule: 15 after 3 innings, 10 after 4 innings, 8 after 5 innings ** Championship Game(s) no time limit, 7 Innings. Mercy rule in effect.

Time Constraints: No new inning shall start after the designated time limit unless the score is tied. The following “tie-breaker” rule will be enforced: the player that made the last out will return to second base, the inning will start with 1 (one) out and play will resume with the next batter in the line-up batting.

In the event that a tournament game cannot to completed due to adverse weather, poor lighting/darkness or serious injury, the following rule applies: a 7 inning game may be called after 5-innings of play or 4 ½ innings of play if the home team is ahead and will be considered as an official game played. In a 6-inning game that cannot be completed, the game may be called after 4 innings of play or 3 ½ innings of play if the home team is ahead and will be considered an official game played.

Tie Breaker Rules: The following procedure will be honored: Two Way Tie: 1st) head to head winner, 2nd) run differential, 3rd) fewest runs allowed 4th) most runs scored and 5th) coin toss. Three (or Four) Way Tie: In the event of a three way tie and the teams involved beat each other, then run differential applies. Once the run differential decides the top 2 teams, then the two teams will revert back to head to head winner to decide 1st and 2nd place. If the two teams did not play, run differential decides winner. ***NOTE: Run differential limit per game is 10 runs max. **Tournament Committee will have final say in all extenuating circumstances.

Sportsmanship: Throwing of equipment, foul language or unsportsmanlike conduct of any kind is not allowed under any circumstance by players, coaches or spectators. By registering for the tournament, your team acknowledges and agrees to these rules. No chatter shall be directed toward the other team, including spectators. Teams will be penalized for display of said behavior and face game forfeit or possible tournament suspension.

Ejection Rule: Any player, coach, parent or spectator that is ejected from a game (for any reason) must immediately leave the playing field and report to the Tournament Headquarters. The ejected person(s) has 1 minute to vacate the field area or the game will be subject to forfeiture. If a player is ejected from a game by an umpire for any reason, the Tournament Committee will make the final determination for further suspension of the player for the completion of the Tournament.

Equipment: Proper equipment must be used, including but not limited to; catchers’ gear, bats, cleats and batting helmets. NO METAL SPIKES allowed in U9, U10, U11 or U12 Divisions. No jewelry worn on hands/wrists that may be distracting is allowed. Bats may not be larger in diameter than 2 ¾ in. Any illegal bat (check age group) found in use during a game will be confiscated for the remainder of the game and held by the tournament committee. Any further occurrence by the same team will result minimally in player ejection, with further penalties decided by the Tournament Committee.

Practice: Warm-up pitches may be reduced and/or eliminated due to time constraints, weather, etc. This will be the Tournament Committee and Umpires decision. No infield practicing, there are plenty of grassy areas away from play to use. This will ensure prompt start and timeliness of scheduled games.