

ARC Baseball Tournament Rules

We will only allow one ice chest per team, individual ice chests will be prohibited.

- Each team ice chest must be with the coach at time of check-in.**
- Each ice chest will be marked for gate attendants identification purposes.**
- ONLY water will be permitted to be in ice chests**
- Ice chest will need to be inspected for every entry into the park.**

Players and coaches are free; we will have passes for no more than 3 coaches per team

Adults \$5 kids \$3 (K-12)

NO ANIMALS OR TOBACCO ALLOWED ON THE ARC PROPERTY!

Age as of January 1st

Roster must be provided before tournament with name, age, DOB & uniform number. Proof of age is required if protested; birth certificates must be on hand.

Run Rule During Tournament Play:

When a team scores 6 runs in one inning regardless that less than 3 outs have been made, this team will take the field and the other team will come to bat.

Run rule- Championship game only

15 runs after 3 innings

12 runs after 4 innings

10 runs after 5 innings

No time limit or runs per inning for championship game

No inning will start with less than 5 min left on the clock.

*We will finish the inning after the time has expired regardless if home team is ahead or not (only in pool play)

*Umpire will announce game time at beginning of game.

* Pool play games will flip a coin for home team; bracket play higher seeded team will be home team.

* Pool play games CAN end in a tie.

To determine seeding will be based on 1. record, 2. head to head, 3. runs allowed, 4. coin flip.

Home team will be official book (Keep track of pitchers) and will also need to find someone to run scoreboard.

Extra Hitter

A team may select to use an EH (Extra Hitter). This must be declared before the start of the game, by listing 10 players in any order you chose. The EH may hit anywhere in the lineup. Any 9 of the 10 players listed on the line up may play on defense at any time, and on any position. If a team starts the game with an EH they must end the game with an EH. Failure to complete the game with 10 players will result in an automatic out each time the player is up to bat, unless the player is injured.

Rain-Outs

Three innings or 2 ½ if the home team is ahead, or one half of the official game time has expired will constitute a complete game. If the visiting team is batting when the game is called as a result of field conditions or weather, the final score will revert back to the last completed inning to determine a winner. If the last completed inning was tied, the game will be rescheduled and finished from the point in which it was stopped. Ball park staff will make every effort to prepare the fields for play. Decisions will be made as soon as possible.

Each team must provide 2 game balls per game.

Subs will be reported to the umpire and then the umpire will report to the opposing team.

Players must slide at home unless there is not a play at home

Players are allowed to lead off

12 & under

1. Baselines 70 feet
2. Pitching Distance: 46 feet
3. Innings: Regulation game 6 innings or 1hr 20 min
4. Players can run on drop 3rd strike
5. Pitching Limitations
 - a. A pitcher may not pitch more than 6 innings all day, if a pitcher delivers one pitch in an inning that pitcher will be charged for one inning pitched.
 - b. Games in which an ineligible pitcher has been used as specified above shall be declared forfeit.
6. One warning will be given to each pitcher for a balk; after that warning is given a balk will be called.
7. Steel cleats are not allowed.
8. Infield fly is in effect
9. Bat 9 unless using an EH

10 & under

1. Baselines 70 feet
2. Pitching Distance: 42 feet
3. Innings: Regulation game 5 innings or 1hr 10 min
4. Players can not run on drop 3rd strike
5. Run Rule League and Tournament Play: When a team scores 6 runs in one inning regardless that less than 3 outs have been made, this team will take the field and the other team will come to bat.
6. Pitching Limitations
 - a. A pitcher may not pitch more than 5 innings all day, if a pitcher delivers one pitch in an inning that pitcher will be charged for one inning pitched.
 - b. Games in which an ineligible pitcher has been used as specified above shall be declared forfeit.
7. One warning will be given to the each pitcher for a balk; after that warning is given a balk will be called.
8. Steel cleats are not allowed.
9. Infield fly is in effect
10. Bat 9 unless using an EH

8 & Under

1. Baselines: 60 feet
2. Pitching distance: 43 feet
3. Innings: Regulation game 5 innings or 1hr 10 min
4. If the ball hits the coach the player is called out.
5. Coaches must stand to pitch the ball.
6. ****Time will be called when the lead runner is stopped, hash marks will be placed on the field between 1st and 2nd and between 2nd and 3rd bases. Base runner will be awarded the base ahead of them if they have passed the hash mark when time is called. Otherwise will be sent back to the base they just left****
7. Five pitches or 3 swinging strikes to each batter unless the last pitch is a foul ball in which case the batter can continue until the ball is either put in place, swings and misses or watch the pitch go by.
8. ****NO STEALING****.
9. 10 Players will play on defense, 4 outfielders, only bat 10
10. No bunting
11. Pitcher must be standing