

**Official Tournament Rules**

**2024**

**Rally Cap Tournaments**

Director Of Baseball Tournaments

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Important Notes

1. Rally Cap Tournaments reserves the right to amend these rules at any time for specific tournament play
2. In the event any issue is not covered in the playing rules, the tournament committee will make the fairest possible ruling and that ruling will be final
3. National Federation of State High School Association (NFHS) Baseball Rules will be enforced with the exceptions listed in this document

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1. Facility Rules
   * 1. Obscene, abusive, sexist, and/or racist language, gestures, signage, or behavior directed towards game officials, tournament staff, or opposing team's fans, players or coaching staff is strictly prohibited
     2. No Smoking
     3. No Alcohol
     4. No Tobacco Use
     5. Pets are not permitted at any facility, if you bring a pet you will be requested to remove the pet from the facility
     6. Coolers are permitted and are subject to be inspected for alcoholic beverages
     7. Gum, seeds and any other shell product are prohibited
     8. Baseballs will be provided by RALLY CAP Tournaments
     9. RALLY CAP Tournaments is not responsible for any lost, stolen, or unattended personal equipment
   1. Insurance
      1. Each team is required to always have proof of insurance with them. Proof must also be provided to Rally Cap Tournaments **electronically** **no later than 7 days prior to the tournament, if insurance is not received by then the team MAY be removed from the tournament**. The insurance certificate must have no less than $2,000,000 General Aggregate and $1,000,000 Each Occurrence coverage. Insurance certificate must have " Rally Cap Tournaments"

Pottstown Police Athletic League 146 King St Pottstown PA and

Pottstown Parks and Recreation Memorial Park 75W King St Pottstown PA

* + 1. Listed as the certificate holder and additionally insured at the locations listed above.

NOTE: Umpires may temporarily halt play, but only the Tournament Committee has the authority to suspend/cancel games.

1. Payment Policies
   1. Payments
      1. Rally Cap Tournaments requires each team registering for a tournament to make a non-refundable deposit payment in the amount of $50. Payment in full for all events is due 45 days prior to the start of the event. Your final payment will be automatically billed to the method of payment used for your deposit. Visa, MasterCard,
   2. Cancellations
      1. No refunds will be issued at any time after payments are made. However, Rally Cap Tournaments will hold a credit for a future event if notice of cancellation is given at least four weeks prior to the start date. Credits may not be transferred to another organization and any credit must be used within 1 year. ABSOLUTELY NO EXCEPTIONS TO THIS POLICY
      2. For teams playing in our College Series: Teams that pull out within 60 days will not receive a refund or credit. You are buying a spot at the time of registration
      3. For teams playing in any partnered event: Teams that pull out after payment has been made will only be given a credit to use for the same event for the following year. Credit are not allowed to be used for a Rally Cap Tournaments Tournament College Series NOTE: In the circumstance that any Tournament or College Series is cancelled due to circumstances beyond our control, customers will receive a credit to a future Tournament of College Series
   3. Weather-Related Cancellations
      1. If rain comes into play, we will do everything we can to stay close to the original game schedule. If we need to change the schedule because of the inclement weather, we will do our best to try to maintain the original tournament format schedule. However, some rained out games may not be made up depending on time constraints. **In case of scheduling changes,** it is the team's responsibility not the Tournament Director's to make sure they are aware of the new schedule. This information will be communicated via email and posted on Rally Cap Tournaments website.
      2. Inclement Weather approaching
         1. If the Tournament Directors determine that inclement weather will occur at any specific time/day of the tournament weekend, the Tournament Director reserves the right to adjust the max time limit for a game from 1hour 45 minutes to 1 hour 30 minutes to attempt to get all games in before inclement weather arrives.
   4. Weather Related Credits
      1. For 3 game minimum tournaments:
         1. Played 0 games – 100% Credit (no refund)
         2. Played 1 game – 70% credit (no refund)
         3. Played 2 games - $100 credit (no refund)
      2. For 4 game minimum tournaments:
         1. Played 0 games - 100% Credit (no refund)
         2. Played 1 game – 70% credit (no refund)
         3. Played 2 games – 50% credit (no refund)
         4. Played 3 games - $100 credit (no refund)

TOURNAMENT PRELIMINARIES

1. – Rosters
   * + 1. The roster size can be unlimited for the number of players on the team. There will be no more than 4 coaches (1 manger, 2 coaches and a scorekeeper) allowed in the tournament. A team can add to their roster up to their first game. A player cannot play on multiple teams within the tournament regardless of age group. If an illegal player is discovered during a game, that player is removed for the rest of the tournament. The game is resumed from the point of removal of illegal player.
          1. Roster Submission: Directions on submitting your team's roster will come via the official tournament e-Mail



* + - 1. Baseballs/Foul Balls
         1. Game balls will be provided by Rally Cap Tournaments for all games. Teams are to bring their own practice balls for use in batting cages (where applicable) and for warm up
         2. All players, coaches, fans and parents should be aware of foul balls at all times. There will typically be more than one game going on at a time and foul balls can come from different fields. Please return all foul balls to the umpire or a Rally Cap Tournaments Tournament staff member

1. Uniforms –
   * 1. All players must have a uniform number
     2. Coaches are not required to wear full uniforms during games. However, Rally Cap Tournaments does expect coaches to dress appropriately on the field. Coaches are not required to wear helmets while coaching 1st or 3rd base. Players must wear helmets if they coach 1st or 3rd base regardless of the age group
     3. Footwear
        1. Restrictions NO metal cleats are allowed on ANY turf fields! Players must wear baseball turfs, molded plastic cleats or sneakers
        2. If a player is seen wearing metal cleats on turf fields, they will be forced to remove them, and a field warning will be issued. If any player, after the warning, is found wearing metal cleats they will be ejected and suspended for his team’s next game
        3. For fields that are dirt/grass metal cleats are allowed on those fields without special permission
     4. Equipment
        1. Teams should bring helmets, bats, gloves, catcher's gear, first aid and other equipment that may be needed for the team
        2. Pitcher signal armband
           1. A pitcher may wear a wristband with a signal card insert on his non-pitching wrist forearm. It must be black or a solid dark color. If the insert is not covered with a flap, it should be on the inside of the wrist to reduce any distraction to the batter. There shall not be any attachment to the pitcher's glove
     5. Bat Restrictions
        + 1. 9U-12U: No weight restrictions: Barrel size must be between 2 ¼ - 2 ¾.. Players may use BPF 1.15 BBCOR or USA Baseball designations
          2. 13-U must be a -5 or -3 BBCOR for Fall, for Spring -3 BBCOR only. If choose to use a wood bat OR a wood bat tournament it can only be a single-solid wood (NO WOOD COMPOSITES, NO DEMARINIS, NO BAMBOO, NO BAUM BATS, NO BRETT BROS).
          3. 14-U – 18U must be a -3 BBCOR. If choose to use a wood bat OR a wood bat tournament it can only be a single-solid wood (NO WOOD COMPOSITES, NO DEMARINIS, NO BAMBOO, NO BAUM BATS, NO BRETT BROS).
          4. Any illegal bat that is discovered while the player is at bat, but before the bat has contacted the ball, will simply be removed with no penalty. If a proper appeal is made after a player uses an illegal bat that player will be called out and all runners will return to the base they last occupied
   1. Batting cages: If there are batting cages at any of the facilities, please limit the time in the cage to 15 minutes to allow other teams to utilize the cages as well

TOURNAMENT PLAY

1. Time Limit (except Semifinal and Championship games)
   * 1. All games will be played with a one hour and 45-minute time limit. No new inning will start after the one hour and 45-minute mark. Time will be kept by the umpires and will start immediately after the conclusion of the pregame meeting
     2. Semifinal and Championship game: Semifinal no new inning will start after the 1hour and 45- mark, mercy rule in effect. Championship will be 2 hours or 7 innings, however mercy rule still in affect.
     3. Tie Games: All non-playoff games that are tied after 6/7 innings or the time limit will be recoded as a tie
     4. Tie Games: If a 6 or 7 inning game AND game is tied AND time is still remaining the game will end as tie, unless a Playoff game OR Championship Game
     5. The time will start immediately after the conclusion of the pre-game meeting
     6. For each team's pool play games, the home team will be determined by a coin flip at the pre-game meeting.
     7. If the home team is batting and is ahead as the time limit is reached, the game will end immediately
2. Time Limit for Semifinal and championship game
   * 1. Semifinal and Championship game: Semifinal no new inning will start after the one hour45 mark Championship will be 2hours or 7 innings however mercy rule will still be in effect
3. Pre-game plate meeting
   * 1. Only the head coaches, or representative, Umpires and RALLY CAP representative will be involved in the pre-game plate meeting. The head coach shall also inform the other coach and the plate umpire how they intend to bat their players…. 9,10,11 or all. It is the team's responsibility to verify the accuracy of the opposing team's lineup prior to the first pitch of the game. Head Coach must bring any unresolved issues to the attention of the tournament director before the game starts
4. Starting the game
   * 1. All games must be started with at least 8 players. If a team does not have at least 8 players at the start of the game the team forfeits the game
     2. If a team starts with 8 players an automatic out will be called every time the 9th slot in the batting lineup comes up. If a 9th player arrives at any time during the game that player is to be inserted immediately into the lineup in the 9th spot and placed into the game (even if the team is on defense)
     3. Any other player (s) that arrive after the 9th player can only be used as a legal substitute
     4. All teams should be prepared to start their game 30 minutes prior to the scheduled start time
5. Hitting Lineup
   * 1. In all age groups, teams can bat 9, 10, 11 (DH, EH, XH) or they can bat their entire lineup
     2. The DH can bat anywhere in the lineup and can hit for anyone
     3. If the pitcher leaves the mound but stays in the game, then that player hits and the DH is eliminated for the remainder of the game
     4. The EH and XH may bat anywhere in the lineup
     5. The EH and XH are considered defensive positions for substitution purposes
     6. If a team chooses to bat the entire lineup, they will be granted free defensive substitution
     7. When batting the entire lineup, if a player exits the game for any reason that players spot becomes an automatic out
6. Innings
   * 1. 9U – 12U will play 6 inning games, and 13U-18U will play 7 inning games. (See time limits in rule #5)
7. Scoring
   1. We recommend that all teams (home and visitors) keep a scorebook. It is the team's responsibility to check every inning with opposing coach to confirm score. If dispute will look to home team’s score
8. Official Game
   * 1. If a game is stopped and cannot be resumed for any reason, it is a regulation game
        1. 9U-12U: after 4 innings or 3 ½ innings if the home team is ahead. If after 4 complete innings there is a tie score, then it will remain a tie score if in pool play
        2. 13U-18U: games will be considered official after 5 innings or 4 ½ innings if the home team is ahead. If after 5 complete innings there is a tie score, then it will remain a tie score if in pool play

Tie Games

* + 1. All pool games that are tied after 6 innings (9U-12U) / 7innings (13U-18U) or the time limit will be recorded as a tie. No extra innings will be played in pool games even if it is under the time limit after 6 innings (9U-12U) / 7innings (13U-18U)
    2. If in playoffs or championship AND time limit has been met / exceeded, then will go into playoff tie-breaker rules

1. Play-off Tie Breaker Rule
   1. The base runners will be placed as follows:
      1. Last batter from previous inning at 1st Base
      2. Second to last batter before him in the lineup at 2nd Base
      3. Third to last before that in the lineup at 3rd Base
      4. Normal substitution rules apply to these runners.
      5. The hitting team will start the inning with one out.
      6. Play continues until one team is ahead at the end of an inning
2. Forfeits
   * 1. All forfeits that occur before the start of the game will result in a 6-0 win (9U-12U) or 7-0 win (13U-18U). All forfeits or concessions that occur while the game is in progress will end the game immediately and the score will stand as-is at the time of the forfeit/concession. If any forfeit is deemed to be intentionally unsportsmanlike (ruled by the Tournament Committee) the forfeiting team may become subject to additional penalties
3. Mercy Rules
   * 1. Games will end if the run difference is: 12 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings
4. Re-Entry Rule
   * 1. A starter who is replaced may re-enter the game ONLY once and must re-enter in the same spot in the lineup. If a substitute is replaced, that substitute cannot re-enter.
5. Courtesy Runner
   * 1. For pitcher and catcher only, may be at any time. If you have substitutes, they must be used as your courtesy runner(s). If you don't then use the player(s) who made the last out(s)
6. Pitching Restrictions
   * 1. Once a pitcher is removed from the mound that player may not return to the mound for the remainder of the game
     2. Warm-up Pitches: Pitchers are allowed 8 pitches before their initial inning and 5 pitches before additional innings
7. Defensive Conferences
   * 1. Each team is allowed three charged conferences to permit coaches or their non-playing representatives to confer with a defensive player or players. In an extra inning playoff game, each team shall be permitted one extra conference per inning. Any unused conferences may be carried over to extra innings. A conference is NOT charged if the pitcher is removed as a pitcher. After the allotted charged conferences are reached, additional visits to the pitcher will require removal of the pitcher as pitcher for duration of the game
8. Offensive Conferences
   * 1. Each team is allowed one charged conference per inning to permit the coach or any of the team’s personnel to confer with base runner(s), the batter or other offensive team personnel. In an extra inning playoff game, each team shall be permitted one extra conference.
9. Umpire/Coach In-game
   * 1. If a head coach has a question about a call with the base umpire they may go to, but no further than, the foul line. If the question is with the home plate umpire the coach will go to the home plate circle. A coach is not allowed to go onto the field to argue a call. If they try to, they will be warned, and if they continue, they will be ejected
10. Protests – Protests will be heard and ruled on by tournament committee. The team protesting must make cash payment of $250 at the time of the protest to the tournament director on-site. If ruled in the protesting team's favor the $250 will be refunded. Ruling by committee will be final
    1. Age Related
       1. Protests will be heard and ruled on by the tournament committee. The team protesting must have convincing evidence that a player is not in compliance. If the tournament committee feels there is convincing evidence, they will request information from the opposing team. From here three cases can occur
          1. The player’s information is in compliance with the tournament and therefore play continues.
          2. The player’s information is not in compliance to the tournament. If the tournament is still in pool play, the player will immediately be ejected, all opponents will receive a forfeit win (they have the option to play the game as an exhibition) and advancement procedures will remain the same. If the tournament is in the playoffs, the current game will become a forfeit and playoffs will continue as scheduled.
          3. The player’s information on the roster is in compliance with the tournament but the protesting team has convincing evidence that the wrong information was submitted. In this case, the protesting team must provide $250 in cash which will be needed in order to gather the player-in-question’s appropriate documents. From there, the player-in-question has until the end of the current game to provide the tournament committee his/her documents. If he/she cannot provide documents in that amount of time, then the tournament committee will make the fairest possible ruling and that ruling will be final
    2. Playing Rules or Illegal Equipment Protests
       1. Protests will be heard and ruled on by the tournament committee. The team protesting a playing rule must make cash payment of $250 at the time of the protest to the tournament director on-site. If the protest is ruled in the protesting team’s favor the $250 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on immediately. You cannot protest a play on the field if play has already been resumed. If you are protesting illegal equipment and committee rules in your favor, then the equipment in question will be removed immediately and play will continue (any prior game play leading up to that point remains as it was).
11. Ejections/Suspensions
    * 1. For any unsportsmanlike act, the umpire may verbally warn the offender and both teams. After a verbal warning to both teams, additional unsportsmanlike acts by anyone, the umpire shall restrict the offender to the bench/dugout. If the offender is a coach, they may only leave the bench/dugout to attend to an injured player. If the offender is a player, they are done for the game. Any unsportsmanlike act by either the player or the coach that involves physical contact with an official will result in a suspension for the rest of the tournament. That individual will also be barred from the complex and any offsite field being used. If player or coach is ejected, they will carry over the ejection for one additional game in the current tournament they are in
12. Playoff
    1. Time Limit
       1. Semi Finals will not start a new inning after 1hr 45 time limit championship will be 2 hours or 7 innings however mercy rule will still be in affect
    2. Playoff Tie-Breaker Rules
       1. The base runners will be placed as follows
          1. Last batter from previous inning at 1st base
          2. Second to last batter before him in the line up at 2nd base
          3. Third to last before that in the lineup at 3rd base
          4. Normal substitution rules apply to these runners
          5. The hitting team will start the inning with one out
          6. Play continues until one team is ahead at the end of an inning
    3. Seeding/Pool Play Tie-breaker policy
       1. Overall pool play record
       2. If two teams are tied: Head-to-head results
       3. If three teams are tied: If one team has defeated both other teams, then that team advances if not go to iv) below
       4. Total runs allowed in pool play
       5. If still tied: total runs scored in pool play
       6. If still tied then coin flip NOTE: It is possible for two teams to go undefeated in larger pools, both teams would advance to the playoffs and be seeded based on the tiebreaker rules. If a pool has teams that don't play the same number of games, the first tie breaker will be winning percentage
13. Tie-breaker policy if TWO teams advance and do not play all common opponents
    * 1. Overall record
      2. Head-to-head (if teams did not play each other than go to rule iii)
      3. If three teams are tied and one team defeated both that team advances
      4. Total runs allowed in pool play
      5. Total runs scored in pool play
      6. If still tied go to coin flip – furthest team from site calls NOTE: If there is a case where teams have not played the same number of pool play games, seeding will be based on their winning percentage. If multiple teams have 100% winning percentage but a different number of wins, the team with the most wins will be seeded higher than the other teams(s). For example, 3-0 will be seeded higher than 2-0
14. Playoff Seeding
    * 1. Overall Record
      2. If still tied: Total runs allowed in pool play
      3. If still tied: Total runs scored in pool play
      4. If still tied: Coin flip

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| **GAME PLAY RULES GUIDE** | | | |
| RULE | 9U/10U | 11U/12U | 13U-18U |
| Base Distance | 60' | 70' | 90' |
| Pitching Distance | 46' | 50' | 60'6" |
| Courtesy Runner | For pitcher and Catcher ONLY At any time | | |
| Mercy Rule | 15 runs after 2 innings, 12 runs after 3 innings, 10 runs after 4 innings  8 runs after 5 innings | | |
| Leads | Crosses Plate | YES | YES |
| Stealing (including home) | Crosses Plate | YES | YES |
| Dropped 3rd Strike | NO | YES | YES |
| Balks | NO (educational purposes only) | Yes (1 warning per pitcher) | Yes |
| Bunting | YES | YES | YES |
| Infield Fly Rule | NO | YES | YES |
| Must Avoid Contact | YES | YES | YES |
| Intentional Walk | Four balls out of the zone are not required, dugout signal from coach is all that is required | | |
| Sliding | Headfirst and feet first slides are allowed | | |
| **NOTE: This sheet represents only a summary of some of Rally Cap Tournaments Tournament rules** | | | |

GAMEPLAY RULES GUIDE

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| --- | --- | --- | --- |
| Rule | 9U/10U | 11U/12U | 13U-18U |
| Base Distance | 60' | 70' | 90' |
| Pitching | 46' | 50' | 60' |
| Courtesy Runner | For Pitcher and Catcher only, at any time | | |
| Mercy Rule | 14 runs after 3 innings, 10 runs after 4, 8 runs after 5 | | |
| Leads | After crosses plate | Yes | Yes |
| Stealing including home | After crosses plate | Yes | Yes |
| Dropped 3rd Strike | No | Yes | Yes |
| Balks | No Educational | Yes (1 Warning) | Yes |