



TOURNAMENT RULES and INFORMATION

- Playing rules will follow this document, Nations Baseball Tournament Rules
For conflicting rules the priority is:
 1. This Document
 2. Nations Baseball Tournament Rules
- A tournament director or site coordinator is permitted to manage or coach a team in this tournament.
- A regulation game will last 6 innings (U8 thru U12) and 7 innings u13. During pool play games, no new inning will begin 1 hour 45 minutes (U8) and 2 hours (u9 thru u13) after the game start time. Umpires for each specific game will make this determination. A pool play game can end in a tie as a result of the time limit. There is no time limit on bracket play games. See Bracket Tie Breaker.
- Bracket Tie Breaker – If the game is tied at the end of 6 (U8 thru U12) or 7 (U13) innings the teams will play a 7th inning. If at the end of the 7th (U8 thru U12) or 8th (13) inning the teams are tied then play will continue using the OHIO SUDDEN DEATH METHOD: The last 2 batters will be placed in order at 1st and 2nd and the offense will have no outs. No pinch runners will be allowed for the last 2 batters that are being positioned during the process. We will not use the Sudden Death rule in the Semi's or Finals
- A flip of a coin between the umpire(s) and a manager (or coach) from each team will determine home team for all pool play games. The higher seeded team will be the home team during bracket play.
- Home team is responsible for official scorebook. Home scorekeeper will confirm scores in his book with home plate umpire after each ½ inning.
- After each game, the manager or coach MUST meet with the home plate umpire to review and sign the game summary card. This card will represent the game's official scoring and pitching records. A Manager or Coaches failure to sign the game summary card prior to umpires leaving the field will result in his/her team relinquishing its ability to challenge that game's official scoring or pitching records and could result in forfeiture of that game.
- A five minute infield practice is permitted prior to your team's first pool play game. Prior to subsequent games, your team may warm up in the outfield. No infield warm-ups is permitted in fair or foul territory while the grounds crew prepares field for upcoming game.
- Players, including pitchers, must be warmed up and prepared to play at game time.
- While a team is in the field (on Defense) coaches and remaining players **Must Remain In the Dugout**. While a team is at bat (on Offense) 2 coaches are allowed on the field, 1 in the 1st base coaching box and 1 in the 3rd base coaching box. All other coaches and players must remain in the dugout. The exception is the on deck batter.

- Mercy Rule:
 - 15 runs after 3 innings (game is over after trailing team bats in 3rd inning)
 - 10 runs after 4 innings (game is over after trailing team bats in 4th inning)
 - 8 runs after 5 innings (game is over after trailing team bats in 5th inning)
- At any time, a team at bat may use a courtesy runner for the current pitcher or catcher. The courtesy runner must be as player not presently in the lineup and may appear as an offensive player one time per inning. If all players are currently in the lineup then the last recorded out will be the courtesy runner. The next courtesy runner will be the next to last recorded out. The pitcher and catcher can be subbed once in an inning.
 - ***With 2 outs a courtesy runner is required for the catcher unless the catcher has been subbed for previously in the current inning
- Balks: One warning per team per game for age division 9U and 10U, no warning for 11U thru 13U.
- The home plate umpire will resolve all protests. The umpire may contact tournament officials, but the umpire makes final rulings. No further protests are permitted.
- The official score of a forfeited game is 8 - 0.
- Runners must slide or seek to avoid contact with fielder. If runner does not slide and contact occurs, the runner will be declared out and may be ejected from the game.
- A player, coach, or fan will be ejected from the game and team's following game for foul language, abusive behavior, and intentionally throwing equipment. A player unintentionally throwing a bat will incur a team bench warning. Subsequent unintentional bat throwing will result in the offending player being ejected from the game.
- Age cutoff date is May 1st. If requested by tournament officials, coaches must be prepared to present birth certificates for all his/her players. Failure to do so upon request of the tournament coordinator could result in game forfeiture.
- Pitching Dimension - 9U and 10U 46 ft. - 11U and 12U 50 ft. - u13 54 ft.
- Roster Batting will be allowed. Both teams DO NOT have to agree. If one team wants to Roster Bat during the game, that is their option. If you start a game with roster bat, you must finish the game as such. When playing with a continuous line-up, all players other than the 9 defensive position players are Extra Hitters and may move freely in defensive positions, not including the pitching position. Any players arriving after the game has begun, will be added to the bottom on the batting line-up. If you have a player leave the game for any reason, that vacant spot in the line-up will be treated as an out each time it comes up.
- Nations Baseball Births will be given out by classification
- Team must check in at information center before first game. Check in will be at information center located where teams are scheduled to play first game.
- Parking is forbidden on grass at all 4 locations.
- In the event of rain - changes to the tournament schedule will be available on www.uajba.org
 - Tournament Director Michael Blevins - 657-6213
- REFUNDS

The following policy has been established for Refunds:

- A) 75% if weather cancels Tournament and no games are played.
- B) 50% if Tournament is postponed and only one game is played.
- C) There will be no refund if the Tournament is postponed or canceled if the team has played two

or more games.

- Tie breaker
 1. Win Loss Record
 2. Head to Head - 2 teams only
 3. Fewest runs allowed
 4. Highest run Differential
 - **** maximum run differential per game +8 to -8