

We are playing by High School Federation Rules with the following supplements:

Rosters

NEW: All Rosters must be completed and submitted at Registration (WWW.AAU4U.COM)

You may bat ten with an EH

You may bat the line up, but must be declared at home plate before the game. Batting the line up gives you unlimited substitutions.

Pitching:

9u, 10u

A player may pitch in a cumulative maximum of six (6) innings in consecutive calendar days after which that player must not pitch the next calendar day, and no more than 9 innings total for the tournament.

Example 1: Day 1 (2 innings), Day 2 (2 innings), Day 3 (1 inning), Day 4 (1 inning) = 6 innings in consecutive calendar days. Therefore, Day 5 (must not pitch).

Example 2: Day 1 (3 innings), Day 2 (does not pitch, so innings reset), Day 3 (3 innings), Day 4 (3 innings) = 6 innings in consecutive calendar days, therefore, Day 5 (must not pitch).

11U and 12U

9 innings for the tourney

5 innings or more (6 innings is the most in one day) requires one day of rest from pitching

Eight innings in two consecutive days requires the next day of rest (two four inning days is the only way this is possible)

13U/14U

Ten innings for the tourney. Seven in one day means next day of rest. Eight innings in two consecutive days requires the next day of rest.

Pitching records: You are required to submit your pitching records after each game. We need scores of the games as well. **NEW RULE:** This is in effect because Dori has all to often had to chase down records from coaches not turning in scores and pitching records. **ANY TEAMS NOT PROMPTLY (Within 30 minutes of game completion) BRINGING SCORE CARDS / PITCHING RECORD WILL HAVE FIVE RUNS ADDED TO THEIR OVERL ALL RUNS ALLOWED. THIS COULD HAVE A BIG EFFECT ON SEEDING.**

Time limit:

9U – 12U No new inning after 1 hr 50 minutes

13U and 14's - No new inning after 2hrs

All Games will be played out to either the time limit, completed game, or run rule. No coach or umpire has the authority to stop a game early for any reason. Only the consent of the tournament director shall change this.

Ties:

Pool play - End in tie with each team getting 1/2 a point.

Bracket play - Play until a winner. 1st extra inning, place last out on second with one out. NOTE: If the game

ends in a tie before the time limit and there is still innings to be played then those innings will be completed straight up. If tie remains after time limit then begin Tri-Cities tie breaker (previous sentence).

Run Rule:

9U – 12U - 10 after the 4th / 15 after the third

13U – 14U - 10 after the 5th / 15 after the fourth

Or if home team is ahead then game ends half an inning earlier

NOTE: Runs scored carries little weight in seeding tie breakers so play hard but mindful of sportsmanship.

Courtesy runners:

Runners for pitchers and catchers with two outs only. See High School Federation rules for who may run.

Bat's: Big barrel ok for all divisions. 14U not required to use -3 bats.

Cleats: No metal cleats for 12U and younger

No metal cleats for pitchers on temp mounds / turf shoes ok

Seeding:

Coin flip before pool play games / bracket play high seed has the option for Home or visitor / if tied on seeding coin flip. Championship game is a coin toss.

Seeding from pool play to bracket criteria: Win / loss; head to head; runs allowed; disciplinary actions against player, coach or fan; runs scored; coin flip.

Game Appeal: There are none. Handle disputes before the game ends. Note: Use good judgment, if you are faced with a situation needing a tournament director ruling that option is available to you; however, be very certain the issue at hand cannot be resolved promptly on the field and that is not a judgment call ruling made by the umpire which is open for discussion to the extent the umpire is willing to listen.

Uniforms: Players are required to have a number on the back, and it will not be the same as any other player on the team. Coaches are not required to wear matching uniforms but required to display proper baseball attire. Please avoid blue jeans.

Gate Fees: There will be gate fees at most facilities. **NOTE:** This year all paid entries will receive a ticket for our drawing held Saturday at 7:00pm in Pasco at the Trak. You do not have to be present to win. Last year The Cardinals won the full size batting cage valued at \$900.00. This year we will be drawing for

The fees will be \$5.00 per day for adults and children 12 and over. Under 12 is free.

Seniors 55 and over \$3.00

With Military ID is Free.

Verbal abuse from fans will not be tolerated by these umpires. They have been instructed to warn the fan. Then they will instruct the coach as well that he is responsible for controlling his people. If this persists the coach will be ejected along with the fan or fans. Any coach ejections result in a one game suspension following the ejection for all those involved

Umpires always carry the authority to restrict a coach to the dugout. A coach in this situation unable to understand the intent of this compromise and continues to disrupt the game will be ejected at the umpires discretion. The coach must then leave the entire complex (without exception).

Good Luck, thank you for coming,

Mike & Dori Heyer
360-601-4518

Tournament Formats

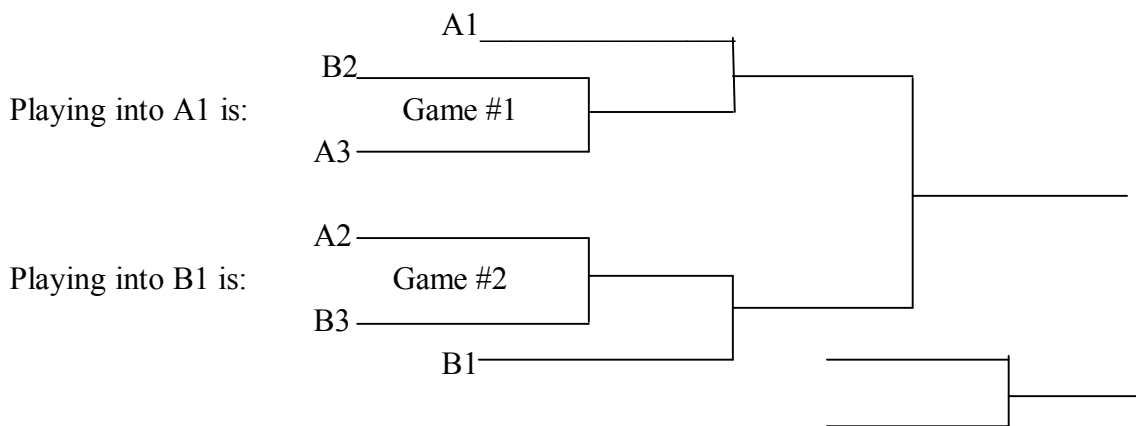
NOTE: Going 3 – 0 into Bracket play while securing the number 1 is a good thing, you could go home after your next game of single elimination play. So plan your pitching accordingly, other teams are!

Six Team Divisions as follows:

Two pools of three. Each team will play the other teams in their pool once, and be seeded from those standings. That will be two pool play games here, then bracket play.

Bracket play -

Pool A seed #1 and Pool B seed #1 receive first round byes.



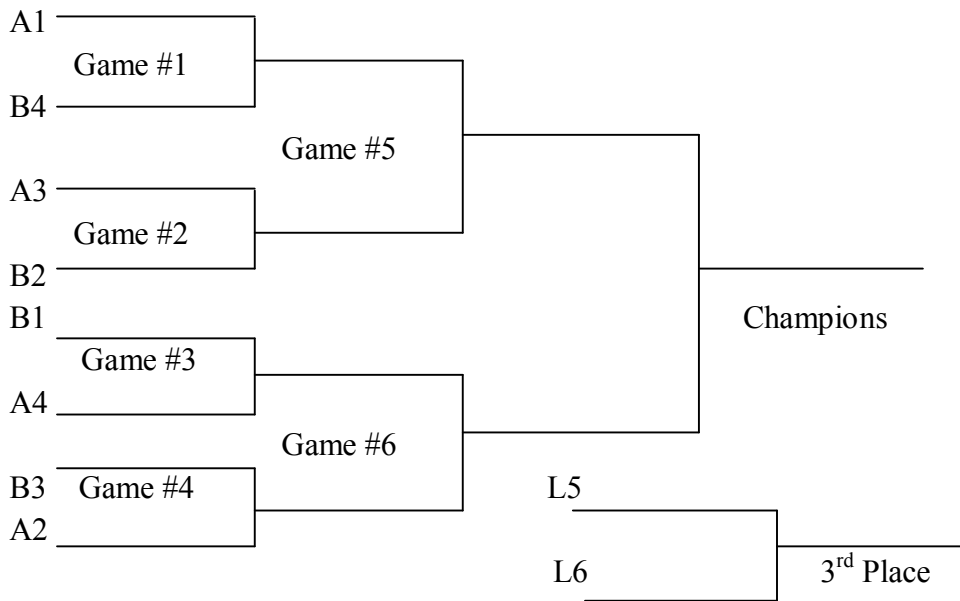
Losers of first round bracket play each other for one consolation game. Losers of semi's play for third place.

All Eight team divisions based on a four game Guarantee will play as follows:

Two four team pools

Each team will play the other teams in their pool once, and be seeded from those standings.

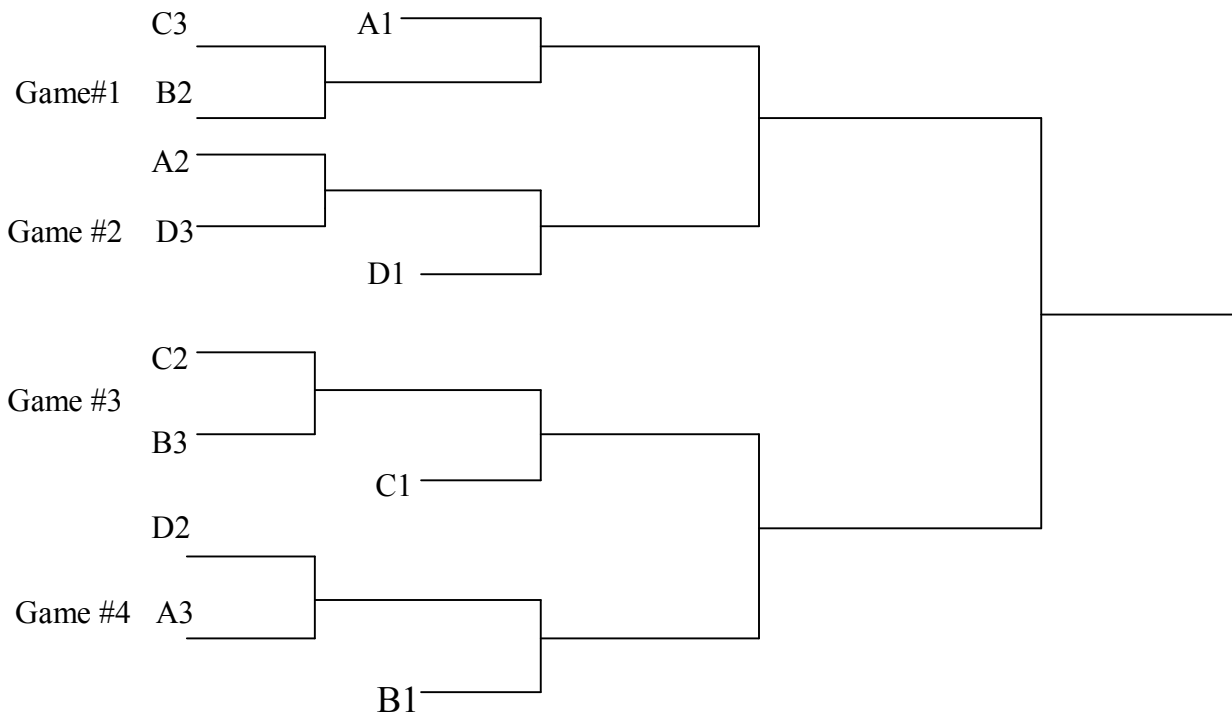
Single Elimination Bracket Play:



Losers (L5 & L6) of Semi finals play for third place.

Twelve team divisions based on a four game Guarantee will play as follows:

Four pools of three. Each team will play the other teams in their pool once, and be seeded from those standings. That will be two pool play games here, then bracket play. There will be four #1 seeds with byes.



Consolation 4th game:

Loser Game#1 vs Loser Game #2

Loser Game #3 vs Loser Game #4

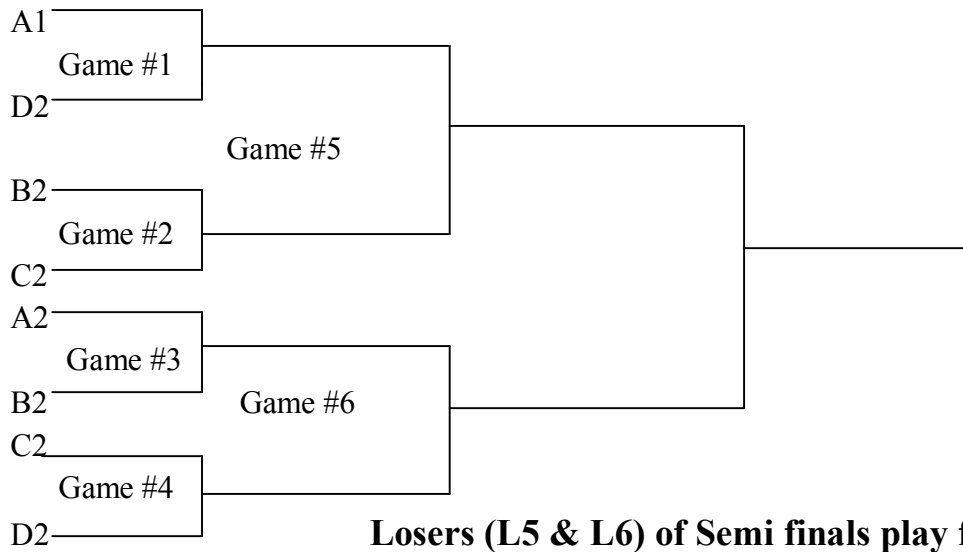
Note: In the past we have provided the extra game for the two winners here to play off, however, over 50% of the time one of these teams in this process decide to pack up and leave. This is bad for teams waiting to play and for myself stuck with paying two scheduled umpires. The other element here is enough time to get in the games on a standard weekend with many teams unable to play on Friday.

Sixteen team divisions based on a four game Guarantee will play as follows:

Four, four team pools, each team will play the other teams in their pool once, and be seeded from those standings.

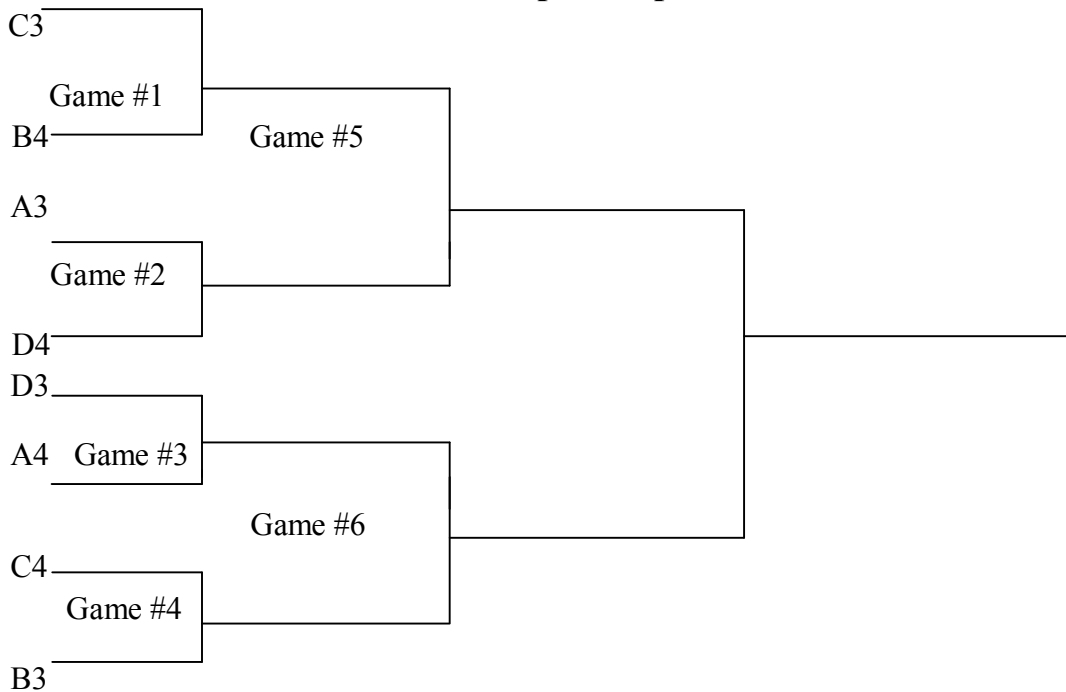
Single Elimination Bracket Play:

Championship



Losers (L5 & L6) of Semi finals play for third place.

Classic Championship



Losers (L5 & L6) of Semi finals play for third place.