

Wenatchee Invitational Tournament Supplemental Rules

Uniforms: All players must be fully uniformed, which includes the following: Pants, socks, cap and team shirt with numbers that are non-duplicating (coaches should wear team shirt and hat).

Bat Diameter: No big barrel bats are allowed. Bats cannot exceed 2.25-inch barrel diameter. Softball bats are not allowed.

Metal Spikes: Metal spikes are prohibited. Cleats shall be molded rubber or plastic.

Batting Helmet: A batting helmet which covers the top and back of the head and both sides of the face must be worn by every player while on deck, when at bat and while on the bases. All bat boys/girls must wear full use batting helmets when performing their function.

Catchers Gear: The catcher must wear all appropriate protective gear, which includes: a protective helmet/mask that fully covers ears, chest protector, shin guards, protective cup, and throat guard. Any player warming up a pitcher must wear a helmet/mask.

No soft toss into the chain link fences is allowed.

Warm Up: Teams may warm up in the outfield grass. No infield warm up prior to games.

Batting Cages: Are available for team use. Teams warming up immediately before a game have priority. Please be courteous and share the cages fairly.

No alcohol or tobacco use is permitted inside the parks. Pets are also not permitted in the park. Bicycles, scooters, roller blades, skateboards, etc. may not be ridden inside the park.

Suspended /Complete Games: A game shall be ruled as official and complete if it is called by umpires or tournament officials due to inclement weather or other reasons beyond our control, provided 4 innings have been completed. If four innings have not been completed, the game shall be suspended and resumed from that point when safe play can be resumed. Time Limit: No new inning may start after 2 hours (except the last game of the day, which can play to completion if daylight allows). In a case of a tie after the time limit, the Kansas City tie breaker method shall apply (last out from previous inning starts on second base with one out). This method will start only upon expiration of the time limit.

Note: Championship game: There will be no time limit 10 run rule will apply

Ten Run Rule: If a home team has a 10 run lead at the end of 3rd innings or if the visiting team is ahead by 10 runs after 4 complete innings, the game shall be terminated. **A maximum of 10 run differential can be accumulated per game.** Example: Team "A" defeats Team "B" 16-2. Only 10 runs would be applied to team "A's" "Runs Scored" and only 10 runs applied to Team "B's" "Runs Allowed."

Length of Game: All games shall be 6 innings, unless called by the time limit or the 10 run rule.

Tie Breakers: The following rules (listed in order of priority) will determine the seeding for brackets in the event of a tie record in pool play:

- * Win/Loss record
- * Head to Head
- * Run differential (10 run maximum per game)
- * Coin toss

Tie Breakers: The Kansas City tie breaker will be utilized for tie games.

Substitution and Re-entry: Any of the nine starting players may withdraw and reenter once, provided such player occupies the same batting position whenever he is in the line-up. When a starter reenters, the substitute player must be taken out and may not reenter during the remainder of that game. If a team is caught with an illegal substitution it shall be treated in the same manner as a player batting out of order.

A) If the illegal substitution is caught before the illegal player comes to bat, the proper player will be inserted into the line-up.

B) If the illegal substitution is caught after the illegal player comes to bat, but before a pitch is thrown to the following batter, the illegal player is out and the proper player will be inserted into the line-up following batting out of order rules.

C) If the illegal substitution is caught after the illegal player comes to bat and after a pitch has been thrown to the following batter, the illegal substitution and player is now considered legal.

Loss of a Player: In the event of a disabling injury, and all eligible substitutes have already entered the game, an already used player must be selected as a replacement by the opposing coach. The injured player may not re-enter any time during the remainder of the game. If a team loses a player due to ejection after all eligible substitutes have entered the game, that team may finish the game with eight players. The ejected player will be called out when his position in the batting order comes up.

Extra Hitter (EH): An extra hitter will be allowed. This will give a team a 10-player line-up, which must be declared before the start of the game and used for the entire game. If a team has no substitutes available and is unable to continue a 10-player lineup for any reason, that slot will be an out. The player in the EH position, while not actually playing a defensive position, will be treated as though they are for substitution purposes. The re-entry rule applies for the EH (example: Bill is the EH and batting 4th. John is the catcher and batting 7th. Bill can become the catcher and John the EH. Both players would remain in their original batting order. All players can move freely in defensive positions, the EH is considered a defensive position).

Free Substitution: Teams desiring to bat their entire line up must declare so before the start of the game. Once the full team batting order has been established it must continue for the duration of the game. Any player unable to bat in their designated spot for any reason during the game shall be called out and the next player in the order shall come to bat. Teams batting their entire line up are subject to the pitching limitations.

Pitching Limitations:

Pitchers are allowed 6 preparatory pitches per inning.

Only the starting pitcher can return to the mound provided he hasn't left the game or been removed from the mound as a result of a 2nd trip rule or hasn't pitched the maximum innings allowed.

Pitchers can pitch a maximum of 6 innings every two successive (consecutive) games. If a game is tied after 6 innings, the 7th inning counts as part of the game for innings pitched.

Successive means: following in order or in uninterrupted sequence.

Pitchers can pitch a maximum of 6 innings per day.

Failure to abide by any of the pitching rules WILL result in forfeiture of the game in which the rule(s) was violated.

For example: Johnny pitches on Friday night 6 innings (pool play), he cannot pitch at all the consecutive game the following Saturday morning (pool play), but on the 3rd game (pool play) he could pitch 6 again and then he is done. On Johnny's first (bracket play) game on Sunday he cannot pitch. On the second (bracket play) game on Sunday, Johnny could pitch 6 innings and then he would be done pitching in the tournament..

Base Running:

Head first sliding into a base is not permitted, runner will be called out. However, diving head first back to a base is permitted.

A base runner must slide or avoid a Defensive player IN POSSESSION of the ball while attempting a put out at a base/homeplate. Obstruction should be called on the Defensive player if contact is made and the defensive player IS NOT in possession of the ball OR in the IMMEDIATE act of fielding the ball. Malicious contact, as judged by the umpire, shall be an automatic out and ejection from the contest.

Home Team: Coin flip by umpire or Tournament Director will determine home team during pool play. For bracket games the home team will be determined by lowest seed team.

Line-ups: Line-up sheets showing the batting order, players full name, position and uniform number must be turned in to the opposing coach and umpire prior to game time. Also list subs names and numbers.

No slug bunts allowed. If a batter shows a bunt and then swings away he shall be called out.

Game Reports and Miscellaneous: No one except tournament officials will be allowed to sit or stand behind home plate area during the game.

Prior to the start of the game each team must declare one (1) person as their team representative. This is the only team official umpires need to recognize for discussion purposes during the game.

Home team shall be the official scorekeeper unless otherwise noted by Tournament Director.

Each team's coach shall turn in to concessions a completed game report following each game.

Sportsmanship:

All players, coaches and fans will be expected to conduct themselves in a sportsmanlike manner at all times. Razzing, heckling, taunting and making disparaging remarks to the opposing team and umpires will not be tolerated. Any player, coach or fan whose conduct is unbecoming or abusive will, at a minimum, be removed from the premises at the discretion of the Tournament Director, Umpire-in-Chief and umpires. Any individual ejected from the game will miss the remainder of the game, plus the next game. If the same person is ejected for a 2nd time, he is suspended for the remainder of the tournament. Failure to comply will result in forfeiture of the game.