



WHIPPETS WALKOFF WEEKEND BASEBALL TOURNAMENT RULES

Final Revision 6.9.25

1) Pitching mound and base length

11U & 12U 50' 70'

2) Game Length and Time Limits:

- Each game can consist of 6 innings. Or a 1 hour and 30 minutes time limit. If the winning team comes to bat with 5 minutes remaining, the game is over, however, if the home team is trailing and the inning was begun before the time limit expired, the inning will proceed in full. No extra innings in pool play, games would end with a tie.
- Bracketed play will allow extra innings in the following format: Last out from previous inning starts at second base with one (1) out to begin the inning.
- Coin toss will determine home team before each game and the team that travels the furthest will make the call
- When bracketed play begins, the higher seeded team will be the home team.
- No Time limit for the Championship game, the run rule still applies, and the higher seed will be the home team.

3) Pitch Counts and number of innings:

We recommend all pitchers do not pitch more than 3 straight innings nor will they be allowed to pitch more than 7 innings during the Whippet Walk-off Tournament. Coaches should know their pitchers arms the best and pay attention to their players' pitch counts and use common sense when they are pitching.

4) Balks and mound visits:

- Each pitcher will get one balk warning. Mound visits are limited to 2 for the 1st pitcher and the second visit the pitcher must be removed from the game. After the second coach mound visit in the game, the ensuing next visit will result in the removal of each pitcher at that time.
- If the pitcher has a balk warning previously, any subsequent balk call will be considered a dead ball, but if a runner was attempting to steal a base when th balk call was made, they will be awarded that base.

5) Courtesy Runners/Steals/Dropped Third strike/IF Fly

- With 2 outs a courtesy runner for the catcher is required.
- Leading off and stealing of all bases is allowed
- Dropped third strike and infield fly rule will be enforced, the runner can advance at their own risk.

6) Mercy Rule:

- Teams ahead by fifteen (15) runs at the end of three (3) innings or ten (10) runs at the end of four (4) innings or eight (8) runs after (5) innings will be declared the winner.
- If, at the end of a complete inning, there are 5 minutes or less remaining on the game clock and either team is winning by 8 or more runs, the game will immediately end.

- If a game has reached or passed the time limit and the visiting team goes up by 10 runs or more, in the top half of an inning, the game will immediately end, and the score will revert back to the score at the end of the previously completed inning. The exception to this rule is if the visiting team began the inning in question trailing, then the home team will receive their at bat upon the completion of the top half of the inning. In this case, the score after the home team's last at bat will be the final score. This rule is in place to keep the tournament on schedule and end lop-sided games that have reached or exceeded the time limit.

7) Pace Of Play:

Teams need to be prepared to start any game up to 15 minutes prior to the posted start time. Allowances will be made for teams playing back-to-back games for the health and safety of the players. Any team that does not take the field within 10 minutes of the declared start time shall forfeit the game, upon the opposing team taking the field and throwing a pitch.

8) Tiebreakers

Pool play records will determine the overall seeding for bracket play on day 2. The tiebreakers are as follows: 1. Head-to-Head (**does not apply to ties involving 3 or more teams**) 2. Least Runs Allowed 3. Run differential 4. Most Runs Scored 5. Coin Flip

9) Bunting

- Bunting is allowed, **NO FAKE BUNT THEN SWING**, this will result in batter being called out and baserunners returning to their previous base

10) Lineup and Safety Rules:

- All teams must bat all players in attendance and in uniform for each game. All players can re-enter the field at any position, with the exception of the pitcher. Once a pitcher is removed from the game, he cannot return to pitch in that game.
- In the opinion of the umpires, if a player is forced to leave a game due to an injury and the player cannot continue, that player's spot in the lineup will be passed over without penalty. That player cannot reenter the game at any point. Any player arriving late for a game must arrive prior to their team batting through their order one time. The late arriving player should be placed last in the batting order and if they have not arrived by their time to bat, they will not be eligible to play in that game.
- Injured player must be removed from that game lineup without penalty.
- Each team must begin with nine (9) but can end with (8) players. After the first pitch of the team's first tournament game no player can be added to a team's roster. All rosters must be submitted to the tourney director at the concessions by the beginning of the team's first tournament game.
- On deck hitter must face the back of the batter, regardless of bench position
- Plastic or turf spikes are required, no metal spikes allowed
- USSSA bats are allowed, batting helmets with earflaps must be worn by players at all times, when at bat, on base, or in the warm-up area.

11) Weather Delays/Cancellations and coach and player and spectator behavior

- No protests allowed on judgment calls
- Players, coaches and parents are expected to show good sportsmanship at all times. Only head coaches will be allowed to discuss any call made with an umpire. Any Coach ejected will be

suspended for the next game that team plays. Any player ejected will have their spot in the order result in an automatic out each time their turn comes up to bat during the remainder of that game. No appeals of ejection will be allowed and failure to abide by these rules will result in the team's forfeiture of any remaining games as well as any games completed.

- **Games canceled or called due to weather will not be rescheduled.** In addition, weather conditions may result in games being shortened for all or part of the tournament. Game cancellations due to weather are under the control of the tournament director, who has the right to cancel games as they see fit. **Any game that completes 3 innings or 2 1/2 if the home team is winning is considered an official game.** Furthermore, if a game is called due to weather and less than 2 1/2 or 3 innings have been completed, but the game clock has passed one hour, it is also an official game, with the score reverting to the last completed inning.