

TRIPLE CROWN TOURNAMENT RULES

Unless noted prior to the event, National Federation High School Rules will be used with the following notations. Triple Crown reserves the right to enforce particular invitational tournament rules.

1. Protest Fee: \$100 cash (on rule interpretation only). Protests must be made prior to the next pitch being thrown. Umpire(s) must be informed first of a protest made during the game. The Tournament Director will make the final decision on all protests.
2. Home Team: Determined by coin flip in pool play. Higher seed is awarded the choice of home team in playoffs and championship games. The exceptions to this rule are in the case of a double elimination bracket the undefeated team will always have choice of home or away, regardless of their seed and in a "If" Game, the team that won the "first" Championship Game has choice of home/visitor. Home team is required to keep the official book. If two equal seeds meet, then we will use a coin flip. Any seeding disputes will be determined by tournament staff.
3. Player Minimum: A team must start with a minimum of 9 players but can finish with fewer, taking outs in the vacant batting order positions.
4. Championship Games: No time limit. No Tiebreaker. Run rule still in effect.
5. Pitching:
 - No limit on number of appearances.
 - A mound appearance resulting in any single pitch (warm-up pitch or game pitch) being thrown or a play will be considered an inning pitched.
 - Eight warm-ups to start, five thereafter. Umpires reserve the right to limit the warm-up time to a minimum of 1 minute regardless of the number of pitches thrown.
 - If pitching rules are violated and the infraction is detected, the situation will be reviewed, and a MINIMUM of the head coach ejection will be enforced. Additional consequences may include the player ejection from game, player and head coach from the tournament, forfeiture of game and elimination of team from the event.
 - Scorecards must be signed by both team managers to eliminate inning validation problems.
6. Infield Warm-Ups: All teams are encouraged to warm-up as much as possible before game time. No pre-game infield.
7. Baseballs: Teams must provide all game balls. Estimated two new balls per game and 1 used per game. Umpires reserve the right to refuse baseballs they determine are not suitable. If a dozen baseballs are provided by the Official Ball for the tournament to each team to start the tournament, that is the ball that must be used, and you may purchase any additional by the dozen as needed.
8. No steel spikes for any divisions 10u age and younger. 11u & older MAY use steel spikes.

Reminder NO steel spikes allowed on portable mounds
9. Bat Restrictions:
 - 13u & Younger: All bats -5 or greater must be stamped BPF 1.15 USSSA or USA stamp. Must be a baseball bat – no restriction on weight or length as long as bat has "BPF 1.15 or USA" stamp. All -3 bats must be stamped BBCOR. Wood bats allowed.
 - 14u and Older: -3 weight/length ratio only. All -3 bats must be stamped BBCOR.
 - Wood Bat Rule: To be considered a wood bat, a bat must be made of a single piece of wood. All other bats such as bamboo or two-piece must meet the BBCOR standards and have the BBCOR stamp. Bat rules apply to the age division you are playing in (not the age of the player or team). Penalties for illegal bats assessed per the NFHS rule book.
10. Uniforms: Unique numbers mandatory (no repeat numbers), matching uniforms recommended.

11. Courtesy Runners: As per NFHS rules, a courtesy runner may be used for the pitcher or catcher. The courtesy runner must be a substitute player that has not been in the game. A courtesy runner may run for either the pitcher or catcher, but not both. Two courtesy runners (one for pitcher, one for catcher) may be used if the team has eligible substitutes for both roles. However, there's an optional (not mandatory) allowance for the catcher only - if the team doesn't meet the NFHS rule (eligible substitute), the last batter out may run for the catcher.
12. Lineup/Batting order: Teams 14U and younger may bat any number of players and retain subs but must remain at the same total number of batters they started with throughout the game: Example 11 batters and 3 subs must finish with 11 batters. Batters not listed defensively will be extra hitters (EP or EH) and may rotate anywhere on the field like any other starter. If a team finishes the game with less players than they started, the team must take outs in the vacant positions (NO EXCEPTIONS). 15u and older, as well as 14u and younger, may choose to bat 9, 9 + EH, 9 + DH, or 9 + EH and DH.
13. Decisions: Tournament Director shall have final decision on all tournament questions.
14. Triple Crown Tie Breaker Rule: If a playoff game is tied after all innings have been completed or at the time limit, the Triple Crown Tie-Breaker will go into effect. Each team puts the batter who is scheduled to bat last in their offensive half of the inning on second base and plays out a full inning. This happens until the tie is broken and the game is complete. **Pool games CAN end in ties after all innings have been completed or at the time limit**
15. Triple Crown does not require catchers to have NOCSAE certified chest protectors. That NFHS rule exempts youth, non-high school competition
16. Music / Artificial Noise Makers
17. No music (walk-up or warm-up) OR artificial noise makers are allowed at any park. While it seems to be a bit strict, music / noise makers can escalate a potential minor situation into something that is much more severe and unpleasant for all involved.
18. Run Rules

<u>Age</u>	<u>Time Limit / Innings</u>	<u>Run Rules</u>
7U-12U	1 hr. 45 min. 6 innings	15 runs after 3 innings 10 runs after 4 innings 8 runs after 5 innings
13U-18U	2 hr. 7 innings	15 runs after 4 innings 10 runs after 5 innings 8 runs after 6 innings

*****All ages have a 20-run rule after 2 completed innings. Home team gets last at bats if applicable. *****

8U DIVISION SPECIFIC RULES ONLY

8u division specific rules ONLY.

No leadoffs, no stealing home -- a runner *starting a play* at 3rd Base may *only* advance home on a batted ball or when *forced* home by a walk, hit batter, or other force play (bases loaded). For 8u, note that a walk is considered a "Dead Ball" situation -- the batter may only take 1st Base and any forced runners may only advance one base. A runner starting from 1st or 2nd Base may advance home as a continuation of a play (there is not a mandatory "red light" at 3rd Base for a play in motion). Runner may leave base only after ball crosses plate: 1st Offense = Dead Ball / warning; 2nd Offense = Dead Ball / offending runner is called out, other runners return to previously occupied bases, no ball/strike charged to batter). Batter may not run on dropped 3rd strike ... bunting is allowed. 10 run MAX. per half inning. No balks.