



Iron Horse Baseball
Tournament Rules

There are absolutely no seeds or tobacco of any kind allowed at the complex. If any team is observed to have players or coaches using seeds or chewing tobacco, including inside the dugouts, the game will be stopped by our umpires and that coach or player will be ejected immediately. The game will not resume until the mess is cleaned up by the offending team. A second offense will result in disqualification of that team and no refund will be issued. Additionally, players are prohibited from chewing gum. The turf fields are just not conducive to the use of seeds or gum. We appreciate your cooperation!

1.0 Registration, Payment, Cancellation Policy

In order for us to effectively plan our tournaments and allow other traveling teams to plan their schedules, a non-refundable deposit of \$300 is required upon registration to hold a spot in one of our tournaments. If requested, deposits can be transferred to another Iron Horse Tournament that same season at Iron Horse Sports sole discretion, but only if there are openings available in the requested tournament. Transfers will not be allowed if the date is within 30 days of the originally registered tournament.

Full payment must be received three (3) weeks in advance of the tournament. If full payment is not received, the team will be placed on the waiting list and another team may be given preference if they pay in full.

If a tournament is canceled due to weather, the following refund policy will apply:

- No games played – 100% refund or credit for future tournament, at teams discretion
- 1 game played – 50% refund or credit for future tournament, at teams discretion
- 2 or more games played – No refund

If a tournament is canceled due to lack of teams, full refunds will be given or a credit for a future tournament will be applied, at team's discretion.

Coaches Check-in, Insurance Certificates, Waiver Form & Rosters/Birth Certificates

Coaches must check in their team upon entry to the complex at our central office above the concession stand. The check-in process will include verification that each team has submitted their insurance certificate, our standard waiver of liability, and team roster (name, #, DOB). Please note, birth certificates must be brought in case of a challenge, but will not be collected by us. If challenged before a game begins, a legible birth certificate must be presented or that player will be prohibited from play. If challenged during a game, a birth certificate must be produced or that player will be called out and

disqualified for the remainder of the tournament. No birth certificate challenges can be made after a game is over.

All other forms must be submitted by each team before play begins. **WE HIGHLY RECOMMEND SUBMITTAL OF THESE DOCUMENTS VIA email IN ADVANCE OF THE TOURNAMENT.**

Rosters

Rosters will be submitted for each team at the coach's check-in meeting. Once submitted, they are locked for the entire tournament. The maximum roster size is 12 players per team. If a team elects to bring only 9 or 10 players and because of illness, injury, or other conflict they have fewer than 9 players in any game then an out will be recorded at that spot in the lineup for any games that this situation applies.

Age Determination

The player's age as of May 1 is the designated age for all tournaments. A younger player can play up, but in no circumstances can an older player play down.

Pets

No pets are allowed.

Coolers and Food

Please instruct all players and parents not to bring individual coolers or food into the complex. They must remain in the parking lot.

2.0 Playing Rules

Equipment

Balls

Game balls will be provided by the respective teams for each game. The batting team is expected to retrieve all foul balls and return them to the umpire.

Bats

For all players 13 and younger- bpf 1.15 must be displayed on the bat. All 14U and older teams will use BBCOR (-3), or wood bats only.

Game Rules

In pool play the home team will be decided by coin toss, with the team traveling the farthest calling the toss. In seeded play the best seed has the choice of being the home team or visitor. To begin play each team must have at least 8 players. If a team cannot take the field with at least 8 players, the game will be forfeited by that team. A game can be started with the visiting (i.e. batting) team not having 8 or more players, but will be forfeited if their 8th player is not there in time for the bottom half of the inning to start. Any lineup having less than 9 players (due to injury, illness, or being absent) will have a recorded out at the bottom of their batting order every time the 9th spot comes up.

A forfeit will be scored for seeding purposes as 10-0.

Offense

Each team may bat 9 players, their entire roster, or anything in between. Once the number of batters is determined by a team prior to the start of the game, it must remain set for that team for the entire game. If a team incurs an illness or injury to any player in the batting order and that player needs to be removed, an out will not be recorded when that player's position in the batting order comes up unless that team has fewer than 9 batters remaining. In that case an out will be recorded. If a player is ejected, a bench player can be inserted into his spot in the batting order. If no bench player is available, an out will be recorded every time that spot in the batting order comes to bat.

If a team elects to bat only 9 players and they substitute a bench player for a starter as a pinch runner, batter, or fielder, the substitute and the starter are locked into that batting position and either player may bat or run in that position of the lineup only. Once a substitute is removed, they cannot re-enter the game. If a team runs out of substitutes and a subsequent player is injured or ejected resulting in fewer than 9 batters, then an out will be recorded at that player's batting spot.

There are free defensive substitutions throughout the game among the players listed in the batting order. There are no minimum playing time rules, though we highly encourage managers to utilize their entire roster every game.

Courtesy/Pinch Runners

A courtesy runner may be used without penalty of substitution locking in the case of injury to any runner, or for the pitcher or catcher (both of the previous half inning). The courtesy runner will be a substitute player, not in the lineup or the person making the last recorded out if no substitutes are available. Any other pinch runners used by a team are considered substitute replacements and the removed player will be locked with that substitute.

Pitching

9U, 10U	46 ft mounds, 60 ft bases – No lead-offs until ball crosses the plate
11U, 12U	50 ft mounds, 70 ft bases – Full Lead-offs, pick-offs, and steals
13U (Fall)	54 ft mounds, 80 ft bases – Full Lead-offs, pick-offs, and steals
13U (Summer)	60 ft mounds, 90 ft bases - Full lead-offs, pick-offs, and steals
14 and above	60.5 ft mounds, 90 ft bases – Full Lead-offs, pick-offs, and steals

There is no set pitch count limit. It is left to the coach's discretion.

The second visit to the mound by a coach in any inning will result in changing out the pitcher. Once removed, the pitcher is ineligible to pitch the remainder of that game.

Balks – All balks will be called, no warnings will be given.

Intentional Walks – can be requested with no pitches thrown.

Base Running – No Contact/Fielder Obstruction

Runners must avoid contact with fielders on all close plays at any base. If a runner deliberately runs into a defender on a close play at second, third, or home without sliding, the runner will be called out. If a defender obstructs the base path without the ball in hand, the runner will be called safe. There is no blocking of any base at any time by any defender under any circumstance unless they have possession of the baseball. This includes pick-off attempts and first basemen not being in the correct position on a force out. The runner must be given clear access to the base. Head first slides are permitted at any time for 12U and above. For 11U and below, head first slides are permitted only when going back to a base on a pick-off attempt.

The infield fly rule is in effect for all ages. Dropped third strike rule is in effect for 11U and above.

Official Game/Time Limits

All Pool Play games will be official at the end of one complete inning. This policy is in place in order to determine standings for playoffs and to keep the tourney timeframe intact in the event of thunderstorms in the area. All playoff/elimination games are official after 3 innings, in the event that bad weather forces a stoppage of play.

Pool play games will have the following time limits:

No new inning will be started after one hour and forty minutes once the umpire begins the clock. The home team will always get last at bat, if needed. If tied at the end of six innings (12 U and below) or seven innings (13U and above) or after the 1 hour, 40 minute time limit, the game will be recorded as a tie.

Play-off Games & Tie-Breaker Rules:

Time limits are the same as for pool play except for games that are tied at the end of the “no new inning time limit” or designated innings limit, whichever comes first. For play-off games that are still tied at this point, a Texas Shoot-Out will be implemented. The home team will take the field. The visiting team will put the last three recorded outs on each base as follows: First base (last recorded out of previous inning) second base (second recorded out of previous inning) and third base (first recorded out of previous inning). The inning will then start with one out. Each batter will begin with a 2-2 count and the inning will begin. Both teams will follow this format until a winner is determined.

Mercy Rule

Mercy rule is in effect for all games. If the winning team is ahead by 12 runs after three innings, 10 runs after four innings, or 8 runs after five innings the game will be called.

Seedings & Tie-breakers

Following Pool Play, seeding for the play-off round will go by overall record. If two or more teams have the same record, tie breakers will be decided as follows: least runs allowed, highest run differential, least number of rostered players, furthest distance traveled, coin flip.