

Midwest Prospects Classic 2013 Rules/Regulations

- Each team will be responsible for providing two balls per game.
- Teams competing in tournaments for 13U, 15u, 16u will be subject to a 7 inning or 2 Hour time limit. No Innings starting after 1 hour 50 min.
- Teams advancing to the Championship game will not be subject to any restraints, weather permitting.
- **Teams advancing to championship rounds are based on seeding within pool and then against the field. (Example: If the top 6 teams advance from 3 pools the #1 seeds will be seeded 1-3 and the #2 seeds will be ranked 4-6 for overall seeding.)**
- Run Rules: 12 runs after 4 innings of play - 10 runs after 5 innings of play - 8 runs after 6 innings of play.
- Championship game will be subject to a 10 run after 5 inning run rule.
- Pool Play games tied after 7 Innings will end in a tie even if there is time remaining in the time limit. No Exceptions.

Field Dimensions

- Teams 13U will compete at either 54 – 80 Dimensions. Metal cleats.
- Teams 15u-16u will compete on 60 - 90 dimensions. Metal cleats allowed.

Pre-Game Timing

- Teams should be prepared and ready to play 30 minutes before their scheduled game is set to begin.
- Games completed early will result in an early start for the following games, weather permitting.
- A Game will be a forfeit if a team is not ready to play 10 minutes after the scheduled start time.
- There will be a 15 minute period in between games to allow crews time for field maintenance.

Infield

- Unless otherwise noted by a Tournament Director, no infield practice will be allowed prior to the start of any game.
- Teams will be permitted to take ground/fly balls down the outfield lines prior to the start of their game.
- Teams will be given 15 minutes prior to the start of all games.
- Please remind your players and coaches NOT to use the infield prior to the game.

Home/Visiting Team Designation

- Pool Play: Coaches will be subject to a coin flip prior to the start of each game to determine who is Home/Visitor.
- Please complete this as soon as possible to provide pitchers an adequate amount of time to get loose.
- Championship Rounds: Teams advancing out of pool play will be seeded based on records, Head to Head, and then Runs Allowed. Higher seed will have choice of home/away.
- Seeding will be made available to all advancing coaches as soon as possible to prepare their team.

Pitching Restrictions

- The Prospects do NOT have a mandatory pitching limit on innings pitched.
- HOWEVER, please remember that you are responsible for these young men and the futures they may have.
- BE SMART!

In-Game Activities - EH & DH

- Teams will be allowed to use a DH and/or an EH during any given game. Teams must designate who each player is and for what player the DH will be hitting for in the field of play.
- Should teams enter the DH in to the field of play, the DH position will be eliminated for the rest of the current game.
- The EH may also enter the field of play but MUST remain in their current batting position. The player for which the EH has replaced in the field will now become the EH

but will remain in the same batting position.

Example of an EH Entering the Field of Play

- Steve is batting in the 6th spot of the order, playing as the teams EH. Kyle is batting in the 2nd position and playing 1B. Steve can enter the field of play at 1B for Kyle which will make Kyle in to the new EH. Steve will remain batting in the 6th spot of the order while Kyle will remain batting in the 2nd position of the order.

In-Game Activities - General

- Age Restrictions: A player's age on May 1 is his/her age for the entire year. Players falling within one month or so of that time frame will be permitted to attend on a case by case basis.
- Courtesy Runner: Must be used for catcher/pitcher with 2 outs. Optional for catcher/pitcher with less than 2 outs. Must be a player not currently in the game or the player who made the last out should a team not have an extra player on the bench.
- Intentional Walks: Automatic intentional walk rule may be used.
- Slide Rules: Players must try to avoid contact on all players during the game. Pastime leaves it to the umpire's discretion if there was **intent** to cause harm during contact. Players using **intent** may be subject to ejection from the current game.
- Head First Sliding: Players are encouraged to slide FEET first. Though we stress the safety of the players, there are times where head first sliding is acceptable and more comfortable for a player. Please advise your players to BE SMART when sliding head first and avoid sliding head first in to home plate.
- Bat Restrictions: No bat restrictions for teams 9U - 14U and 15U - 18U will be subjected to the -3 BBCOR High School rules on bats. If there is a bat discrepancy we will refer to the NFHS and if it has not been outlawed by them. The bat will remain legal. Teams competing in wood bat tournaments have no weight distribution limits. Pastime will have wood bats available for purchase at several wood bat events. COMPOSITE wood bats are legal during all wood bat tournament play!
- Tie Breakers: Overall Record, Head-To-Head, Runs Allowed, Runs Scored, Coin Toss will be the order to determine tie breakers.
- Rosters: A player can not play for two teams within the same tournament.
- IN Game Tie Breakers: Games reaching the 9th inning of play at any time will go in to the West Coast hurry up mode. The last batted out in the previous inning will start on 2nd base! So the start of the 9th inning will begin with a player on 2nd base, regular ball and strike count applies. We will put players on 2nd and 3rd in the 10th inning and load

the bases in the 11th. Championship games will NOT be subject to these rules, we will play the game normally.

- A team may start a game with 8 players.
- A forfeit will be scored 5-0 in favor of the team in attendance.

Tie Breakers and Examples

- 2 Way Tie If Both teams played each other. Head to head! If the game ended in a tie it goes to runs allowed.
- 2 Way Tie and teams did not play each other. Runs Allowed.
- 3+ Way Tie- Head to head. If all three teams are 1-1 against each other. The lowest Runs allowed will advance. The second place team will be decided in the same manner then go to runs scored.

Rain Situations

- Rain can play a role in any tournament. If rain comes into play, we will try to play every game. If that is impossible we will play as many games as possible and play the most important games first. Tie Breakers can become confusing.
- If all games can not be played within a pool we will use best judgement to determine pool winners following certain guidelines. The number of games we use for seeding will be determined by the lowest number of games played by a team who could mathematically advance. (i.e. Team A 1-1, B 0-4, C 3-1, D 2-1, E, 2-1 in this instance we would revert back to everyone's record after two games as long as team A has not been mathematically eliminated)
- If a 3-0 team is playing a 2-0 team and that is the final game in a pool head to head will be the tie breaker still. So, if the 2-0 team wins it would be seeded higher than the 3-0 team. Head to Head will never be thrown out.

Seeding for Championship Round

- We seed within a pool first. We will seed out each pool 1-4. The one seeds will be the first teams taken into championship round. Top two teams from each pool will advance. Seeds 3 and 4 from each pool will play one consolation game to get their 4 game minimum.
- If all pool play games are not completed within an event. We will seed still in pool winner and then pool runner up order. The lowest number of games played by an advancing team within each group (Pool winners and pool runner-ups) will determine the number of games we seed off of. i.e (A. 3-0, B 4-0, C 2-0, D 4-0, E 2-1 we would revert back to everyone's run differential after two games for the pool winners and do the same setup for the pool runner ups.)

Weather & Game Delays

- Games will be "complete" with 4 1/2 innings of play during a scheduled 7 inning game and 3 1/2 innings of play during a scheduled 6 inning game (please check the table below for complete games based on time played).
- The score of the game will be frozen and picked up at a later time should play be suspended for any reason. The game may be subject to a shorter time limit and/or a shortened game to complete the game for seeding.
- Should the first game of the day be under a weather delay/cancellation, that game will take place at a later time during the tournament as we will try to keep all other games on their previously scheduled times. If we have a 2 hour rain delay and you start at 9 AM, we will contact all coaches that were scheduled to play at 9 AM and move those games to a different time period if/when possible. Teams that were scheduled at 11:15 AM should assume the start of their game is on time until otherwise informed.

Rainout Policy, Refund Procedures, and General Policies

- Weather plays a factor in any outdoor sporting event, the same holds true for our tournaments. Field crews will do everything, within reason, to complete each game and tournament to the best of their ability with out risking the safety of anyone involved (players, coaches, fans, crews). Should weather play a part in the cancellation of any event, below are Pastime's refund and rain out procedures:
 1. Should weather cause an event to be completely canceled having played no games all teams will receive a full entrance fees **credit, less the deposit.**
 2. Should just one game be played before an event is canceled, due to weather, a **credit** will be issued for 50% of the value the participating team paid to play in the event. (Same rules apply with the credit as indicated in point 1 listed above.)
 3. There will be no refunds **or** credits after the start of each teams' **second** game.
 4. Should games be canceled during the Championship rounds, trophies and medals will be given to the 2 highest remaining seeds.
 5. The deposit (\$150) associated with tournament entry are non-refundable and non-transferable unless an event is canceled completely prior to the start of the tournament by The Midwest Prospects. Teams withdrawing from an event after submitting payment will forfeit their full entry fee.