

# TRIPLE CROWN RULES

(Rev. 3/13)

- 1. Unless noted prior to the event, National Federation High School Rules will be used with the following notations.
- 2. Triple Crown reserves the right to modify tournament rules. Territory may have rule variations.
- 3. Protest Fee: \$100 cash (on rule interpretation only). The protest must be brought to Tournament Director's attention before next pitch.
- 4. Game Time: Starting time is forfeit time, unless delay is created by Triple Crown. Game time starts at completion of plate meeting.
- 5. Home team will be required to keep official book. Disputes will be reviewed by tournament staff.
- 6. Player Minimum: A team must start with a minimum of 9 players but can finish with less, taking outs in the vacant batting order positions.
- 7. Courtesy Runner: The NFHS rules apply for the pitcher and catcher. 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.
- 8. No pre-game infield.
- 9. Baseballs: Teams must provide High School Certified game balls. Estimated two new balls and one used ball per game. Some Triple Crown Events require a specific brand of baseball. Consult with event director for details.
- 10. No steal deals in 10u and younger.
- 11. 13u and Younger: All bats must be stamped BPF 1.15. Must be a baseball bat - no restriction on weight or length as long as bat has "BPF 1.15" stamp. 14u, 5- or -3 weight/length ratio. All -5 bats must be stamped BPF 1.15. All -3 bats must be stamped BBCCR. 15U and Older: -3 weight/length ratio only. All bats must be stamped BBCCR.
- 12. Uniforms: numbers required, matching uniforms recommended.
- 13. Adverse Weather: The Triple Crown Baseball Tournament may be played in adverse weather conditions. The format may be changed to lesser time limits or fewer innings.
- 14. The Breaker System: If a game is tied after all innings have been completed (or at time limit), the "TC The Breaker" rule will go into effect (only in Playoffs Pool Play allows ties). Each team puts the batter who is scheduled to bat last in that half of the inning on second base (no outs, no count) and plays out the inning. This happens until the tie is broken and the game is complete.
- 15. Extra Player (EP): All age groups may choose to bat 10. The EP assumes any spot in the batting order and is able to play defensively. Finish with 10 or take outs in vacant spots. Check local event rules regarding any additional batting order variations.
- 16. Tournament Director shall have final decision on all tournament rules and interpretations.

Age Group	Time Limit / Innings	Run Rules
8s, 9s, 10s, 11s, 12s	1 hr, 45 min 6 innings	15 runs after 5 10 runs after 4
13s, 14s	2 hours 7 innings	15 runs after 4 10 runs after 5
15s, 16s, 18s	2 hrs, 10 min 7 innings	15 runs after 5 10 runs after 6
Some sites may vary in pitching and base distances. Territory may offer rule variations. (times listed are for 8 innings)		
20 runs after 2 complete innings (times listed are for 8 innings)		

## OFFICIAL SCORECARD



SITE: YOUNGSTOWN

DATE: 4/29/13

DAY: SAT

AGE: 12u

GAME #: 1

FIELD: 5

TEAM: AI FLYERS

TEAM: H2 DIRT BAGS

VS.

Scheduled Game Time: 12:00

Official Game Time: 12:14

Base Umpire: JOHN MANG  
Umpire Names

Plate Umpire: STARKY COMPTON

(Print Name)