

## ACA Tournament Rules

1. **Game Length:**
  - a. 9u-13u: 6 inning games
  - b. No new inning starts after 1 hour and 30 minutes from the break of the umpire meeting
  - c. Pool Play games home team is decided by coin flip.  
Elimination games the higher seed will be the home team.
2. **Forfeits:** All games must be started with at least 9 players. A game can be finished with 8 players. If there are no eligible subs the player leaving the original lineup will be recorded as an out until he is able to return. Any intentional forfeit could result in the forfeiting team being eliminated from the tournament. The tournament committee will rule on all forfeits. No team should benefit from the result of a forfeit in an unfair manner. This rule could result in a dispute and the tournament committee reserves the right to look at and rule in the fairest possible way. The committee's decision will be final! A forfeit score will be the average runs scored for the winning team to 0 for the losing team. The tournament committee will decide when a forfeit is declared.
3. **Taking Infield:** No infield will be allowed during the tournaments.
4. **Mercy Rules:** 12 after 3, 8 after 4.
5. **Trips to the mound:** The members of the coaching staff (including the manager) can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the contest.
6. **Hitting Lineup:** Can consist of 9, 10, or all players. The lineup must stay with the same number of batters for the entire game. Once the first pitch has been thrown the lineup is locked, and the number of batters may not be changed. The 10th batter should be designated as an EH on the line up card. The EH may bat at any spot in the order. The EH is the same as any position on the field as far as substitutions are concerned. The starting pitcher is allowed to DH for himself and bat in any slot in the order but must be listed a P/DH on the lineup card.
7. **In case of rain:** All rain out games may not be made up depending on time constraints. In case of scheduling changes, it is the team's responsibility, not the tournament committee, to make sure they are aware of the new schedule or any scheduling changes. This information will be sent via email. Note: No special requests will be honored if rescheduling becomes necessary. Tournament format is subject to change at any time if deemed necessary and will be

- determined based on the fairest outcome for all teams. All coaches should make sure the tournament committee has current contact info.
8. **Stop in Play:** If a game is stopped, the game must start within 1 hour of the stop in play. If games are not resumed, they will become suspended or called official. Games called by umpires that cannot be resumed within 1 hour will be considered an official game, if 5 innings have been completed, or 4 1/2 innings if the home team is ahead. The tournament director can extend the 1 hour if there are extenuating circumstances, i.e. lightning detector, working on fields, etc. A suspended game will resume where the game was halted.
  9. **Protests:** Judgment calls are not eligible for protest. Protests will be heard and ruled on by the tournament committee. The team protesting must make a non-refundable cash payment of \$100 at the time of the protest. The ruling made by the committee will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave field if after a game.
  10. **Roster and Roster changes:** No player can appear in a tournament game for more than one team. If there are multiple events going on at one time players are permitted to play for one team in each event if so desired. Age divisions within a tournament count as separate events.
    - a. The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements
    - b. A player who is in violation of the age eligibility shall be considered an illegal player.
    - c. If anytime during a tournament game, a player is discovered illegal due to an age violation or participating on more than one team in the same tournament, the team is subject to forfeit. The first team a player participates for is their official team.
    - d. Participating players shall have photocopies of their original birth certificates (US) or passports (International) in the possession of their team manager. Electronic copies of ID documents are accepted. Failure to have a copy of a birth certificate, in the event of a protest, could result in suspension for the remainder of the event until such document can be produced.
    - e. Teams must have up to date insurance for their team to be eligible to participate.

11. **Scoring:** We recommend that all teams (home and visitor) keep a scorebook. The official scorebook and lineup card for the game will be kept by tournament staff, in case of emergency where staff can't keep book the home team will be the official scorer. In a situation in which tournament staff and the home team are unable to score the visitor would become the official book. All subs should be reported to the umpires. To eliminate scoring disputes scorekeepers should check with the official scorer during and after the game.
  - a. Line up cards must be fully filled out with players first name, last name, position, and accurate jersey numbers. All substitutes should be listed with accurate jerseys numbers. Failure to produce a complete lineup card can result in games not starting on time. Line up cards are to be given to the official scorekeeper before the home plate meeting.
12. **Sportsmanship:** In the interest of maintaining a quality event, the tournament committee reserves the right to eject any person from the site for unruly or unsportsmanlike behavior.
  - a. Players, coaches, managers, fans, spectators, or sponsors threatening an umpire, tournament official, associate director, or associate officer with physical harm.
  - b. Any player, coach, manager, sponsor, fan, spectator, director or officer who engages in physical fighting.
  - c. Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.
  - d. Destruction of property or abuse or failure to pay.
  - e. Competing under an assumed, false and/or altered name.
  - f. Tournament hosts have the authority to eject a player, fans or team anytime during a tournament of committing any of the above listed offenses.
  - g. A player, spectator, fan or coach ejection carries removal from that game only.
  - h. Any spectator, coach, manager or player who is ejected for the second time during the tournament will be eliminated from participating for the remainder of the tournament.
  - i. Any event that results in physical altercation (before, during or after a game) could result in a forfeit for both teams. Tournament committee reserves the right to remove teams from playoff contention.
13. **Bat Specifications:**
  - a. BBCOR, Wood Bats, USA or USSSA Stamped Bats
  - b. 13u No bat can be lighter than -10
14. **Pitching:** The MLB balk rule will be enforced. When a balk is called it is NOT a dead ball. The 3B to 1B pickoff move is legal.

15. **Courtesy Runners:** Courtesy runners can be used for the Pitcher and Catcher at any time but must be a VALID SUBSTITUTE. If a team is batting their entire lineup, then they will NOT be able to use last batted out. In addition, the same substitute CANNOT run for more than one position (Pitcher or Catcher) in the same game.
16. **Not covered in the Rules:** In the event any item is not covered in these rules or NFHS rules, the tournament committee will make the fairest possible ruling and that ruling will be final!
17. **Pitching Rules**
  - a. There will be no monitored pitching rules at this event. We do encourage coaches and managers to keep a players safety in mind when putting them on the mound.
  - b. We recommend keeping track of pitches rather than innings for the safety of the players arm. <https://www.mlb.com/pitch-smart/pitching-guidelines>
18. **Tiebreakers**
  - a. Wins
  - b. Head to Head
  - c. Runs Against
  - d. Run Differential
  - e. Coin Flip
19. **Stealing Bases**
  - a. 10-13u leads, base stealing and advancing to 1<sup>st</sup> on dropped 3<sup>rd</sup> strikes are in play.
  - b. 9u may have leads and steal bases but there will be no advancing to 1<sup>st</sup> on dropped 3<sup>rd</sup> strikes