

Triple Crown Baseball 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 (some TC rules do not apply to High School level play only). Franchisees may offer rule variations.

1. Age Requirement: May 1st will be the designated date to determine ages. Photocopies of birth certificates will be required and kept on file.
2. Rosters: May not exceed 20 players during the tournament.
3. Protest Fee: \$100 cash (on rule interpretation only).
4. Game Time: Starting time is forfeit time, unless delay is created by Triple Crown. Game time starts at completion of the home plate meeting.
5. Home Team: Determined by coin flip. Home team is required to keep the official book. In Playoffs, higher seed gets choice of Home/Visitor.
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. Championship Games: No time limit. Run rule is still in effect.
8. Pitching Rules/Innings per Tournament: (ONE INNING ADDED PER PLAYER FOR EACH TEAM THAT SELECTS CACTUS BRACKET 5 GAME MIN.)

8s = 6 9s = 6 10s = 6 11s = 6 12s = 6 13s = 7 14s = 7

*Scorecards must be signed by both team managers to eliminate inning validation problems. (Managers, please help with this process.)

*One additional inning per pitcher for every game played after 4 games (both 3 and 5 game min.).

*No limit on the number of appearances.

*One pitch will be considered an inning pitched.

*Eight warm-ups to start, five thereafter.

*Mound: 14s and younger may throw on flat surfaces depending on field availability.

*If pitching rules are violated and the infraction is detected, the situation will be reviewed and consequences may include game forfeit, elimination of team from the event and suspension for the following year, coach and/or player ejection.
9. Infield Warm-Ups: All teams are encouraged to warm-up as much as possible before game time. No pre-game infield.
10. Baseballs: Teams must provide all game balls. Two new balls and one used ball per game. (Rawlins required!)

11. No Steel Cleats in the following age groups: 8s, 9s, 10s

12. 2011 Bat Rules:

13u and Younger: No bat restrictions (must be a "Baseball" bat).

14u Only: -5 or -3 weight/length differential allowed. All -3 bats must be BESR or BBCOR certified. All composite bats with BESR or BBCOR stamp are allowed for 2011.

15u and Older: Must use -3 bat with BESR or BBCOR certification. All composite bats with BESR or BBCOR stamp are allowed for 2011.

Please be aware that bat rules for all age groups might change for 2012.

13. Uniforms: Numbers necessary, matching uniforms recommended.

14. Adverse Weather: The Triple Crown Baseball Tournament will be played in adverse weather conditions. The format may be changed to lesser time limits or fewer innings to complete the tournament. In this case we will revert back to the last full complete inning to determine the result. The playoff brackets could also be altered. Coaches and players accept these conditions when entering the tournament.

15. Decisions: Tournament Director shall have final decision on all tournament questions.

16. Hotels/Motels/Condos: Teams that leave unpaid bills or damages will be removed from the tournament and reported to their respective leagues.

17. Refund Policy: There will be a \$100 administration fee charged for complete rain outs; 1 game played = 50% of entry fee; 2 or more games played = no refund.

18. Tie-Breaker System: If a game is tied after all innings have been completed, the "Triple Crown" tie-breaker rule will go into effect. Each team puts the batter who is scheduled to bat last in that respective 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 (except in Championship games).

19. No Show: Teams that no-show will forfeit their entry fee and may be subject to suspension from competition in Triple Crown events for the following season.

20. All age groups can have an EH (Extra Hitter) if they choose to bat 10. Both a DH and EH may be used at the same time. Teams in the 7u through 12u age brackets may choose to bat their entire roster and have free defensive substitution. If this option is chosen, there will be no courtesy runners. An out will be recorded if any batting spot is vacated during the course of the game. Ages 13 and up can bat 9 (regular order) or 10 (with an EH).

*****TRIPLE CROWN WILL PLAY THESE DIMENSIONS AND RUN RULES*****

8's**40'pitching**60'bases**1:45 hrs**6 innings**20 after 2, 15 after 3, 10 after

4, 8 after 5

8's Championship game: no time limit, 6 innings, and run rules are still in effect.

9's**46'pitching**65'bases**1:45 hrs**6 innings**20 after 2, 15 after 3, 10 after 4, or 8 after 5

9's Championship game: no time limit, 6 innings, and run rules are still in effect.

10's**46'pitching**65'bases**1:45 hrs**6 innings**20 after 2, 15 after 3, 10 after 4, or 8 after 5

10's Championship game: no time limit, 6 innings, and run rules are still in effect.

11's**50'pitching**70'bases**1 hr 45 min**6 innings**20 after 2, 15 after 3, 10 after 4, or 8 after 5

11's Championship game: no time limit, 6 innings, and run rules are still in effect.

12's**50'pitching**70'bases**1 hr 45 min**6 innings**20 after 2, 15 after 3, 10 after 4, or 8 after 5

12's Championship game: no time limit, 6 innings, and run rules are still in effect.

13's**54'pitching**80'bases**2 hrs**7 innings**20 after 2, 15 after 4, 10 after 5, 8 after 6

13's Championship game: no time limit, 7 innings, and run rules are still in effect.

14's**60'6'pitching**90'bases**2 hrs**7 innings**20 after 2, 15 after 4, 10 after 5, 8 after 6

14's Championship game: no time limit, 7 innings, and run rules are still in effect.

*****all ages have a 20 run rule after 2 completed innings*****

8 Year Old Rules:

6inn or 1:45min

Run Rules: 20 runs after two complete inning, 15 runs after three complete innings, 10 runs after four complete innings, 8 runs after five complete innings.

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. No balks.