

Hilliard Colts Present: The Harold Butt Memorial Tournament

General Tournament Rules:

1. **Playing rules** will follow this document, USSSA Baseball Rules, and National Federation of State High School (NFHS). For conflicting rules the priority is:
 1. This Document
 2. USSSA Baseball Rules
 3. NFHS
2. **Conduct:** There will be a “zero tolerance” for any physical confrontations by coaches, players and fans. First violation of this rule will result in immediate removal of the facility and the tournament.
3. **Behavior:** A player, coach, or fan may be ejected for foul language or abusive behavior. The ejection is for the remainder of the game and the following game. A second ejection will result in dismissal of that person from the tournament. If ejected, that person must leave the field area. Failure to comply will result in forfeit of the game. Head coaches are responsible for the conduct of themselves, coaches, players, and fans. Only the Head Coach should communicate with the umpire’s during the games.
4. **Roster/Insurance:** Roster and proof of insurance must be complete prior to 1 week before the start of games on Friday. Roster should be entered into USSSA team site.
5. A tournament director or coordinator is permitted to manage or coach a team in this tournament
6. **Protests:** will be permitted at the time of the incident ONLY. \$100.00 must be posted at the time of the protest. Games will not continue under protest. Protest committee will rule immediately on all protests. If the protest is not upheld, the \$100.00 fee will be forfeited. If protest is accepted, the \$100.00 protest fee will be returned to the team. Roster and pitching challenges will not be treated as protest requiring the \$100.00 fee and can be brought to the Tournament Director’s attention at any time.
7. **ABSOLUTELY NO ALCOHOLIC BEVERAGES OR TOBACCO PRODUCTS ARE ALLOWED IN THE PARKS OR NEAR THE FIELDS!** There is “Zero Tolerance” for alcohol or Tobacco products being brought into our parks or to games throughout the tournament. This includes coaches and fans. Failure to comply may result in forfeit of the game immediately. *Head coaches should make sure to remind parents to keep alcohol and tobacco products away from the fields and tournament.*
8. The home team will be decided by a coin flip during pool play games (between the umpire(s) and a manager/coach from each team). Official scorebook to be kept by home team with visiting team confirming score after each inning. During bracket play, home team is determined by the higher seed.
9. **Awards:** In each age division, there will awards for 1st and 2nd place. Each team will receive individual trophies, medals or rings, well as a team trophy (ages U7 thru U13).
10. Each team will need to be at their assigned diamond **no less than 45 minutes** prior to game start time. Games can start up to 30 minutes prior to posted game start time. Failure to do so may result in forfeiture of game.
11. After each game, the manager or coach **MUST** meet with the home plate umpire to review and sign the game summary card. This card will represent the game’s official scoring and pitching records. **Manager or Coach’s failure to sign the game summary card prior to umpires leaving the field will result in his/her team relinquishing its ability to challenge that game’s official scoring or pitching records and could result in forfeiture of that game.**

12. The home plate umpire will resolve all protests. The umpire may contact tournament officials, but the umpire makes the final rulings. No further protests are permitted.
13. NO warm-ups on the infield and no hitting soft toss into fences
14. SLUG Bunting is NOT allowed in all age groups
15. **Time Limits:** Time limits for U7/U8 games will be 1 hour and 15 minutes (no new inning after 1 hour) on all pool play games and bracket play. (No Time Limit in Championship Games) **Time limit for U9-U13** inning games will be 1 hour and 45 minutes (no new innings after 1:45) on all pool play games and bracket play games (No Time Limit for Championship Games)). Home plate umpire will give starting time at the beginning of each game. Time limits may be reduced due to inclement weather.
16. **Roster batting will be allowed during the tournament.** This must be declared prior to the start of the game.
 - If a team loses a player due to injury or illness his spot in the batting order will be skipped (no automatic out).
 - If a team loses a player while roster batting caused by an ejection or misconduct, then the spot in the batting order will be an automatic out.

If team chooses **NOT** to roster bat – Starting and finishing a game:

- A team may start a game with 8 players. The vacant spot (9th spot) will be an automatic out each time this player should have batted.
 - However, if the 9th player shows, he must be inserted in the last batting position.
 - A team starting with 9 players may finish with 8 players provided there are no available players
 - A team starting with 10 players may finish with 9 players provided there are no available players
 - If a team loses a player due to injury or illness and must play with 8 players (9 if started with 10), his spot in the batting order will be skipped (no automatic out). If the shortage is caused by an ejection or misconduct, then the spot in the batting order will be an automatic out.
17. **Optional Extra Hitter (EH)** may be used. The EH may bat in any position in the lineup, but must be in the batting order at the beginning of the game. When using the EH, free substitution (defensive players) among the ten (10) players listed in the batting order. All other players are substitutes and subject to the NFHS substitution rules (starter can re-enter into his original spot once, etc.). **DH IS NOT ALLOWED.**
 18. Runners must avoid contact with fielder. If runner does not slide and contact occurs, the runner MAY be declared out and MAY be ejected from the game.
 19. **Speed-up Rule:** An optional courtesy runner may be used for the catcher and/or the current pitcher at any time. The optional runner must be a bench player. If no bench players are available, the player who made the last out may run for the catcher / current pitcher. **If team has opted to roster bat, the courtesy runner will be the player who made the last out.**
 20. Age cutoff date is May 1st. If requested by tournament officials, coaches must be prepared to present birth certificates for all his/her players. **Failure to do so upon request of the tournament coordinator could result in game forfeiture.**
 21. **Cleats:** Metal spikes are not permitted in ages U12 and under
 22. Metal cleats will not be permitted on portable mounds for any age group

23. If the Harold Butt Memorial Tournament is cancelled due to inclement weather, refunds will be issued as followed:

- If NO games are played a full credit for next year's Harold Butt Memorial Tournament will be issued, this credit will be carried over to the following year.
- If one game is played a Half Credit towards the Harold Butt Memorial Tournament will be issued for next year's tournament.
- If two games are played there will be no credits, transfers or refunds for next year's Harold Butt Memorial Tournament.
- No Credit if a team does not finish the tournament and elects to drop out
- Credits can be transferred to another team with communication between groups.

*** In the event of inclement weather, we will do everything we can to play games before cancelling tournament. This may include reducing time limits, cancelling pool play games, etc.***

24. Mercy rule for 6 & 7 inning games:

- After 3 innings (2 ½ for home team) – ahead 15 runs or more
- After 4 innings (3 ½ for home team) – ahead 10 runs or more
- After 5 innings (4 ½ for home team) – ahead 8 runs or more

25. A regulation game consists of six (6) innings for age divisions 7U – 12U and seven (7) innings for age division 13U unless the game is:

- Shortened because an imposed Time Limit expires
- Shortened because the home team needs none of its half of the last inning or only a fraction of it to win.
- An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning. In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the start of the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end.
- **Pool play games can end in a tie if the time limit is up or a complete game has been played**
- Extended (**Bracket PLAY ONLY**) because the score is tied after the completion of the regulation number of innings or due to imposed time limit, in which case, play shall continue until the visiting team has scored more total runs than the home team at the end of a completed inning, or the home team scores the winning run in an uncompleted inning. Shortened because the home team needs none of its half of the last inning or only a fraction of it to win.

****If a game is called due to rain, Weather, light failure or other acts of Nature and cannot be resumed it is a regulation game if: For a six (6) inning game, if three (4) innings have been played or if the home team has scored more runs after two and one half (3 1/2) innings the game shall be declared a complete game. In bracket play if a game is tied after 4 or more innings, the score will revert back to the previous inning. If still tied, the game will be a suspended game. For a seven (7) inning game, if four (5) innings have been played or if the home team has scored more runs after three and one half (4 1/2) innings the game shall be declared a complete game. In bracket play if a game is tied after 5 or more innings, the score will revert back to the previous inning. If still tied, the game will be a suspended game.

****All games that for any reason cannot be declared a regulation game shall be a suspended game. A suspended game when resumed, shall resume from the exact point of suspension.

Teams the Drop Out of Tournament

1. Teams that drop out at least 90 days prior to start of tournament can receive a full refund

2. Teams that drop out at least 45 days prior to start of tournament will receive a 50% refund
3. Teams that drop out within 30 days or less of the start of the tournament will not receive a refund, but may request ½ Credit Towards next year's tournament.

Pitching Rules:

Tournament officials/management will not be involved in counting pitches during tournament events. The ultimate responsibility of managing pitch counts rests with each team's Head Coach. Like many tournaments, we endorse the Pitch Smart program, developed by USA Baseball and Major League Baseball. This program is a series of practical, age appropriate guidelines to help parents, players and coaches avoid overuse injuries and foster long, healthy careers for youth pitchers. www.Pitchsmart.com.

Pitching Inning Limits:

1. **For 6 inning games**, each pitcher will be allowed to throw 7 innings for the tournament and a max of 6 innings in one day. Max is 3 innings pitched in one day to be able to throw next day.
2. **For 7 inning games**, each player will be allowed to throw 8 innings for the tournament and a max of 7 innings in one day. Max is 3 innings pitched in one day to be able to throw next day.
3. Penalty for violation of pitching limitations will result in immediate forfeiture of the game.
4. A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct this rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal. The rule violation should be caught by the Umpire or the offensive team and immediately corrected. If the violating pitcher has legal innings remaining, the violation is deemed an improper substitution and is corrected without penalty. If the violating pitcher has no legal innings remaining, it's deemed a pitching limitations violation pursuant to forfeiture of the game.
5. Balks: One warning per team per game for U9-U10 age divisions. No warnings for U11-U13.

Bat Restrictions

1. **U7 – U13 Divisions:** Bats must be stamped 1.15 BPF and will have no weight drop restrictions from U7-U12. For U13 age division, all players and all teams must use a max drop of 8 (-8). Alternatively, BBCOR, USA and/or Wood Bats may be used. BESR stamped bats are illegal and cannot be used. Additionally, any bats deemed illegal by USSSA also cannot be used for the tournament.

COACH PITCH SPECIFIC RULES (U7 & U8)

1. Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
 - The pitching coach shall keep one foot on or straddle the pitcher's line.
 - The Coach can pitch anywhere in-between Pitching Circle.
 - The pitching coach shall not verbally or physically coach while in the pitching position
 - The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called. Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.
 - Pitching Coach: The Pitching Coach shall be an adult at least eighteen (18) years of age.
2. Ten (10) defensive players shall play in the field with four (4) outfielders.

- The fourth (4th) outfielder shall not assume an infield position.
 - All outfielders shall stay behind the baseline.
 - The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit. Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
3. The Infield Fly Rule shall not be in effect at any time.
4. Offense/Batting: The batting order shall constitute all present players on the team roster at the beginning of the game.
- Late arrivals shall be inserted at the bottom of the batting order.
 - All players on the roster shall bat before returning to the top of the batting order.
 - Teams may use free substitution on defense, but the batting order shall remain the same.
 - Bunting is not be allowed.
 - The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.
 - Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
 - A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.
 - A team may score a maximum of seven (7) runs per inning. There is a maximum of ten (10) runs a team may score in 6th inning. The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)
 - Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the all runners are not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.
 - When a batted ball hits the Pitching Coach, the following shall apply: 8.21.A If in the Umpire’s judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance. If in the Umpire’s judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

Tournament Set-up

1. All U7 & U8, U9 and U10 games will use one umpire. For ages U11 and above, two umpires will be used for pool play games and bracket play games.
2. Length of Game: Ages 7U-12U will play six (6) innings; ages 13U will play seven (7) innings.
3. The official score of a forfeited game is 8-0
4. Teams will be seeded in bracket play by the following:
 - 1st - Win/Loss Record
 - 2nd - Head to Head (unless more than 2 teams tie)
 - 3rd - Runs allowed
 - 4th - Run Differential (maximum run differential per game +/- 7 runs)
 - 5th - Runs scored
 - 5th - Coin Flip

5. U7 tournament will feature round robin format with top two finishers after round-robin play to play in the championship game. In the event of any ties for teams entering Championship Game, we will use following format:
 - 1st – Win/Loss Record
 - 2nd – Head to Head (unless more than 2 teams tie)
 - 3rd – Runs Allowed
 - 4th - Run Differential (maximum run differential per game +/- 7 runs)
 - 5th - Runs scored
 - 6th - Coin Flip

6. **The director of the Harold Butt Memorial Tournament reserves the right to amend or modify these rules at any time. All teams are required to review the rules prior to attending our tournament as well as during the tournament. If a rule is changed during the tournament, a notification will be sent to all coaches notifying them that a change has been made**