

16/17U SabreCat Wood Bat World Series

Tournament Rules

1. Tournament specific rules are covered below. Rules not specifically outlined below are covered by the NFHS Baseball Rules.
2. No infield before games.
3. All teams will play four (4) games in pool play. **ALL TEAMS WILL PARTICIPATE IN BRACKET PLAY!** All teams who lose their FIRST bracket play game on Saturday will play a consolation game on Sunday. Seeding for the Championship Round will be determined by 1) Record 2) Head to Head 3) Runs allowed 4) Runs Scored 5) Coin Flip. Pool winners will be seeded first, regardless of record. Wild cards will be seeded after pool winners. *When 3 or more teams are tied, tiebreaker priorities are used to select or seed the first team. Subsequent team selections and seeds start back at tie-breaker priority #1 (win-loss record). This process repeats itself until all necessary teams are selected or seeded.*
4. Home team determined by coin flip except in championship round where higher seed is home team.
5. All games in pool play will be seven (7) innings with a 2 hour time limit. Tie games (after 7 innings) in pool play are rendered a tie **unless time limit has not been reached.**
6. There is no time limit in the Championship round. However, the run rule still applies in the Championship round. Run rule is as follows: eight (8) after five (5) innings, twelve (12) after four (4) innings, and fifteen (15) after three (3) innings. No run rule in Championship game. Also, if Championship round game reaches the 10th inning, the California tiebreaker will take effect. At the beginning of each half inning, a runner will be placed on 2nd base and the inning will then be played out from there. The runner placed on 2nd base is the player who MADE THE LAST OUT IN THE PREVIOUS INNING.
7. Pitching Rules: Coaches discretion.
8. You may bat 9, use an EH and/or a DH.
9. BAT LIMITATIONS: Wood bats must be one piece and/or NFHS approved. Bamboo bats are permissible.
10. Courtesy runner for the catcher only at any time but with 2 out is mandatory. The courtesy runner must be a player not currently in the lineup. If no player is available you may run your last out.
11. \$50.00 cash protest fee. Protest decided on the field by umpire and Tournament Director. Protest fee returned if protest upheld.
12. Flip for home team. Higher seed will be home team in Championship round.
13. No coolers allowed AT DESIGNATED SITES.
14. NO METAL CLEATS, SUNFLOWER SEEDS, OR TOBACCO ON ANY TURF FIELD. Breaking this rule will result in IMMEDIATE ejection from the park.
15. The head coach is responsible for the behavior of coaches, parents, and fans.
16. The umpires are in charge of the game. Excessive arguing or abuse will not be tolerated. The umpire's decision on any judgment call is final. Rule interpretation can be discussed with the tournament director.
17. All participants are competing at their own risk. By participating you agree to hold the Tournament Director, Tournament Officials, Tournament Hosts, and Tournament Sponsors harmless from any liability resulting from participation in the tournament. Team insurance is mandatory and must be available upon request.
18. RAINOUTS: Whether or not to cancel games due to weather is NOT the choice of the Tournament Director. It is solely on the shoulders of the person running the fields we are using, or the umpires. There are NO makeup games unless the Tournament Director feels the integrity of the tournament will be compromised without such makeup games. Championship Round: If there are rainouts in the Championship Round, the higher seed will move on.
19. If pool play games are cancelled due to rain, we will use a tiered approach with .500 winning percentage being the benchmark. For teams OVER .500, we will look at total number of losses. For teams under .500, we will look at total number of wins. Tiebreakers will then be AVERAGE runs allowed and AVERAGE runs scored.
20. IN CASE OF INCLEMMENT WEATHER, THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO RE-FORMAT THE TOURNAMENT. NO FEE REFUND WILL BE ISSUED FOR GAMES MISSED.