



2017 NEBC Tournament Rules 10U – 12U Tournaments

Playing Rules

1. **Time Limit:** Pool Play Games are limited the following:
 - 1 hour 45 minutes time limit unless the specific event has modified time limits
 - No new inning is to begin after the time limit has expired. Umpires will confirm the start of the game at the time of completion of ground rules meeting.
 - Teams will play 1 extra inning if the game is tied and has not reached the time limit.
 - Championship games will not have a time limit.
 - Teams should be ready to play 30 minutes prior to their scheduled start time.
 - Pool Play games can end in a tie.
2. **Innings:** 10U – 12U will play 6 inning games.
3. Home team is determined by **coin toss**.
4. **Bat Restrictions:** All bats must be stamped BPF 1.15. No restriction on weight or length as long as the bat has “BPF 1.15” stamp.
5. **Mercy Rules:** 10 runs after 4 innings, 8 runs after 5 innings
6. **Mound Trips and 1st and 3rd Situations:** MLB rules apply to most situations (no 3rd to 1st moves, # of trips to the mound, etc.)
7. **Balks:** The balk rule is enforced with no warnings at all levels of play at NEBC.
8. **Pitching Restrictions:** There are no pitching restrictions at NEBC. It is the coach’s/team’s responsibility to ensure a pitcher’s health in regards to pitch counts, # of innings pitched, or pitching on consecutive days.
9. **EH/DH:** Teams may bat a maximum of 11 batters in their line-up. Therefore teams may use 2 EH’s and a DH if they prefer
10. **Re-Entry Rule:** A starter who is replaced may re-enter the game only once and must re-enter in the same spot in the line-up. A substitute who is replaced cannot re-enter.

11. **Courtesy Runners:** Teams may run for their **catcher** ONLY. If utilizing the courtesy runner please have a runner ready immediately. Courtesy runners can only be a player who has not entered the game.
12. **Scoring:** Home team is responsible for the “official book”. Teams are urged to check every inning with their opponent to confirm the score.
13. **Official Game:** Games called due to the weather by the umpires or the tournament director that cannot be resumed will be considered complete after 4 innings or 3 ½ innings if the home team is ahead.
14. **Forfeits:** Any forfeit may result in the team being eliminated from the tournament. Any team not on the field and prepared to start the game at game time will give cause for immediate forfeit. Forfeits will be ruled 6-0 win for the opposing team. Forfeiting teams will be fined \$250 per game.
15. **Protests** will be handled on the field with the Tournament Director. There will be a \$250 cash payment at the time of the protest. If the protest ruling is ruled in the protesting team’s favor, the \$250 fee will be refunded.
16. **Suspension:** Any player ejected from a game is suspended for his/her team’s next game. Any coach or player who is ejected for the second time during the tournament will be suspended for the remainder of the tournament. The tournament director reserves the right to eject any person (player, coach, fan) from the site for unruly or unsportsmanlike behavior.
17. **Dugout Rule:** All players must be completely inside the dugout. Only one player may be in the on-deck area. Coaches may sit in the openings. Please do not sit on buckets outside the dugout openings.

System for Playoff Seeding

Seeding of the playoffs will be based on:

- Win/Loss record
- Head to Head
- Runs Allowed (total through pool play)

Pool Play Tie Breakers

- Head to Head
- Fewest Runs Allowed among the tied teams (3 way ties)
- Fewest Runs Allowed in entire Pool Play
- Coin Flip