

The 5th Annual
Strike Out Lou Gehrig's Disease
All Star Invitational Tournament Rules
Division-14U

1. **Manager is responsible for his players, coaches, and fans. Cheer on your players and let the players from the other teams play. One warning only – then the game is forfeited. We have a zero tolerance policy. Any manager, coach, or spectator who does not act with good decorum, and or sportsmanship, will be told to leave the premises and will not be allowed to return for the rest of the tournament. If a manager or coach gets tossed from a game, he will not be allowed to return to the tournament, not even as a spectator.**
2. No protests. The umpire's decision is final!
3. Teams must have birth certificates available on each player if requested before the next scheduled game. Copies of birth certificates are acceptable.
4. A team may bat round-robin or bat the standard nine (9) batters.
 - i. For teams not batting round-robin, straight substitution rules apply. Starting players may be re-entered into the game one time in the same position in the batting order. Substitute players may not be re-entered.
 - ii. For teams batting round-robin, free substitution applies. No minimum play required. (CVLL recommends that you play all players, otherwise you are going to have parents upset with you!
 - iii. Pitchers, after being removed as pitcher can come back and pitch in the same game as long as they have not been removed from the lineup either defensively or offensively.

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5. If a team has used all its players and an injury occurs, the opposing team manager shall pick the player to re-enter for the injured player.
6. A team may field a team with a minimum of 8 players with a maximum of 9 players on playing field at any time.
7. A player must avoid unnecessary contact with the defensive player by either sliding or avoiding a tag. If the umpire deems the contact excessive, the player will be called out and possibly ejected from the game.
8. A 15-run mercy rule will be in effect after 3 innings, with a 10-run mercy rule in effect after 4 innings.
9. **All game time limits are based on an official (clock) time of the first pitch to the first batter. No new inning will start after 2 and 30 minutes and drop dead will be 2 hours and 45 minutes, only exception will be playoff and championship games. If a game ends in a tie after a seven inning regulation game has been played and there is still time available under the time limits provided then extra innings will be played. All games that end without a completed inning, the score for the game will revert back to the prior completed inning. Tournament management needs to keep the games moving as fast as possible. There will be no exceptions to these rules and the time limits will be strictly enforced.**
10. **Courtesy** runner for the catcher is not mandatory, but is recommended to keep the game moving. This runner is to be a player who is not in the lineup at that time. If a team is batting round-robin, the courtesy runner will be the player who made the last out. No other substitution of runners will be allowed, unless of course and injury occurs.

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11. Coin flip determines the home team, including play-off games. Home team will keep the official score unless a CVLL or TOLL volunteer is provided. Turn score sheet into the snack shack, with the strike-out tally sheet attached. Winners of the strike out contest will be determined based on a team's first 3 games.
12. The area directly behind the backstop is for the official score keeper only, please keep all other spectators out of this area.
13. **Both** teams are responsible for making sure that the pitching log is turned in immediately following the game, signed by both team's manager. Turn pitching log into the snack shack. This applies to games that are not handled by a CVLL or TOLL volunteer. If it is handled by a volunteer than the volunteer will be responsible for that task.
14. Forfeit = 7-0 score.
15. **Pitching rules:**
Pitchers may pitch no more than 6 innings per game and no more than 12 innings total for pool play. One pitch thrown constitutes an inning. There are no other restrictions, such as a day's rest or per game rest. Each pitcher will be awarded and additional three innings if their team advances to Championship Day which will make the total for a team advancing to championship day of 15 innings maximum for any pitcher. Failure to abide by the pitching rules will result in forfeiture of the game by the offending team.
18. **Tie breaking rules:**
 - a. Record (win = 2 points, tie = 1 point, loss = 0 points. **Games can end in a TIE, except playoff games.**)
 - b. Head-to-head record
 - c. Least runs allowed
 - d. Most runs scored
 - e. Coin toss

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18. Tie breaking rules: (continued)

If three or more teams are tied in their respective pool, tournament management will throw out head-to-head record tie-breaker and use run differential (margin of victory) as the primary tie-breaker. The largest run differential credit will be 10; this is to prevent teams from running up the score. The secondary tie-breaker is least runs scored.

19. Relief pitchers are to warm up in designated area. The catcher must wear a mask.
20. Post-game meetings are not allowed on the playing field. Dugouts must be cleared immediately after each game.
21. Maximum of 3 coaches, including Manager, allowed in the dugout at all times.