

2009 ANNUAL CHARTER OAK TOURNAMENT

Revised: 6/15/2009

ADMINISTRATION RULES (GENERAL)

1. Teams must check-in one hour prior to their first game
2. No live hitting with hardballs other than the cages and cages can be used for 30 minutes per session, free of charge
3. Warm up in determined areas only, no fence drills.
4. No pre-game, exception if for Championship Games
5. Home team is determined by coin flip and will occupy 3rd base dugout. See opposing coach 30 minutes before your game, no exceptions! Top seed on Sunday is home, Championship game flip.
6. Home team will supply score keeper and keep score in provided tournament book.
7. 2 offensive timeouts per game.
8. Mercy rule: All levels – 15 after 3 innings, 10 after 4 and 8 after 5.
9. Courtesy runners allowed for pitchers and catchers anytime. If batting all: courtesy runner shall be last out. If batting 9 or 10 (extra hitter) : courtesy runner shall be any player not in the current lineup
10. Protests will be determined on site by tournament committee member or members (5 minutes max.)
11. We discourage coolers and absolutely no bar-b-ques. Please use our snack bar it helps keep the fees low!
12. No metal cleats allowed for 8u and below
13. Pony pitching rules apply except:

A: Pitchers may pitch a maximum of:

11, 12 and Pony:	7 innings per day
8u and 10u:	6 innings per day

B: Pitchers may pitch a maximum of:

11, 12 & Pony:	7 innings per game
10u:	6 innings per game
8u:	3 innings per game

C: Pitchers shall have at least 40 hours rest after pitching on the same calendar day in:

11, 12 & Pony:	5 or more innings
8 and 10u:	4 or more innings

14. Managers or coaches will give pitching logs to the official scorekeeper prior to each game with the lineup. After the game the opposing manager must sign logs and will receive theirs back upon signing opposing managers log.

15. Sunday seedings will be determined by:

8U:

4 Pools of 3 teams play 2 times for seedings. Top seed in each bracket and 2 wildcards (seeds 1-6) Top 2 seeds receive a bye from Quarterfinals. Consolation games are seeds 7-12.

10U:

3 Pools of 3 teams play 2 times for seedings. Top seed from each pool and 2 wildcards (seeds 1-5). Top seed (#1) of tournament receives a bye to semifinals. Consolation games seeds 6-9.

11U-PONY:

Each team plays 2 games for seedings. Top 2 seeds play in semifinals. Consolation games 5 and 6 .

Any ties in pool play standings are broken as follows:

- 1ST Tie breaker will be head to head
- 2ND Tie breaker will be fewest runs allowed
- 3rd Coin toss

SPECIFIC 11, 12 & PONY RULES:

1. 7 innings games
2. No new inning after 2 hours
3. Drop dead at 2:15**

SPECIFIC 10 & UNDER RULES:

1. 6 inning games
2. No new inning after 1:45
3. Drop dead at 2 hours**

SPECIFIC 8 & UNDER RULES:

1. 6 inning games
2. Runners may not leave the base until the ball crosses the plate, runners may steal only 1 base per pitch, no drop 3rd strike, no infield fly and 4 runs per inning until last inning
3. No new inning after 1:30
4. Drop dead at 1:45**

**Modified drop dead: if home is ahead at the end of drop dead time, game is over whether or not the inning is completed. If the visiting team is at bat at the time of expiration, you revert back to the last completed inning: A) If the visiting team is up at the time the game is called, the score shall revert back to the last completed inning. B) If the home team is up at the time the game is called and they are losing, the score shall revert back to the last completed inning. C) If the home team is up to bat at the time the game is called and the home team has tied the game up in that half inning, the score shall stand and will not revert back. D) If the home team is up to bat at the time the visiting team ties the game up in the top of the inning, the score shall revert back to the last completed inning E) If the home team is up to bat and is leading, the score shall stand and will not revert back.

ALL GAMES HAVE TIME LIMITS.

ANY OTHER RULES SEE PONY TOURNAMENT RULEBOOK, THEN MAJOR LEAGUE BASEBALL RULES.