

ZAYAA 3RD ANNUAL BASEBALL TOURNAMENT

10AA Tournament Rules

1. A coin flip shall determine the home and visiting teams.
2. Each team must provide one new good quality baseball for each game.
3. The following bat rules shall apply: Unlimited as to length, weight and/or differential.
4. No infield practice is allowed before the game, and pitchers are limited to five practice pitches between half innings.
5. Pitchers are restricted to a maximum of three innings per game, and six innings per day.
6. Game length: Each game will be six innings. In the event a game is tied after 6, extra innings will be played until a winner is determined (or up to a two hour time limit at which point the game will be a tie). If time runs out after an inning has started, the inning will be completed and when that inning is finished the game is complete.
7. General Baseball Rules apply plus:
 - a) Continuous batting order and free substitution will be used.
 - b) Any pitcher may re-enter the pitching position ONCE during the game.
 - c) Each team's lineup must list a minimum of nine players to start a game. A game will be forfeited by the offending team when a team is unable to provide nine players to start the game or cannot provide eight players to finish the game
 - d) A courtesy runner (the last runner to be put out) will be allowed only for the catcher and ONLY when there are two outs. Exception: Courtesy runners for an injured player will be the player making the most recent out.
 - e) A runner may lead off/and or steal after a pitched ball crosses the plate.
 - f) Runners may advance one base on past balls with the exception of home.
 - g) Batters can not advance to first on a dropped third strike by the catcher.
 - h) Runners must slide at home to avoid contact or will be called out. Also players making head first slides at home will be called out.

- i) Fake tags are not permitted.
 - j) No balks will be called.
8. Determining game winners: The official score of each game will be the run totals at the end of the last complete inning, unless the home team is ahead at the expiration of the time limit.
9. The HOME team's scorebook shall serve as the "official" scorebook. We recommend that each team compare scorebooks at the end of each half inning. If there is a discrepancy, please contact the tournament director for an official ruling immediately.
10. Pool Tie Breaker:
- a) Head to head competition
 - b) Least runs allowed
 - c) Most runs scored
 - d) Highest Differential (Runs scored minus runs allowed)
 - e) Coin flip
11. Unsportsmanlike Conduct: Any player, coach or fan who is ejected from a game is also ineligible to participate in the next game. Any player, coach or fan who is ejected twice will be declared ineligible for the remainder of the tournament and must leave the ballpark. Unsportsmanlike conduct will not be tolerated, and includes but is not limited to:
- Verbal abuse
 - Arguing judgment calls of umpires
 - Physical aggression
 - Profanity
 - Tantrum-like acts
12. Mercy Rule: 10 run lead after four innings are complete.
13. Base Length will be 60 feet. Pitching Distance will be 46 feet.
14. Each team is required to be at the field 30 minutes before assigned game time as games may start earlier than scheduled.

****Zimmerman Youth Baseball participates in the Gopher State League. These rules are drawn from the Gopher State League and will be followed for this tournament.**