***RULES (08U – 14U DIVISIONS)***

***METAL CLEATS NOT ALLOWED IN AGES 11U AND BELOW***

***WOOD BATS ONLY***

* ***Mandatory Team Check in is:***
***One hour before your first game time. Your team must have the following items: (A) Official Brewers Baseball Team Roster Form, (B) Valid team insurance with team name as insured, (C) Copies of birth certificates for all participating players. \*\*Please Note: Any player without birth certificate is not eligible to play until copy of birth certificate, or some other acceptable (i.e.-passport, student identification card) proof of age is produced and approved by tournament director. Player age documentation must be present with team manager for the duration of any given tournament***
* ***Brewers Baseball & Genesis will provide 2 wood bats for every dugout. All bats must stay in the Dugout after your scheduled game for next team to use. They must not be taken home and must be returned to tourney director after last scheduled game of day. Only broken bats will be replaced. Teams who take bats home will be charged for them. Genesis will be on site for anyone who wishes to purchase their very own Genesis Pro Wood Bat.***
* ***Age divisions are based on the following:***
***All Brewers Baseball Tournaments ages 8's thru 18's will use the May 1 age cutoff date. To determine your team's age, determine your oldest player's age as of April 30th, 2015. Player participating in a given division cannot turn the next age before May 1, 2015. Example: Player in 10U division cannot turn 11 before May 1, 2015 or he is too old for that division and must play in the 11U division. Players may play up but not down in age.***
* ***Age Division Distances= 7U-8U- 40ft mound, 60 ft bases 9U – 46 ft mound, 65 ft bases, 10U -46 ft mound 65 ft bases, 11 & 12 – 50 ft mound 70 ft bases, 13U-54 ft mound 80 ft bases (Some 14Us will play 54×80), 14 & above – 60.6 ft. mound 90 ft bases. (\*9U AND 10U base distances are 65 ft field permitting. In the case of certain baseball facilities only having 60 ft pegs installed 9U AND 10U may play at 60 ft.)***
* ***All team managers must report and verify score of each of their games:***
***Team Managers are required to report and verify their scores immediately following completion of each game during the tournament to tournament director/site director at director's check in table. This is required to help insure that all scores of games are correct and to detect any incorrect game scores to help prevent any incorrect seeding of teams due to human error. Managers: When signing official game score cards upon completion of your game please check for accuracy of the score, winner of game and pitching log accuracy.***
* ***Brewers Baseball Seeding online is official for playoffs:***
***Managers, upon completion of all pool play games in your division, please check the official Brewers Baseball tournament seeding posted online at our official Brewers Baseball website (www.montebellobrewers.org) to confirm your team's seeding for the playoff round. Only the seeding posted on the Brewers Baseball website brackets/seeding page are official. Managers please note that if you should feel that your seeding is in error please contact the tournament director immediately by phone or in person at tournament site.***
* ***Pitching Limitations and Rules: There are no pitching limitations in any age division in Brewers Baseball tournament play. Parents and managers please use common sense. Please note that any violation of any pitching rules may result in the automatic ejection of manager and or player.***
* ***Slide or Avoid Rule will be in effect at all age levels. Any player is out when the runner does not slide when the defensive player has the ball (or is judged to be in the act of catching the ball) and waiting to make a tag. All players are required to avoid collision with another player while running the bases. If, in the opinion of the umpire, the runner does not make an effort to avoid collision, he is to be declared out. If in the opinion of the umpire the act is deemed to be malicious, the runner will be ejected from the game. Runner are not allowed to go after a defensive player to break up a play at any base.***
* ***Flagrant collision: When there is a collision between a runner and a fielder who is clearly in possession of the ball , the umpire shall judge whether the collision was avoidable and whether the runner was attempting to dislodge the ball or simply attempting to reach the base. If the runner is judged to have attempted to intentionally dislodge the ball, the runner shall be called "Out", the ball is dead, and all runners return to their last base touched at the time of the interference. Any player, in the judgment of the umpire, flagrantly colliding with any fielder (especially the catcher) is subject to immediate ejection.***
* ***Managers responsible for players, fans and team conduct: Managers are held responsible for the conduct of their players, coaches and fans. Game personnel (including spectators) shall not use language or gestures that will, in any manner, refer to, or reflect negatively toward opposing players. coaches, umpires, or spectators. PENALTY: In the case of unruly fans or unsportsmanlike conduct from fan(s) the team's manager will be given the opportunity to inform fan(s) that their behavior is subject to that fan(s) being ejected from the game and from the park. If once fan(s) is warned by manager and behavior persists fan(s) will be ejected from park. If manager does not warn fan and behavior continues both manager and fan will be ejected.***
* ***Manager only allowed to appeal to umpire Only managers or recognized head coach is allowed to appeal to umpires during game and all conversations with an umpire should be conducted after a time out has been called and be held in a calm and professional manner. Verbal abuse of the umpire will not be tolerated and may result in ejection from the game. Assistant coaches not adhering to this rule are subject to immediate ejection from game.***
* ***All ejections of managers and coaches Any manager or coach ejected from the game is required to sit out the next game also (mandatory). After being ejected a manager or coach must vacate the premises of the current game and the next game of which he is suspended (must adhere to the cannot see or hear ejected coach policy). Any manager caught continuing to coach after being ejected or suspended will be suspended for an additional period of time and/or possibly the remainder of the event.***
* ***Player ejections: Any player ejected from a game is subject to an additional one game suspension at the tournament director's discretion.***

***Managers are responsible for the conduct*** ***of his players and fans at all times. Managers are subject to ejection if his players or fans are out of control. Players ejected during game must remain in dugout for remainder of game. Ejected player must sit our remainder of game quietly and without incident. Penalty: Failure of player to act without further incident in dugout will result in up to and including additional and immediate 1 game suspension or even disqualification for remainder of tournament.***

* ***Post-Game Misconduct: If a team, coach or player displays misconduct or poor sportsmanship AFTER a game has concluded, the player or coach may be ejected from the next game – the team may forfeit the next game – or may be suspended at the discretion of the tournament director.***
* ***Game Misconduct: No coach, player, or team shall, at any time, whether from the bench, coaching box, or playing field, attempt to incite by word or sign, any unsportsmanlike conduct or demonstration by spectators.***
***Penalty: Offending team member is subject to immediate ejection from game. (Profanity of any sort is strictly prohibited and is grounds for immediate ejection)***

***Failure to leave park after being ejected from game: If any manager, coach or fan, upon being ejected during game, refuses to leave the park in a timely manner determined by the tournament director the game shall be deemed a forfeit.***

* ***Team Line-Up Card: Must be turned in to Home Plate Umpire at or before manager's Home Plate meeting before the beginning of each game. All players participating in game must be entered on official team line-up card to be eligible to participate in game. Note: Any players arriving after start of game must be listed on the team line-up card that is turned in to the umpires prior to the start of the game to be eligible to play.***
* ***Teams may elect to bat 9 players or bat 10 players (Ages 08U Thru 13U) with the 10th player as an EH***
***Team must field 9 players to start game. Teams may also bat entire roster in age division 08U thru 13U. High School age divisions (14U thru 18U) may bat up to 9 batters using a DH (for any player). Teams electing to bat their entire roster should note that in case of a player not being able to continue due to injury will only be an out the first time that player's spot comes up in the batting order, however in the case of a player ejection, the ejected player's spot will be an out every time that player's spot comes up in the batting order. A minimum of 8 players shall be required to start a game and teams cannot finish with less than 8 players with the 9th spot being an automatic out every time up. 9th player can be added to line up (if listed on official lineup card) at any time during the game as long as that player is legally rostered on team. Starters may re-enter one time only in their original batting order. DH is not permitted in age divisions 13U and below. NOTE: In the event of a player being injured during the course of a game and injured player cannot continue and the team has no more players with eligibility (subs have been used) the last declared substitute used by respective team then will be allowed to sub for the injured player. No outs are declared at this point. This exception is used to promote player safety and in the spirit of fair play.***
* ***Extra Hitter: A team may use the EH, (extra hitter) if desired in any (Ages 9 thru 13) Brewers Baseball tournament game. The manager must declare the use of an EH prior to the start of the game. The EH position shall be considered the same as any other position. Normal substitution rules apply. However, any team that begins play using an EH, must maintain a 10-player line-up throughout the game. If, due to injury, a team shall fail to field nine players, an out shall be recorded each time the EH was to have come to bat. Note: The extra hitter listed on the original line-up is considered the extra hitter for the entire game no matter what defensive position he assumes during the game. The extra hitter may occupy any position in the batting order. Once the game has commenced, the position of the EH in the batting line-up cannot change during the game.***
* ***Time Limits: Official game time limit for 9U-12U is 6 innings with no new inning after 1 hour 45 minutes (whichever comes first). 13U thru 18U will play 7 innings with no new inning after two hours (whichever comes first). Once a inning begins it must be completed. Ties count in pool play. Note\*\*\*Managers, please have your team ready to play immediately following the completion of the preceding game. For the benefit of all participants in our events it is our desire to keep all games going off on time even if that includes beginning your game prior to the scheduled game time start.
CHAMPIONSHIP GAME TIME LIMITS: No time limit on championship games***
* ***Time Limits – ONE DAY TOURNAMENT EVENTS: For all one day events regulation game time limits will be adhered to for all games, with the exception of the Championship game only, and may end in a tie and the tie will stand if regulation game time or innings has expired.***
* ***Game Time Start: Official game time begins at the start of the managers Home Plate meeting.***
* ***Between Innings: A maximum of 90 seconds or 5 warm up pitches, whichever comes first) will be allowed between innings with timing started upon the 3rd out. The umpire shall keep time. Automatic strikes may be called on an offensive team not ready, after the umpire has directed teams to play. Additionally any defensive not ready to begin play when umpire commences play with may be accessed automatic "balls". If an injury requires an emergency pitching change, the new pitcher will have 10 minutes maximum for warm up, during which time the game clock shall be stopped.***
* ***Illegal Players: Any team using illegal players (i.e. – player being too old for division) shall be subject to discipline ranging from forfeiting a game, possible ejection from tournament and possible future sanctions imposed by Xtreme Diamond Sports Baseball California.***
* ***Tournament director reserves the right to alter format of any tournament event in order to finish tournament event in a timely manner. This includes shortening minimum game guarantees, modifying game schedules, time limits and innings per game if necessary. Additionally, every effort will be made to finish tournament but in case of rain, darkness or other acts of nature, director reserves the right to shorten games or modify schedules in order to finish event.***
* ***Tie games in playoffs (and Championship games) in extra innings or past game time limit: If after one extra inning of regulation play has been completed and a winner is still not determined, the California tie breaker will come into play until a winner is determined. California tie breaker: runner placed at second base at the start of every half inning with no outs. Runner must be last out of previous inning. In Pool Play a tie stands and will not be played out.***
* ***Run rules: 20 run rule after 1 inning in all age divisions, 15 run rule after 2 innings in all age divisions, 12 run rule after 3 innings in all age divisions, 10 run rule after 4 innings in all age divisions, 8 run rule after 5 innings in all age divisions.***
* ***Home team will be determined by coin flip, home team must occupy the third base dugout (Unless mutually agreed upon differently by both opposing managers). All changes must go thru the home plate umpire. In playoff rounds, the higher seed will be the home team. Higher seeded team also has the option of choosing to be visiting team.***
* ***Official scorekeeper may sit in stands or in the vicinity of the backstop, the official scorekeeper cannot sit in the dugout or in the area of the dugout. Reminder: the scorekeeper is by rule an unbiased game official whose conduct is governed by that very definition.***

***Catchers must be properly equipped for safety purposes. "Properly equipped" is per judgment of chief umpire and tournament director. (i.e. no skull caps allowed, catchers head gear must cover ears & catchers must wear athletic protective cup.)***

* ***All protests will be ruled on immediately by tournament director and all decisions are final and once the next pitch is thrown, team loses right to protest. Only managers may protest. Judgment calls by umpires may not be protested. Upon a protest, a manager shall remit $100.00 cash protest fee. If the protest is upheld, the $100.00 shall be immediately refunded. If the protest is denied, the deposit shall be forfeited. All protests must BE initiated thru the home plate umpire before being brought to the tournament director. Absolutely, No pre-game infield on any of the fields. Warm up in foul territory only please.***

***Courtesy Runners: A courtesy runner may be used for the pitcher or catcher at any time. Courtesy runner can only run once in an inning and must be first be someone not presently in the game or secondly the last out. The same runner may not run for both the pitcher and the catcher in the same inning. Courtesy runner for the catcher with two outs is mandatory. (This is also referred to as the "Speed Up Rule which is intended to help speed the game along so as to help insure that teams get their full games in.)***

***Intentional walk: may be announced by the manager in the 08U thru 13U age levels. In the 14U thru 18U four (4) balls must be thrown.***

***Missed bases: require an appeal play.***

* ***Forfeits: Any team forfeiting a game may not advance to playoff round if it is determined that it is beneficial to that team with regards to runs allowed/differential etc.***
* ***No alcoholic beverages: allowed to be brought into the ballparks.***
* ***No tobacco (smoking or chewing): allowed during tournament play within the confines of the ballparks, stands, playing fields, etc. Please smoke or chew in the parking lot, Thank you.***