

**SUPPORT LOCAL BASEBALL '25
HOMETOWN '25
8U - 14U OFFICIAL RULES & REGULATIONS
PRESENTED BY 3&2 BASEBALL**

Tournament Directors & On-Site Assistance

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Coach,

Thank you for your participation in a 2025 3&2 Baseball sponsored tournament. As players, coaches and parents ourselves, we've designed these tournaments to best suite all families involved. We took the time to release our full rules below, with abbreviated versions available as we get closer to tournament weekends. We invite you to take a look from all rules and contact us with any questions or concerns.

If you have any suggestions of additions to the rules, changes or interpretations, please email Ron@3n2buffalo.com. As a staff, we will review all inquires. If we determine the rule change is beneficial to all parties involved, we will make the change and notify all teams. This is your chance to learn and understand the rules - if you choose to do so or not is up to you and your staff.

As always, if you have any questions, please do not hesitate to contact us direct.

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GENERAL RULES & POLICIES

**unless otherwise noted, all 3&2 Baseball tournaments will be operating under Little League Rules*

2025 FACILITY RULES

Individual park and facility rules will be sent out to all coaches and families prior to your specific tournament. We suggest attending our 'Virtual Coaches Meeting' the week leading up to your event to learn more about park rules, parking, concessions, etc.

FIELD MAINTENANCE RESPONSIBILITY & FINAL DECISIONS

Each location has a designated and independent grounds crew who makes all decisions on game cancellations. Understand that we do everything within our power to play all games and will only cancel if there is risk of injury to the players or the field is deemed unplayable. All fields are proudly maintained and operated by Union Employees which means that you as a Coach and us as Tournament Operators have zero ability to work the fields and over rule decisions.

Stiglmeier Park

810 Losson Rd.
Cheektowaga NY 14227

Total Fields	4
Surface	Dirt Infields
Footwear	Any - please refer to tournament rules for specifics
Lights	Yes
Mounds	Portable turf
Field Maintenance	Town of Cheektowaga facility employees
Raked, Lined & Groomed	As needed
Cancellation Decisions	Town of Cheektowaga facility employees
On-Site	Yes
Concessions	Drinks and snacks at shelter Food trucks on Saturday
Restrooms	Indoor
Umpires	<u>WNY Umpire Association</u>

Grand Island High School

1100 Random Rd.
Grand Island, NY 14072

Total Fields	2
Surface	Turf - 1 Grass & Dirt - 1
Footwear	No metal cleats on turf field

Lights	Turf - Yes Grass & Dirt - No
Mounds	Turf - Permanent turf Grass & Dirt - Clay
Field Maintenance	Grand Island School District employees
Raked, Lined & Groomed	As needed
Cancellation Decisions	Grand Island School District employees
On-Site	Yes
Concessions	Yes Food trucks TBD
Restrooms	Indoor
Umpires	<u>Niagara Falls Umpire Association</u>

Veterans Park

1715 Bedell Ave.
Grand Island, NY 14072

Total Fields	1
Surface	Dirt Infield
Footwear	Any - please refer to tournament rules for specifics
Lights	No
Mounds	Clay
Field Maintenance	Grand Island town employees
Raked, Lined & Groomed	As needed
Cancellation Decisions	Grand Island town employees
On-Site	As needed
Concessions	No
Restrooms	Indoor
Umpires	<u>Niagara Falls Umpire Association</u>

Northtown Center

101 N Maplemere Rd.
Amherst NY 14221

Total Fields	8
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Surface	Dirt Infields
Footwear	Any - please refer to tournament rules for specifics
Lights	No
Mounds	Portable turf
Field Maintenance	AGSL / Town of Amherst employees
Raked, Lined & Groomed	As needed
Cancellation Decisions	AGSL / Town of Amherst employees
On-Site	Yes
Concessions	Yes
Restrooms	Indoor
Umpires	<u>WNY Umpire Association</u>

INCLEMENT WEATHER POLICY

All information regarding weather delays, cancellations and/or time changes will be updated through the notification feature on Sports Engine Tourney Machine app. Please advise your parents to not only download but also follow your team to receive these notifications. Furthermore, we'll continually update our 3&2 Baseball Tournament Facebook page with any relevant information regarding the weather.

TOURNEY MACHINE LINKS

Support Local Baseball '25 - <https://tourneymachine.com/R150918>

Hometown '25 - <https://tourneymachine.com/R152993>

LIGHTNING / THUNDER POLICY

Per the hired umpire associations, all thunder and lightning strikes require a 15-minute delay. The game clock can be paused up to 60-minutes but will then resumes until completion. All cancellations are based on player safety and field conditions.

TEAM CANCELLATION AND REFUND POLICY

In the event your team needs to withdrawal from the tournament after the payment deadline date - February 1, 2025 - you will only be refunded if your teams spot is filled by another prior to tournament weekend. Refunds will be processed via check or Venmo only.

RAINOUT POLICY

- Games may be suspended due to weather for 60 minutes, with final playing decision up to the grounds crew and then relayed by the Tournament Directors
- Games are considered complete in all rounds if cancelled due to weather if 3 innings have been completed or 2 1/2 innings if the home team is ahead
- In the event of rain on Championship Sunday, the Tournament Directors may choose to advance the higher seed once it's determined that all games cannot be played due to time restrictions. If the game has started, it will be considered complete after 3 innings or 2 1/2 if the home team is ahead;

- If the tournament is cancelled in entirety due to weather - 100% registration credit will be issued
- If only 1 game is completed and the rest is cancelled due to weather - 50% registration credit will be issued;
- There will be no refunds issued once 2 games have been completed.
- Tournament registration credit will be issued to the Head Coach

POOL PLAY MAKE UP GAMES

Any games that need to be made up will be done so in lieu of our Home Run Derby. In the event we have multiple games to make up with a shortage of fields, we will resume the games in regard to score, but in the 5th inning. For instance, Home team is up 1-0 in the 2nd inning but cancelled due to weather - if necessary due to time - we'll resume the game 1-0 in the 5th inning and play until completion.

TOURNAMENT DIRECTORS

Tournament Directors will be on site at all times. The Tournament Director is responsible for interpreting tournament rules as well as addressing any coaches concerns. Please note that once the coin flip is complete and the game begins, the on-field Umpire will be responsible for all game decisions. In the event you'd like to challenge a rule or the outcome of a play, the Tournament Director will meet with the on-field Umpire, but will never overturn a discretionary call (balls & strikes, safe & out, slide on close play). All decisions are final and we encourage you to read our Coaches Code of Conduct when challenging the outcome of a call.

UMPIRES

We source our umpires through local associations and they have final say on all judgement calls. Calls in regard to a specific rule can be protested at the time of the call with a Tournament Director. **PLEASE TREAT THE UMPIRES WITH RESPECT.** Coaches, you're responsible for your bench, parents and all fans. We've tentatively scheduled 2 umpires for all games with the exception of our 8u division which will have 1. In the event we're forced to use a 1-umpire system, they will station behind the pitcher's mound.

COACHES / SPECTATOR CODE OF CONDUCT

As the coaching staff, we ask that you lead your players and parents by showing respect at all times during our tournaments. We have a very strict **ZERO TOLERANCE** policy in regard to the coaching staff and spectators. Any coach or spectator asked to leave a game for behavioral issues will be asked to leave the facility for the **REMAINDER OF THE TOURNAMENT**. We strongly advise that you allow the umpires to do their job to the best of their ability. Whether or not your disagreement is justified by a blown call, no amount of arguing or banter will change the outcome. Please lead by example for the young and impressionable players on your bench. In the event a Coach or spectator is ejected and returns to the field, they will once again be asked to leave the premises. Failure to do so can result in tournament forfeiture by your team.

In the event a player is ejected from the game, they will sit for the remainder of that particular game. After the game, we leave the decision up to the Coach and Parent to determine the appropriate punishment. We're not looking to exploit a young players mistake and punish them for the remainder of the weekend. We hope that the Coach and Parent use this as a teaching moment and make the decision that best suites the players actions.

In the event a player is ejected for physical contact with an opposing player or umpire, that player will be ejected for the remainder of the tournament.

PROTESTS

If a Coach wishes to protest a game based on misapplication of the rules, the protest will not

be recognized unless the umpires are notified at the time of play in question. Once the next pitch occurs, there can be no protest. In the event a rule needs to be interpreted, an umpire may call for a Tournament Director. The Tournament Directors decision will be final.

ROSTERS

You will sign off the final roster you submitted at check-in. Any players participating in the weekend must be listed. In the event a player needs to be added due to injury, it must be a scenario where you're only adding to reach 9 players. You cannot add players if you have current rostered players on the bench. Each add must be reported to the Tournament Director and approved prior to game play. Any team with un-rostered players will be required to forfeit the game in question and marked as a 10-0 score.

Player registration is now open on 3n2buffalo.com/tournaments.

TEAM INSURANCE

Each team is required to carry its own insurance, naming **"3&2 BASEBALL, LLC."** as insured, and submit that certificate of insurance within (7) days of your first game. Proof of insurance can be emailed to ron@3n2buffalo.com or dropped off at 3&2 Baseball - Tonawanda.

FORFEITS

Forfeits will be handled on a case by case basis, but will always be marked as a 10-0 score. Intentional forfeits will be grounds for team suspensions from all future 3&2 Baseball, LLC. events.

PREPARED TO PLAY POLICY

All games have the right to start up to 30 minutes early. Please make your adjustments with team arrival if necessary.

'A' vs. 'BC' vs. 'Open' DESIGNATIONS

As tournament operators, we have little to no control on what divisions Coaches choose to sign up for. With that being said, we've implemented a list of questions as you may recall during the registration process. These questions encourage coaches to make the decision that is best for their own teams development and encourage healthy and fair competition.

Please note that 3&2 Baseball cannot:

- Deny a teams entry based on feedback from other participating teams;
- Move teams into other divisions once the tournament schedule is released;
- Accept schedule or opponent requests of any sort;

We want nothing more than fair and competitive games, but as I know you'll understand, it is virtually impossible for 3&2 Baseball to keep track on a teams overall ability year over year. The landscape of youth baseball changes every off-season and with no overall governing body, there is no way to determine if a team is over / under qualified to be playing in a particular division.

With that being said, any questions regarding specific teams can be directed to Ron Pilat via email. If a conversation needs to be had with coaches, it will be done so well before the schedule is released. However once the schedule is released, it is considered final.

8U DIVISION

GENERAL RULES

- Coin flip at ground rules for home or away
- Bases - 60'
- Pitching Machine - 46'
- Pitching Machine Speed - 40 mph
 - * *Dials will be preset and marked for clarity*
- 6-Inning Games
- 1 Hr. 45 min time limit
 - * *No new inning is allowed to start beyond the time limit.*
- No metal spikes
- No dropped third strike
- No infield fly
- No bunting
- No stealing

PITCHING MACHINE SETTINGS & ADJUSTMENTS

- Hack Attack Junior 3-Wheel
- Speed dials will be marked and not to be adjusted
- Under no circumstance are players allowed to touch or feed the pitching machine

OFFENSIVE RULES

- 5 hittable pitch maximum;
- If the machine malfunctions and the pitch is deemed un-hittable by the umpire, it will be declared no pitch;
- A batter will be recorded out if:
 - They swing and miss at 3 pitches;
 - Batter does not swing at pitch 5 and it's deemed a strike by the umpire
- 1 Coach maximum
 - Feeding pitching machine
 - 1B box
 - 3B box

MERCY RULE

- Teams may score a maximum of 6 runs per inning, with the exception of the final inning which is unlimited.
- There are no run limits per inning in extra innings of an elimination game
- Game run rules will be:
 - 12 runs after 3;
 - 10 runs at any point after 4;
 - 8 runs at any point after
 - * *Home team does not have to hit if ahead by mercy rule*

CHAMPIONSHIP GAME

Will have no time limit and play until completion. Mercy rule, inclement weather rule and extra inning rules will still be in effect.

BAT RESTRICTIONS

- USA Bats - 2 5/8 barrel maximum
- Wood Bats

- USSSA Bats are **NOT ALLOWED**
 - Any bat violation will result in an out for the batter

LINEUPS & SUBSTITUTIONS

Your coach will declare their lineup during ground rules prior to the start of your game by exchanging lineup cards or Game Changer information with the opposing Coach.

- Each team will field (10) players defensively;
 - 4 Outfielders | 4 Infielders | 1 Pitcher | 1 Catcher
 - No shifts from outfield to infield are allowed
- Teams must bat their entire lineup, with open field substitutions throughout the game;
- In the event of an injury and no substitute is available, the players spot in the lineup will **NOT** be recorded as an out. Simply skip to the next batter in the lineup.

INFIELD OVERTHROWS

On a ball hit to the infield, runners can only advance one base on an overthrow.

Ex: Ball hit to the shortstop, who then overthrows 1B, runners can advance to one additional base. In the event of an additional overthrow, runners cannot advance.

BALLS HIT TO OUTFIELD

Runners can advance until the ball is in possession of a player on the infield. Runners can advance to the base they are on their way to, but may not advance further in the event of an overthrow.

Ex: Ball hit to the left field and the runner rounds first base before the infield is in possession of the ball. Fielder then attempts to throw runner out at 2B which results in an overthrow. Runner cannot advance to 3B.

PITCHER LOCATION

Pitcher may be located on the right or left side of the dirt surrounding the pitcher's mound and must play even with the wheels of the pitching machine.

PITCHING MACHINE OBSTRUCTION

No player, including the pitcher, may make a play if they bump into the pitching machine. The play is dead and all runners advance one base. Coaches, we ask that you line players up to ensure they don't run into the machine.

If a batted ball touches the pitching machine, electrical cord or Coach standing with the designated area, the ball is declared dead. Baserunners advance one base and the batter is awarded first base.

PRE-GAME WARMUPS

We ask teams to stay off the infield and pitchers mounds for pregame warmups. No formal infield will be allowed. Please warmup in your designated outfield.

ROSTER SIZE

Teams may start a game with 8 players. In this situation, the 9th batter in the lineup will be counted as an out. If a 9th player joins the team then he/she may be added to the empty spot in the batting order at anytime. If a team starts with 9 and loses a player due to ejection or injury, the game can be completed with 8 players. A team cannot play with 7 or less players, at which point the game would turn to a forfeit resulting in a 10-0 score for the opposing team.

COURTESY RUNNERS / CATCHERS SPEED UP

Courtesy runners can be used with 2 outs for the catcher. The runner will be the last batted out. This is optional, not mandatory. In the event of an injury, the courtesy runner will always be the last batted out.

AVOID CONTACT / SLIDING RULE

Players must avoid contact at all costs. If contact is not avoided, the base runner is called out. This is a discretionary call and cannot be appealed to the Umpire or Tournament Director. If an Umpire decides a players approach to a base or home plate is malicious, the base runner may be ejected from the game.

- Head first slides are not allowed, unless returning to a bag
- Each team will be given (1) warning before the player is called out
- In the event a player is called out for a head first slide, it will be considered a dead ball and the players will return to their bases occupied at the time of the violation

LEADOFFS & STEALING

Are not allowed.

INTENTIONAL DELAYS

Are considered unsportsmanlike and will not be tolerated. The umpire has the discretion to pause the game clock and advise both dugouts if he feels teams are delaying intentionally to reach a time limit. Final determination will be made by the field umpire and the Tournament Director will not have the ability to override their decision.

OFFICIAL SCOREBOOK

Each team is required to keep a scorebook for every game. If a situation occurs where the inning, score or innings pitched is in question, the home teams scorebook / Game Changer will be considered official.

EXTRA INNINGS

- **POOL PLAY** - One additional inning is permitted, assuming it begins prior to the expiration of the time limit
- **ELIMINATION GAMES / CHAMPIONSHIP** - The last out from the previous inning will begin on 2B with 1-out in the inning. We will play until a winner is determined.

PLAYOFF FORMAT - 8u - 12 teams

- **POOL PLAY** - 3 games
- **CHAMPIONSHIP ROUND - Sunday**
 - **Seeds 1 - 4** advance to the **Gold Bracket**
 - **Seeds 5-8** advance to the **Silver Bracket**
 - **Seed 9-12** advance to the **Bronze Bracket**

SEEDING AND TIE BREAKERS

In order, all seedings will be determined by

- Overall pool play overall record (winning percentage);
- If 2 teams are tied, head to head winner advances;
- Total runs against;
- Total runs scored;
- Run differential (max 15 per game);
- In the event we have a tie in all categories above, the higher seed will be determined by a coin flip from the Tournament Director with both Coaches present

- Higher seed is home team during all elimination games

NOT COVERED IN THE RULES & REQUEST FOR CHANGES

In the event a certain rule or scenario was not covered in the rules, the Tournament Director will make the decision based on the Little League rules or make the fairest possible ruling, which will be considered final. We will accept rule change requests via email to Ron@3n2buffalo.com. If we determine the request is in the best interest of participating players, we will notify coaches of the approval and change.

9U DIVISION

GENERAL RULES

- Coin flip at ground rules for home or away
- Bases - 60'
- Pitchers Mound - 46'
- 6-Inning Games
- 1 Hr. 45 min time limit
 - * *No new inning is allowed to start beyond the time limit.*
- No metal spikes
- No dropped third strike
- No infield fly
- No stealing home
 - * *Only able to score on a batted ball*

MERCY RULE

- Teams may score a maximum of 6 runs per inning, with the exception of the final inning which is unlimited.
- There are no run limits per inning in extra innings of an elimination game
- Game run rules will be:
 - 12 runs after 3;
 - 10 runs at any point after 4;
 - 8 runs at any point after
 - * *Home team does not have to hit if ahead by mercy rule*

CHAMPIONSHIP GAME

Will have no time limit and play until completion. Mercy rule, inclement weather rule and extra inning rules will still be in effect.

BAT RESTRICTIONS

- USA Bats - 2 5/8 barrel maximum
- Wood Bats
- USSSA Bats are **NOT ALLOWED**
 - *Any bat violation will result in an out for the batter*

LINEUPS & SUBSTITUTIONS

Your coach will declare their lineup during ground rules prior to the start of your game by exchanging lineup cards or Game Changer information with the opposing Coach.

- Each team will field (10) players defensively;
 - 4 Outfielders | 4 Infielders | 1 Pitcher | 1 Catcher
 - No shifts from outfield to infield are allowed
- A team may use a (10) player batting lineup;
- A team may choose to bat their entire lineup, with open field substitutions throughout the game (recommended but no mandatory);
- In the event of an injury and no substitute is available, the players spot in the lineup will **NOT** be recorded as an out. Simply skip to the next batter in the lineup.

PRE-GAME WARMUPS

We ask teams to stay off the infield and pitchers mounds for pregame warmups. No formal infield will be allowed. Please warmup in your designated outfield.

ROSTER SIZE

Teams may start a game with 8 players. In this situation, the 9th batter in the lineup will be counted as an out. If a 9th player joins the team then he/she may be added to the empty spot in the batting order at anytime. If a team starts with 9 and loses a player due to ejection or injury, the game can be completed with 8 players. A team cannot play with 7 or less players, at which point the game would turn to a forfeit resulting in a 10-0 score for the opposing team.

RE-ENTRY RULE

Starters may re-enter the batting order once after being removed from the game and **MUST** re-enter in the same lineup position. Pitchers may not re-enter to pitch again. Substitutes will not be available for re-entry.

COURTESY RUNNERS / CATCHERS SPEED UP

Courtesy runners can be used with 2 outs for the Pitcher or Catcher. The runner will be the last batted out. This is optional, not mandatory. In the event of an injury, the courtesy runner will always be the last batted out.

AVOID CONTACT / SLIDING RULE

Players must avoid contact at all costs. If contact is not avoided, the base runner is called out. This is a discretionary call and cannot be appealed to the Umpire or Tournament Director. If an Umpire decides a player's approach to a base or home plate is malicious, the base runner may be ejected from the game.

- Head first slides are not allowed, unless returning to a bag
- Each team will be given (1) warning before the player is called out
- In the event a player is called out for a head first slide, it will be considered a dead ball and the players will return to their bases occupied at the time of the violation

LEADOFFS & STEALING

- Leadoffs and stealing are allowed once the ball crosses home plate. This will be at the discretion of the Umpires
- Immediate dead ball call if the runner leaves early. Each team will have one warning and the second offense the runner will be called out
- Players cannot steal home. The only way a player may advance home is off a batted ball.

INTENTIONAL DELAYS

Are considered unsportsmanlike and will not be tolerated. The umpire has the discretion to pause the game clock and advise both dugouts if he feels teams are delaying intentionally to reach a time limit. Final determination will be made by the field umpire and the Tournament Director will not have the ability to override their decision.

BALKS

Our umpires will issue warnings for educational purposes only. We ask that Coaches further instruct any obvious balk situation in between innings. There are no penalties for a balk.

OFFICIAL SCOREBOOK

Each team is required to keep a scorebook for every game. If a situation occurs where the inning, score or innings pitched is in question, the home team's scorebook / Game Changer will be considered official.

EXTRA INNINGS

- **POOL PLAY** - One additional inning is permitted, assuming it begins prior to the expiration of the time limit
- **ELIMINATION GAMES / CHAMPIONSHIP** - The last out from the previous inning will begin on 2B and each batter will begin with count of 2-1 with 1-out. The game will be played until a winner is determined.

PITCHING RESTRICTIONS

- Per Game Limits - 9 consecutive outs
- Tournament Limits - 21 outs total
 - *Team scorekeeper is required to keep a detailed history of innings pitched*

Due to the pitching restrictions being structured around outs and not pitch count, we strongly encourage Coaches to follow the USA Baseball Medical and Safety Advisory Committees recommendations below.

AGE GROUP	MAX PITCHES	1 DAY REST	2 DAYS REST	3 DAYS REST	4 DAYS REST
9u	75	21-35	36-50	51-65	66

MOUND VISITS

- One Coach's mound visit per inning is permitted without needing to remove the pitcher. If the same pitcher is visited twice in one inning, they must be removed from the game.
- Catchers visits are not considered visits, but we request they limit to one per inning if necessary.

PLAYOFF FORMAT - 9u - 12 TEAMS

- **POOL PLAY** - 3 games
- **CHAMPIONSHIP ROUND - Sunday**
 - **Seeds 1 - 4** advance to the **Gold Bracket**
 - **Seeds 5-8** advance to the **Silver Bracket**
 - **Seed 9-12** advance to the **Bronze Bracket**

SEEDING AND TIE BREAKERS

In order, all seedings will be determined by

- Overall pool play overall record (winning percentage);
- If 2 teams are tied, head to head winner advances;
- Total runs against;
- Total runs scored;
- Run differential (max 15 per game);
- In the event we have a tie in all categories above, the higher seed will be determined by a coin flip from the Tournament Director with both Coaches present
- Higher seed is home team during all elimination games

NOT COVERED IN THE RULES & REQUEST FOR CHANGES

In the event a certain rule or scenario was not covered in the rules, the Tournament Director will make the decision based on the Little League rules or make the fairest possible ruling, which will be considered final. We will accept rule change requests via email to Ron@3n2buffalo.com. If we determine the request is in the best interest of participating players, we will notify coaches of the approval and change.

10U DIVISION

GENERAL RULES

- Coin flip at ground rules for home or away
- Bases - 60'
- Pitchers Mound - 46'
- 6-Inning Games
- 1 Hr. 45 min time limit
 - * *No new inning is allowed to start beyond the time limit.*
- No metal spikes
- No dropped third strike
- No infield fly

MERCY RULE

- Teams may score a maximum of 6 runs per inning, with the exception of the final inning which is unlimited.
- There are no run limits per inning in extra innings of an elimination game
- Game run rules will be:
 - 12 runs after 3;
 - 10 runs at any point after 4;
 - 8 runs at any point after
- * *Home team does not have to hit if ahead by mercy rule*

CHAMPIONSHIP GAME

Will have no time limit and play until completion. Mercy rule, inclement weather rule and extra inning rules will still be in effect.

BAT RESTRICTIONS

- USA Bats - 2 5/8 barrel maximum
- Wood Bats
- USSSA Bats are **NOT ALLOWED**
 - *Any bat violation will result in an out for the batter*

LINEUPS & SUBSTITUTIONS

Your coach will declare their lineup during ground rules prior to the start of your game by exchanging lineup cards or Game Changer information with the opposing Coach.

- Each team will field (9) players defensively;
- No shifts from outfield to infield are allowed;
- A team may use a (10) player batting lineup;
- A team may choose to bat their entire lineup, with open field substitutions throughout the game (recommended but no mandatory);
- In the event of an injury and no substitute is available, the players spot in the lineup will **NOT** be recorded as an out. Simply skip to the next batter in the lineup.

PRE-GAME WARMUPS

We ask teams to stay off the infield and pitchers mounds for pregame warmups. No formal infield will be allowed. Please warmup in your designated outfield.

ROSTER SIZE

Teams may start a game with 8 players. In this situation, the 9th batter in the lineup will be

counted as an out. If a 9th player joins the team then he/she may be added to the empty spot in the batting order at anytime. If a team starts with 9 and loses a player due to ejection or injury, the game can be completed with 8 players. A team cannot play with 7 or less players, at which point the game would turn to a forfeit resulting in a 10-0 score for the opposing team.

RE-ENTRY RULE

Starters may re-enter the batting order once after being removed from the game and **MUST** re-enter in the same lineup position. Pitchers may not re-enter to pitch again. Substitutes will not be available for re-entry.

COURTESY RUNNERS / CATCHERS SPEED UP

Courtesy runners can be used with 2 outs for the pitcher or catcher. The runner will be the last batted out. This is optional, not mandatory. In the event of an injury, the courtesy runner will always be the last batted out.

AVOID CONTACT / SLIDING RULE

Players must avoid contact at all costs. If contact is not avoided, the base runner is called out. This is a discretionary call and cannot be appealed to the Umpire or Tournament Director. If an Umpire decides a player's approach to a base or home plate is malicious, the base runner may be ejected from the game.

- Head first slides are not allowed, unless returning to a bag
- Each team will be given (1) warning before the player is called out
- In the event a player is called out for a head first slide, it will be considered a dead ball and the players will return to their bases occupied at the time of the violation

LEADOFFS & STEALING

- Leadoffs and stealing are allowed once the ball crosses home plate. This will be at the discretion of the Umpires
- Immediate dead ball call if the runner leaves early. Each team will have one warning and the second offense the runner will be called out
- There is **NO** dropped third strike rule in effect
- Stealing home is permitted

INTENTIONAL DELAYS

Are considered unsportsmanlike and will not be tolerated. The umpire has the discretion to pause the game clock and advise both dugouts if he feels teams are delaying intentionally to reach a time limit. Final determination will be made by the field umpire and the Tournament Director will not have the ability to override their decision.

BALKS

Our umpires will issue warnings for educational purposes only. We ask that Coaches further instruct any obvious balk situation in between innings. There are no penalties for a balk.

OFFICIAL SCOREBOOK

Each team is required to keep a scorebook for every game. If a situation occurs where the inning, score or innings pitched is in question, the home team's scorebook / Game Changer will be considered official.

EXTRA INNINGS

- **POOL PLAY** - One additional inning is permitted, assuming it begins prior to the expiration of the time limit

- **ELIMINATION GAMES / CHAMPIONSHIP** - The last out from the previous inning will begin on 2B and each batter will begin with count of 2-1 with 1-out. The game will be played until a winner is determined.

PITCHING RESTRICTIONS

- Per Game Limits - 9 consecutive outs
- Tournament Limits - 21 outs total
 - *Team scorekeeper is required to keep a detailed history of innings pitched*

Due to the pitching restrictions being structured around outs and not pitch count, we strongly encourage Coaches to follow the USA Baseball Medical and Safety Advisory Committees recommendations below.

AGE GROUP	MAX PITCHES	1 DAY REST	2 DAYS REST	3 DAYS REST	4 DAYS REST
10u	75	21-35	36-50	51-65	66

MOUND VISITS

- One Coach's mound visit per inning is permitted without needing to remove the pitcher. If the same pitcher is visited twice in one inning, they must be removed from the game.
- Catchers visits are not considered visits, but we request they limit to one per inning if necessary.

PLAYOFF FORMAT - 10u - 12 TEAMS

- **POOL PLAY** - 3 games
- **CHAMPIONSHIP ROUND - Sunday**
 - **Seeds 1 - 4** advance to the **Gold Bracket**
 - **Seeds 5-8** advance to the **Silver Bracket**
 - **Seed 9-12** advance to the **Bronze Bracket**

SEEDING AND TIE BREAKERS

In order, all seedings will be determined by

- Overall pool play overall record (winning percentage);
- If 2 teams are tied, head to head winner advances;
- Total runs against;
- Total runs scored;
- Run differential (max 15 per game);
- In the event we have a tie in all categories above, the higher seed will be determined by a coin flip from the Tournament Director with both Coaches present
- Higher seed is home team during all elimination games

NOT COVERED IN THE RULES & REQUEST FOR CHANGES

In the event a certain rule or scenario was not covered in the rules, the Tournament Director will make the decision based on the Little League rules or make the fairest possible ruling, which will be considered final. We will accept rule change requests via email to Ron@3n2buffalo.com. If we determine the request is in the best interest of participating players, we will notify coaches of the approval and change.

11U & 12U DIVISIONS

GENERAL RULES

- Coin flip at ground rules for home or away
- Bases - 70'
- Pitchers Mound - 50'
- 7-Inning Games
- 1 Hr. 45 min time limit
 - * *No new inning is allowed to start beyond the time limit.*
- No metal spikes
- Dropped 3rd strike rule is in effect
- Infield fly rule is in effect

MERCY RULE

- Game run rules will be:
 - 12 runs after 3;
 - 10 runs at any point after 4;
 - 8 runs at any point after
- * *Home team does not have to hit if ahead by mercy rule*

CHAMPIONSHIP GAME

Will have no time limit and play until completion. Mercy rule, inclement weather rule and extra inning rules will still be in effect.

BAT RESTRICTIONS

- No bat restrictions

LINEUPS & SUBSTITUTIONS

Your coach will declare their lineup during ground rules prior to the start of your game by exchanging lineup cards or Game Changer information with the opposing Coach.

- Each team will field (9) players defensively;
- No shifts from outfield to infield are allowed;
- A team may use a (9) player lineup, with the option for a designated hitter (DH) for the pitcher only;
- A team may use a (10) player batting lineup with the option for an extra hitter (EH);
- A team may choose to bat their entire lineup, with open field substitutions throughout the game;
- In the event of an injury and no substitute is available, the players spot in the lineup will **NOT** be recorded as an out. Simply skip to the next batter in the lineup.

PRE-GAME WARMUPS

We ask teams to stay off the infield and pitchers mounds for pregame warmups. No formal infield will be allowed. Please warmup in your designated outfield.

ROSTER SIZE

Teams may start a game with 8 players. In this situation, the 9th batter in the lineup will be counted as an out. If a 9th player joins the team then he/she may be added to the empty spot in the batting order at anytime. If a team starts with 9 and loses a player due to ejection or injury, the game can be completed with 8 players. A team cannot play with 7 or less players, at which point the game would turn to a forfeit resulting in a 10-0 score for the opposing team.

RE-ENTRY RULE

Starters may re-enter the batting order once after being removed from the game and **MUST** re-enter in the same lineup position. Pitchers may not re-enter to pitch again. Substitutes will not be available for re-entry.

COURTESY RUNNERS / CATCHERS SPEED UP

Courtesy runners can be used with 2 outs for the pitcher or catcher. The runner will be the last batted out. This is optional, not mandatory. In the event of an injury, the courtesy runner will always be the last batted out.

AVOID CONTACT / SLIDING RULE

Players must avoid contact at all costs. If contact is not avoided, the base runner is called out. This is a discretionary call and cannot be appealed to the Umpire or Tournament Director. If an Umpire decides a players approach to a base or home plate is malicious, the base runner may be ejected from the game.

- Head first slides are not allowed, unless returning to a bag
- Each team will be given (1) warning before the player is called out
- In the event a player is called out for a head first slide, it will be considered a dead ball and the players will return to their bases occupied at the time of the violation

LEADOFFS & STEALING

- Leadoffs and steals are permitted
- Stealing home is permitted
- Dropped 3rd strike rule is in effect

INTENTIONAL DELAYS

Are considered unsportsmanlike and will not be tolerated. The umpire has the discretion to pause the game clock and advise both dugouts if he feels teams are delaying intentionally to reach a time limit. Final determination will be made by the field umpire and the Tournament Director will not have the ability to override their decision.

BALKS

One balk warning per pitcher will be issued

OFFICIAL SCOREBOOK

Each team is required to keep a scorebook for every game. If a situation occurs where the inning, score or innings pitched is in question, the home teams scorebook / Game Changer will be considered official.

EXTRA INNINGS

- **POOL PLAY** - One additional inning is permitted, assuming it begins prior to the expiration of the time limit
- **ELIMINATION GAMES / CHAMPIONSHIP** - The last out from the previous inning will begin on 2B and each batter will begin with count of 2-1 with 1-out. The game will be played until a winner is determined.

PITCHING RESTRICTIONS

- Per Game Limits - 12 consecutive outs
- * *Team scorekeeper is required to keep a detailed history of innings pitched*

Due to the pitching restrictions being structured around outs and not pitch count, we strongly encourage Coaches to follow the USA Baseball Medical and Safety Advisory Committees recommendations below.

AGE GROUP	MAX PITCHES	1 DAY REST	2 DAYS REST	3 DAYS REST	4 DAYS REST
11u & 12u	85	21-35	36-50	51-65	66

MOUND VISITS

- One Coach's mound visit per inning is permitted without needing to remove the pitcher. If the same pitcher is visited twice in one inning, they must be removed from the game.
- Catchers visits are not considered visits, but we request they limit to one per inning if necessary.

PLAYOFF FORMAT - 11u & 12u - 12 TEAMS

- **POOL PLAY** - 3 games
- **CHAMPIONSHIP ROUND - Sunday**
 - **Seeds 1 - 4** advance to the **Gold Bracket**
 - **Seeds 5-8** advance to the **Silver Bracket**
 - **Seed 9-12** advance to the **Bronze Bracket**

SEEDING AND TIE BREAKERS

In order, all seedings will be determined by

- Overall pool play overall record (winning percentage);
- If 2 teams are tied, head to head winner advances;
- Total runs against;
- Total runs scored;
- Run differential (max 15 per game);
- In the event we have a tie in all categories above, the higher seed will be determined by a coin flip from the Tournament Director with both Coaches present
- Higher seed is home team during all elimination games

NOT COVERED IN THE RULES & REQUEST FOR CHANGES

In the event a certain rule or scenario was not covered in the rules, the Tournament Director will make the decision based on the Little League rules or make the fairest possible ruling, which will be considered final. We will accept rule change requests via email to Ron@3n2buffalo.com. If we determine the request is in the best interest of participating players, we will notify coaches of the approval and change.

13U & 14U DIVISIONS

GENERAL RULES

- Coin flip at ground rules for home or away
- Bases - 90'
- Pitchers Mound - 60' 6"
- 7-Inning Games
- **1 hr. 45 time limit**
 - * *No new inning is allowed to start beyond the time limit.*
- Metal spikes on dirt fields only
- Turf shoes, molded cleats on turf fields

MERCY RULE

- Game run rules will be:
 - 15 runs after 3;
 - 10 runs after 4;
 - 8 runs at any point after
- * *Home team does not have to hit if ahead by mercy rule*

CHAMPIONSHIP GAME

Will have no time limit and play until completion. Mercy rule, inclement weather rule and extra inning rules will still be in effect.

BAT RESTRICTIONS

- Players must use -3 BBCOR or wood only

LINEUPS & SUBSTITUTIONS

Your coach will declare their lineup during ground rules prior to the start of your game by exchanging lineup cards or Game Changer information with the opposing Coach.

- Each team will field (9) players defensively;
- No shifts from outfield to infield are allowed;
- A team may use a (9) player lineup, with the option for a designated hitter (DH) for the pitcher only;
- A team may use a (10) player batting lineup with the option for an extra hitter (EH);
- A team may choose to bat their entire lineup, with open field substitutions throughout the game;
- In the event of an injury and no substitute is available, the players spot in the lineup will be recorded as an out.

PRE-GAME WARMUPS

- Team are encouraged to warm up on the sides of the field and be ready to go as the game prior finishes
- No infield practice allowed
- No pitchers warming up on the game mound

ROSTER SIZE

Teams may start a game with 8 players. In this situation, the 9th batter in the lineup will be counted as an out. If a 9th player joins the team then he/she may be added to the empty spot in the batting order at anytime. If a team starts with 9 and loses a player due to ejection or

injury, the game can be completed with 8 players. A team cannot play with 7 or less players, at which point the game would turn to a forfeit resulting in a 10-0 score for the opposing team.

RE-ENTRY RULE

Starters may re-enter the batting order once after being removed from the game and **MUST** re-enter in the same lineup position. Pitchers may not re-enter to pitch again. Substitutes will not be available for re-entry.

COURTESY RUNNERS / CATCHERS SPEED UP

Courtesy runners can be used with 2 outs for the pitcher or catcher. The runner will be the last batted out. This is optional, not mandatory. In the event of an injury, the courtesy runner will always be the last batted out.

AVOID CONTACT / SLIDING RULE

Players must avoid contact at all costs. If contact is not avoided, the base runner is called out. This is a discretionary call and cannot be appealed to the Umpire or Tournament Director. If an Umpire decides a players approach to a base or home plate is malicious, the base runner may be ejected from the game.

- Head first slides are allowed

LEADOFFS & STEALING

- Leadoffs and steals are permitted
- Stealing home is permitted
- Dropped 3rd strike rule is in effect

INTENTIONAL DELAYS

Are considered unsportsmanlike and will not be tolerated. The umpire has the discretion to pause the game clock and advise both dugouts if he feels teams are delaying intentionally to reach a time limit. Final determination will be made by the field umpire and the Tournament Director will not have the ability to override their decision.

BALKS

There will be no warnings issued for balks

OFFICIAL SCOREBOOK

Each team is required to keep a scorebook for every game. If a situation occurs where the inning, score or innings pitched is in question, the home teams scorebook / Game Changer will be considered official.

EXTRA INNINGS

- **POOL PLAY** - One additional inning is permitted, assuming it begins prior to the expiration of the time limit
- **ELIMINATION GAMES / CHAMPIONSHIP** - The last out from the previous inning will begin on 2B and each batter will begin with count of 2-1 with 1-out. The game will be played until a winner is determined.

PITCHING RESTRICTIONS

There are no pitching restrictions, we're requesting Coaches use their best judgement

MOUND VISITS

- One Coach's mound visit per inning is permitted without needing to remove the pitcher. If the same pitcher is visited twice in one inning, they must be removed from the game.
- Catchers visits are not considered visits, but we request they limit to one per inning if necessary.

PLAYOFF FORMAT - 13u & 14u

- **POOL PLAY** - 3 games
- **CHAMPIONSHIP ROUND - Sunday**
 - **Seeds 1 - 4** advance to the **Gold Bracket**
 - **Seeds 5 - 8** advance to the **Silver Bracket**
 - **Seed 9 -16** will play consolation games

SEEDING AND TIE BREAKERS

In order, all seedings will be determined by

- Overall pool play overall record (winning percentage);
- If 2 teams are tied, head to head winner advances;
- Total runs against;
- Total runs scored;
- Run differential (max 15 per game);
- In the event we have a tie in all categories above, the higher seed will be determined by a coin flip from the Tournament Director with both Coaches present
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COACHES / PLAYER HOME RUN DERBY

Often imitated, but never duplicated - we bring to your our 3rd Annual Coaches / Player Home Run Derby! Our favorite part of the weekend that will humble you coaches, while giving the kids and exciting few hours of care free baseball. Music will be blasting with our emcee calling play by play. Post swing interviews, live streaming social media and bombs away, are just a few things on the horizon. Although only one player will participate, we encourage you to invite your entire team to enjoy the festivities!

RULES & PARTICIPANTS

- Each team will be allowed (1) Coach and (1) Player;
- :60 seconds to hit as many home runs as you can;
- (1) untimed swing for each participant at the end of the :60 seconds
- Highest combined team score will be the winner
- No timeouts allowed
- Coaches must use wood bats only (not provided)
- No bat restrictions for players
- Hitters are responsible for their own pitchers
 - Pitchers must throw overhand and stay behind the designated L-Screen
- **PLAYERS UNDER THE AGE OF 18 ARE NOT PERMITTED TO PITCH**

SCORING & DIVISIONS

- Over the fence - 3 points
- Over 'short porch' line - 1 point
- (1) untimed swing worth 5x points
- Each tournament bracket will have a designated winner
 - *Ex: 11u 'A' will have different winner than 11u 'BC'*

FIELDING INFORMATION

- Teams are encouraged to have their own teammates shagging fly balls
- All fielders must:
 - Wear gloves in the field
 - Stay behind the short porch line
 - Not interfere or "rob" homeruns
 - Return baseballs to the designated outfield buckets

SPECTATOR SAFETY INFORMATION

- Spectators must stay behind the yellow caution tape or fences at all-times
- Players and coaches on deck must be in the dugout or behind designated safety areas

SIGN UP INFORMATION

- Once both the player and coach are present, please proceed to our signup table
- Players will swing based on order of arrival
- Our emcee will announce the teams who are on deck and in the hole

AWARDS

- You do not need to stay until the completion of the Home Run Derby
- If winners are not present at the completion, awards will be delivered to your field the next morning
- Players - Custom Tournament Home Run Derby Chain
- Coaches - Just wait and see...

COACHES NOTES