



2018 Rules

Franklin Jr. Sabers "Tiger" Tournament

Unless otherwise noted, all Franklin Jr. Sabers "Tiger" Tournament(s) (FJS) to follow the National Federation High School (NFHS) rules. The following exceptions to NFHS rules apply.

- **Pitching:** 13U/12U/11U pitchers: As we have no knowledge of a pitchers use prior to a tournament and each manager knows these young players better than anyone, we have decided to not enforce any pitching limitations at the 13U/12U/11U levels. FIVE (5) warm-up pitches between innings. SEVEN (7) warm-up pitches for fresh pitcher. Once a pitcher is removed as the pitcher, they cannot return as the pitcher in the same game.
9U/U10 pitchers: Limit of 3 consecutive innings limit per game/per player (1 pitch = 1 inning). Once a pitcher is removed as the pitcher, they cannot return as the pitcher in the same game.
- **Roster limit:** FOURTEEN (14) players, after first pitch of a team's first game, rosters are frozen. Each game must begin with (9) players, but can end with (8) players.
- **Game time:** is forfeit time, unless the delay is caused by the tournament. Game time starts after the umpires meeting.
- **Check-in:** Manager must check-in at tournament office prior to game.
- **Championship Game:** in each age division will have no time limit. Run rule remains in effect
- **Home team:** Pool Play: Predetermined --(1) Home, (1) Away. -----Higher seed will be home team in bracket play.
- **Score Keeper:** Home team is official scorekeeper. Winning team must turn in final score to the tournament director within 15 minutes of game completion.
- **Pool Play:** Pool Play results will determine seeding into single elimination bracket play. In the event of a tie in pool play, seeding will be based on the following:
 - a. Win/Loss Record
 - b. Head to Head Score
 - c. Fewest Runs Allowed
 - d. Run differential
 - e. Runs Scored
 - f. Coin Flip
- **Infield warm-up:** There will be no pre-game practice allowed on the game infield. Teams may use the outfield or any non-tournament field and grass areas between fields (if available) to warm-up prior to games.
- **Infield/Outfield warm-up after 1st inning:** It will be at the umpires discretion if there will field warm up allowed after the first inning, as the pitcher only has FIVE (5) warm-up pitches between innings, only SEVEN (7) as a fresh pitcher.
- **Baseballs:** the tournament provides all game balls. The umpires will bring the balls to the field with them.
 1. Each team is responsible to retrieve and return all foul balls on their side of the field to the home plate umpire. In order to keep the games moving, on deck batters must retrieve all foul balls that go back to the screen (Stay away from live or passed balls if there are base runners).
- **Cleats:** steel cleats are **NOT** allowed except at the 13U level.
- **C-Flaps:** The WIAA does allow C flaps on any batting helmets as long as it meets the NOCSAE standards. The attachments that you would buy at a general store such as Dick's do not meet the standard.
- **Protests:** permitted at time of incident only, with \$100.00 to be posted. Game will not continue under protest. Protest committee will rule immediately on all protest. If the protest is upheld, the \$100.00 fee will be forfeited. Roster challenges will be treated as a protest.
- **Batting Order:** All levels must bat their entire roster (continuous). All players can reenter the field at any position, with the exception of the pitcher. In the opinion of the umpires, if a player is forced to leave the game due to an

injury and the player cannot continue, that players spot in the lineup will be passed over without penalty. Pitching changes are the only switches that need to be reported & tracked.

- **13U/12U/11U: No bat restrictions**
- **The following bat restrictions apply for 9U/10U:** Must have an approved "USA Baseball" logo marking and cannot be more than 2 5/8" in diameter.
- **On Deck Hitters:** Are allowed in the typical on-deck circle area, and must face the back of the hitter.
- **There is no mandatory slide rule.** Please review the NFHS rules concerning avoiding contact. Runner will be ejected if umpire determines actions were malicious
- **Courtesy Runners:** There will be "courtesy" runners for catchers, with 2 outs. The "courtesy" runner for the catcher must be the last player that made the last out.
- **Ejections:** These penalties are for "ordinary" ejections. The tournament committee reserves the right to hand out stiffer penalties for extraordinary circumstances i.e. fighting, contact with umpire, etc.
 1. Any player or coach ejected from a game will automatically be suspended for the next game.
 2. Any player or coach ejected from a second game shall be suspended for the remainder of the tournament.
- **Player Injuries on the Bases & Missing an At Bat:** If a runner is removed from the bases due to an "obvious" injury, the last out will be used as the base runner and any player on the bench can be used if the injured player was on defense. "Batting Order" rule, is to be followed, if that injured player then misses a future at bat.
 1. Missing an at bat without "injury" meaning "any" player without an "obvious" injury, who does not bat their turn in the lineup, an out will be recorded the first time only and that player cannot re-enter the game or bat again. By "obvious", there was a collision or the player tripped or miss-stepped in view of the umpires and both teams. No sudden stomach aches, etc. to get a faster runner on the bases or a "better" player up to bat sooner.
- **Adverse weather or rain:** FJS Tournaments may be played in adverse weather conditions. The tournament director reserves the right to change the tournament format as he sees fit in order to complete the tournament in the scheduled time period.
 1. In event that a game is stopped because of weather or other reason, the following applies:
 - Before becoming a regulation game, it is declared a suspended game and shall be resumed at the exact point of suspension and played to completion (time limit and tie breaker rules apply).
 - After game has become a regulation game (4 full innings or 3 ½ innings if home team is winning or 1 hour into game), it shall be ruled a complete game. Score reverts back to last completed inning.
 - When tied after becoming a regulation game, it shall be declared a suspended game and shall be resumed at the exact point of suspension and played to completion (time limit and tie breaker rules apply). The Tournament Director has the authority to cancel or not complete any pool play game that has no bearing on advancement to Bracket play.
- **Forfeits:** If a team forfeits a game during pool play, they will not be eligible for bracket play.
- **Batters may not fake bunt:** Face bunt, then swinging away is not allowed. Penalty is dead ball, batter is out.
- **Infield Fly-Rule:** Infield Fly-Rule is in effect and can be called by the umpire.
- **Balks will be called at all age levels.**
 1. Umpire will call the balk at the 9U/10U level and it will result in a dead ball teaching moment.
 2. Umpire will give each pitcher one warning at the 12U/11U level.
 3. Umpire will not give any warnings to the 13U level.
- **Dropped 3rd Strike:** There is no advancement for the batter on dropped third strike at the 9U and 10U level.
- **Base Stealing & Lead Offs:** The 9U or 10U tournament will have no leads or steals prior to the pitch crossing home plate. Any base runner leaving the base before the ball reaches home plate is out (Umpire decision). Once the ball has reached home plate, players can leave the base and advance at their own discretion, including stealing home. Because there are no lead offs, there will not be balks called.

The 11U/12U/13U tournaments will have lead-offs and steals permitted, including stealing home.

Tournament	Pitching	Bases	Time limit/Innings	Run Rules	Defensive Players
9U	46'	60'	1 Hour & 45 minutes 6 Innings *	10 Runs after 4 15 runs after 3	9
10U	46'	60'	1 Hour & 45 minutes 6 Innings *	10 Runs after 4 15 runs after 3	9
11U	50'	70'	1 Hour & 45 minutes 6 Innings *	10 Runs after 5 15 runs after 4	9
12U	50'	70'	1 Hour & 45 minutes 6 Innings *	10 Runs after 5 15 runs after 4	9
13U	54'	80'	1 Hour & 45 minutes 7 Innings *	10 Runs after 5 15 runs after 4	9

***In pool play**, 1 Hour and 45 minute hard stop

***In bracket play**, A new inning shall not begin after 1 hour and 45 minutes of game time has expired. A new inning begins as soon as the last out is recorded.

***No time limit for championship game**

FJS TIEBREAKER PROCESS:

Unless otherwise noted in the Tournament Schedule/Bracket, **all ties after "pool play"** shall be settled as follows:

1. The "modified California" rule.
 - a. Place the person who made the last batted out in the previous inning at second base to start the extra inning, each batter will start their at bat with a 2-1 count. The team that scores a run with the least amount of outs is the winner. There is a limit of 2 extra innings, if after 2 extra innings the game remains tied it will be considered a tie with the next tie breaker(s) deciding the winner.
2. Head to Head competition (between teams tied, 2 teams or more)
3. Runs allowed
4. Run differential
5. Coin flip

The FJS Tournament Director(s) shall have final decision on all tournament questions.

The FJS Tournament Director(s) interpretation of the aforementioned rules and regulations shall be final.

The FJS Tournament Director(s) reserves the right to decide all tournament matters.

- **Award Medals:** Individual medals for 1st, and 2nd place, unless there are only 3 teams then 1st place is only awarded.
- **Dugout Cleaning:** Please clean up your dugout after each game and keep the park clean.