

13U - 16U Tournament Rules

Refund Policy

Any team that cancels its registration less than 30 days prior to the tournament start date will give up their entire entry fee.

- Full refund if no games are played due to weather.
- 1/2 returned if only one game is played due to weather.
- No refund after two games.

GVAA reserves the right to change the tournament format based on weather or other conditions. There will be no refund of entry fees due to changes in the tournament format.

Time Limits and Innings

13U -16U games are designed to go 7 innings, however, no new inning may begin after 2 hours from the start time drop dead time is 2hrs 15mins from start of the game. Game is official if losing team has batted 4 times. If the teams reach the drop dead time and the home team is ahead the game is official with that score recorded. If the home team is behind and the drop dead time is reached the last completed inning will be the final score. In the event of weather conditions additional speed up rules may be put in place. No time limits are in place for championship games. If the game is tied after 7 innings AND the time limit has not been reached the game may continue into extra inning(s). However, after playing extra inning(s), if the time limit has been reached, and the game is still tied, no new inning may be started, and the game shall end in a tie. **Exception Play In & Championship game – must end with a winner.**

Playing Rules

Play shall be in accordance with current Babe Ruth Tournament Rules with the following changes: **Metal cleats not permitted on GVAA Babe Ruth turf field. Any player wearing metal cleats and reaches base will be declared out. This rule will be strictly enforced by tournament umpires.**

Pitching Restrictions: A pitcher may not pitch more than seven innings in any two consecutive games. 7-0-7

Batting Order: Teams may bat 9 players or 10 with an extra player (EP) or may bat universal at their option.

Defensive Substitution

Defensive substitutions shall be free except no removed pitcher may return to pitch in the same game.

Courtesy Runner

A courtesy runner must be used for the catcher with two outs. The courtesy runner will be the player who made the last out or any player not currently in the team's batting order.

10- Run Mercy Rule

The 10-run rule takes effect after 5 innings.

Bat Restrictions

The bat may not exceed 34" in length, and the bat barrel may not exceed 2 5/8" in diameter. **All bats must be certified USA Approved or BBCOR.50 only.** No other bats will be allowed. Anyone using an illegal bat and reaches base will be recorded as an out, second alteration results in team forfeit. <https://usabat.com/>. A player may use a wood bat if they choose to do so.

Game Start Times

Games will start at their scheduled times or 10 minutes after the game in front ends if later than the scheduled starting time.

Intentional Delaying of Game

Any attempt to intentionally delay a game by the coach or players may result in a forfeit. It is at the discretion of the Tournament Director to make the determination. The opposing coach may file a protest during or immediately after the game to the Tournament Director for consideration. Examples of intentional delays include but are not limited to: excessive pick off attempts, switching multiple pitchers or catchers in any one given inning, delaying time in between innings. **If umpire deems delay of game is intentional, he can add additional time on clock for the delay time.**

Format

Tiebreakers, in order, are as follows:

1. Overall record (winning percentage)
2. Least runs allowed
3. Total Net Run Differential
4. Most Runs Scored
5. Coin Flip

The home and visiting teams, including in championship games, will be determined before each game by a coin flip. The only exception will be the first game played by GVAA they will be the home team for that game, all other games will be determined by coin flip.

*Depending upon the number of teams in a division it is possible for some teams to play 4 games. Teams that play a fourth game it will not count towards their win percentage only the first 3 games will count. When determining winning percentage, a tie shall count as ½ of a win. For example, a 2-0-1 record is better than a 2-1 record.