

Wolves Tournaments Rules / Policies

2020 Season

Tournament Specific Rules:

1. The point system will be in effect two (2) points for a win, one point (1) for a tie. Tie breakers; 1. Overall record (points), 2. Head to Head, 3. Runs Allowed, 4. Runs scored, 5. Coin Toss. Forfeits are scored 7-0. Head to Head is thrown out if the teams tied in points have not all played each other or they have all beat each other in pool play.
2. Home team is determined by a coin toss at the beginning of the game until your team is seeded. Once your team is seeded the highest seed is the home team. This includes semi-finals and finals.
3. Wolves Tournament Directors may amend any rule, schedule, diamond location, game format, or combine age brackets as they deem necessary. Wolves Tournament Directors may combine team types (All Star, A,AA,AAA, Major) in the same pool as they deem necessary. Wolves Tournament Directors may remove a team at any time from a tournament if they have not entered their roster into the online system on time, insurance information into the online system on time, failed to add Michigan Wolves Baseball Inc. as additional insured, or follow Wolves Tournament's hotel booking requirement for overnight teams (rule #4).
4. **Hotel Booking Requirement for Overnight Teams:** A good working relationship with hotels in our tournament destinations is critical for the long-term success of Wolves Tournaments. For this reason, teams who are traveling from out of town (80 miles or more from the field) are required to book at least 8 rooms through our Travel Partner to ensure that our room blocks are utilized since the hotels are holding rooms for our events. The team information page has an area to document hotel information for your team. Teams who choose not to work through this process may be assessed an additional \$200 dollar fee by Wolves Tournaments.
5. All participants are competing at their own risk and by participating agree not to hold Wolves Tournaments, all Tournament Officials, all facilities, and all umpires harmless from any liability resulting from participation in the tournament. Each team must provide proof of team insurance naming Michigan Wolves Baseball Inc. as additional insured.
7. **No limit on innings pitched.**
8. Ejection / Suspension Policy: **Manager/Coach/Score Keepers** that are ejected from a game must leave the facility immediately and will be automatically suspended from the next game including semi-finals and championship games. **Players** that are ejected from a game will be automatically suspended from the next game including semi-finals and championship games. **Parent / Fans** that are ejected from a game must leave the facility immediately and will automatically be suspended for the remainder of the tournament.

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9. Copy of birth certificates of all your players on the online submitted roster must be with you at the tournament at all times. The online roster must be submitted and marked complete 2 weeks prior to the tournament start date. Teams using players that are not on the roster are subject to a forfeit.

10. Non-refundable protest fee of \$100 cash must be given to a tournament director before any judgment will be made on a protest. Umpire judgment calls remain the judgment of the umpire on the field. These will not be overturned. Protests must be done no later than 2 hours after the completion of the game.

11. We sincerely appreciate your team's assistance in keeping the parks clean. Please pick up all trash in your dugout and spectator areas after your games are done. **There is absolutely no soft toss allowed into any park's fencing.**

12. Standings will be posted on our web site under SCHEDULES/SCORES and at the main gate of the facility you are playing at.

13. Any "Act of God" (example - rain-out, tornado etc.) or discontinued facility use are remedied under the following rules; 0 games played 100% credit towards a similar Wolves Tournaments good for 1 year from the date of the tournament, 1 game played 50% credit towards a similar Wolves Tournament good for 1 year from the date of the tournament, 2 or more games played is considered a complete tournament. If the semi-final and / or championship games are not played then no champion or runner-up will be named.

Rain Insurance: (8u – 13u) \$40 per tournament (14u – 18u) \$50 per tournament

Your team can purchase rain insurance up to 30 days before the start of the tournament. This rain insurance covers your team if our tournament gets totally rained out (no games played). Normally, under our rain policy you will receive a full credit for another tournament good for 1 year if our tournament is completely rained out (no games played). With Rain Insurance in the case of the tournament being totally rained out (no games played) you will receive a check back for the tournament fee. Credit card convenience and insurance fees will not be refunded.

Your team can purchase rain insurance up to 30 days before the start of the tournament you are in by sending a check made payable to Wolves Tournaments and mailing it to Wolves Tournaments 8841 Macombs St #772 Grosse Ile, MI 48138. Please put the tournament name on the check that the rain insurance should be applied too.

You may sign in with the login and password you created for your team and purchase the Rain Insurance from the Wolves Store. The store will charge a credit card convenience fee and the rain insurance will only be available up to 30 days before the tournament. Final note about rain insurance: This insurance only covers your team in the case that the entire tournament is rained out (no games played). If your team does play at least 1 game you will be following our "Act of God" policy #13 above.

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14. If your team does not participate in a tournament for any reason other than stated in rule #13 no credit will be given. Teams not showing up for scheduled games are considered a forfeit and will be removed from the rest of the tournament. There are no refunds once your team has paid the tournament fee unless the tournament is cancelled.

15. Wolves Tournaments has "zero tolerance" for any physical confrontation, profanity, verbal abuse, and physical abuse by players, coaches, fans or anyone else. Upon the first violation witnessed by a Wolves Tournaments employee, the violating party shall be ejected from the facility and the tournament.

16. Coaches are required to control their fans if it is determined that a fan is not following tournament rules.

17. Before the start of the game, the field (including the entire area in fair territory, the backstop and fence, and the bench areas) must be checked to ensure it is safe to play. The managers of both teams and the home plate umpire are responsible for field safety.

18. Alcohol and illegal drugs are forbidden at our tournaments. Anyone that is caught with them at our tournaments will be ejected from the tournament.

19. Expected Behavior - Negative behavior/bad sportsmanship at youth sporting events has become a major issue. Wolves Tournaments is not immune as we see coaches and parents that choose to act in a negative manner toward the opposing team or an umpire from time to time. Please remember that the games are for the players, not the adults, and we expect each adult to set a positive example for the players through their words and actions. Everyone that attends a tournament is expected to act in a positive manner, no matter the outcome of a play, call by an umpire, or the game itself.

Please note: These rules / policies are not all-inclusive and may be added or amended at any time at the discretion of Wolves Tournaments. Our goal is for all individuals (players, coaches, parents, and fans) to enjoy their experience at our tournaments.

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Game Specific Rules:

Our tournaments are governed by Major League Baseball (MLB) rules with the following 20 overrides. The Tournament Directors reserve the right to change these rules at any time. Please note the version of rules. Periodically we make enhancements to the rules online. Make sure you print off the latest version of the rules. The web site version is the official version. The following rules override the MLB Rules where appropriate:

1. Time limits: Championship play does not have time limits, but the following time limits are in effect for all pool and semi-final games:

<u>Age</u>	<u>Game Length</u>	<u>Time Limit</u>
8u - 12u	6 innings	1hr 45 minutes
13u - 18u	7 innings	1hr 45 minutes

Game will consist of 7 innings or a one hour forty-five minute time limit whichever comes first (no new inning may start after the one hour forty-five minute time limit). 8u - 12u: Game will consist of 6 innings or a one hour forty-five minute time limit whichever comes first (no new inning may start after the one hour forty-five minute time limit). In the inning where a time limit is reached the Home Team bats if the game is tied or they are behind. The game immediately ends if the home team gains the lead or 3 outs are made. If the home team has the lead when the visiting team makes 3 outs the game immediately ends. The game ends immediately if the home team is ahead and is batting when the time limit is reached. If a semi-final or championship game is tied when the game is supposed to end then international rules apply.

2. Pitching distance & base length.

<u>Age</u>	<u>Dimensions</u>
8u	42' pitching mound 60' bases
9u - 10u	46' pitching mound 65' bases
11u - 12u	50' pitching mound 70' bases
13u	54' pitching mound 80' bases
14u - 18u	60'5" pitching mound 90' bases

3. Playing surface is as it remains at the tournament fields.

4. NCAA Force-Play-Slide Rule 8 Section 4 (NCAA rules)

5. Malicious contact at any base is forbidden (umpire's discretion)

6. Mercy Rules: 12 runs after 3 innings (home team bats if behind), 10 runs after 4 innings (home team bats if behind) and 8 runs after 5 innings (home team bats if behind)

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7. Spikes/Shoes 8u-12u rubber or plastic sheeted shoes only.

8. Courtesy runner for pitcher or catcher may be used - must be a player not in the current batting line-up. If no players are left you must use the player committing the last out.

9. Bat Rules / Ruling:

A. It is mandatory that your team use the following bats:

8u to 14u: small Barrel Bat (2 1/4") or big Barrel Bat (2 5/8" or 2 3/4"). 1.15 BPF standard marked on the bat or BBCOR certified marked on the bat.

15u to 18u: must only use a bat that complies with all the current NFHS Rules. NFHS rule states that a non-wooden bat must be permanently stamped with BBCOR no other certification is legal. All wooden and non-wooden bats must have a -3 DROP. Refer to NFHS web site for further bat rules.

B. Wooden bats can be used at any age level.

C. Player found using an illegal bat once they have entered the batter's box is out.

10. Player must be on their teams valid Online Tournament Roster. Teams using a player not on the Tournament Roster will be subject to a forfeit if protested.

11. The Official Scorebook is to be kept by the Home Team. The home team will be designated with a flip of a coin prior to the start of the game. Verify the game score at the end of every inning with the other team. If a discrepancy occurs, bring it to the attention of the umpires immediately.

12. A Pitcher cannot be removed from the game defensively then go back on the mound. If a pitcher is removed from his position when his team is no longer on defense then he may be put back on the mound. Example 1: Pitcher A pitches 1 inning. His teams comes into bat. Next inning Pitcher B is now pitching. Pitcher A is eligible to go back on the mound. Example 2: Pitcher A is having a hard time. Coach comes in and removes him from the mound. Pitcher A is not eligible to pitch again in this game.

13. Use of tobacco products is prohibited within game field fences, on all fields and in the dugouts.

14. Each coach must prepare 2 line-ups no later than 10 minutes prior to the game starting and give one to the plate umpire and one to the opposing coach.

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15. Three (3) Extra hitters are optional, but must be declared to the opposing coach before the start of the game. Each extra hitter is considered a starter and may enter the game to play the field, but must remain in the same spot in the batting order. (EH or EH's may be rotated as any other position). The starting player and replacement player rules apply to the extra hitter as well. If a team is down to nine players and has started the game with an extra hitter they will receive an out when the extra hitter is supposed to bat. By adding the three (3) extra hitter rule this will give teams the option of batting up to 12 players. There are no continuance batting lineups allowed. **No DH.**

16. For rain-out purposes or Any "Act of God" (example - rain-out, tornado etc.) a game is complete after 4 innings (13u and older). 3 innings (12u and younger).

17. Re-entry rule - starting player may re-enter 1 time in the same batting order. Substitutes may not re-enter. Team re-entering a player illegally while on defense must remove that player immediately. Team re-entering a player illegally offensively will receive an out.

18. No pre-game warm up is allowed on the infield. Team will forfeit the game if caught.

19. **8u only** - No runner may advance from third to home unless he is batted home or forced in by a base on balls. The runner on third base cannot advance on a wild pitch or pass ball. After a missed third strike, the batter cannot advance to first. The batter is out. Each pitcher will get 2 warnings per inning on balks. On the third balk during the inning the runners will advance. There will be a maximum of 7 runs allowed to score per inning per team.

20. Eligible Age of players (current season):

- 8u – Any player that has not turned 9 prior to May 1 unless they can prove in writing that they are in 2nd grade. Any player turning 10 or older prior to May 1 irrespective of grade is not eligible.
- 9u – Any player that has not turned 10 prior to May 1 unless they can prove in writing that they are in 3rd grade. Any player turning 11 or older prior to May 1 irrespective of grade is not eligible.
- 10u – Any player that has not turned 11 prior to May 1 unless they can prove in writing that they are in 4th grade. Any player turning 12 or older prior to May 1 irrespective of grade is not eligible.
- 11u – Any player that has not turned 12 prior to May 1 unless they can prove in writing that they are in 5th grade. Any player turning 13 or older prior to May 1 irrespective of grade is not eligible.
- 12u – Any player that has not turned 13 prior to May 1 unless they can prove in writing that they are in 6th grade. Any player turning 14 or older prior to May 1 irrespective of grade is not eligible.
- 13u – Any player that has not turned 14 prior to May 1 unless they can prove in writing that they are in 7th grade. Any player turning 15 or older prior to May 1 irrespective of grade is not eligible.
- 14u – Any player that has not turned 15 prior to May 1 unless they can prove in writing that they are in 8th grade. Any player turning 16 or older prior to May 1 irrespective of grade is not eligible.
- 15u – Any player that has not turned 16 prior to May 1 unless they can prove in writing that they are Freshman. Any player turning 17 or older prior to May 1 irrespective of grade is not eligible.
- 16u – Any player that has not turned 17 prior to May 1 unless they can prove in writing that they are Sophomores. Any player turning 18 or older prior to May 1 irrespective of grade is not eligible.
- 17u – Any player that has not turned 18 prior to May 1 unless they can prove in writing that they are Juniors. Any player turning 19 or older prior to May 1 irrespective of grade is not eligible.
- 18u – Any player that has not turned 19 prior to May 1 unless they can prove in writing that they are Seniors. Any player turning 20 or older prior to May 1 irrespective of grade is not eligible.

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21. International Age Exception – Using the chart in rule 20 the age of players on International Teams (Canada) play by calendar year birth dates (January 1st) instead of May 1st birth dates.

**** Note: All games are played under MLB rules therefore all age groups are player pitch.**

Safety Policies:

1. Players may not wear watches, rings, pins or other jewelry. Bracelets and necklaces that have detachable safety closures are allowed. Coaches and Umpires are reminded to enforce this policy prior to the start of the game.
2. No player may wear a cast made of plaster or other material during the game.
3. All catchers must wear the proper catcher's equipment including throat guards and protective cups for males. All players shall wear protective cups for males when playing in the field, regardless of their position.
4. Only one player shall be ON DECK BATTER at any time and be positioned AWAY from the field of play. On Deck batters shall be aware of their surroundings, teammates and spectators when swinging the bat.
5. Helmets must be worn by batters, base runners, on deck batters and any players acting as base coaches at all times. **No exceptions.**
6. Catchers masks must be worn by any player regardless of age when warming up a pitcher on the field or sideline. A third player must wear a helmet when guarding the pitcher while warming up on the sideline / bullpen.
7. The managers of both teams and the home plate umpire are responsible for field safety.
8. HEADFIRST SLIDES, are NOT encourage in any age group.
9. **Concussions – Wolves Tournaments has implemented the National Federation of State High School Associations (NFHS) protocol.** “Any athlete who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the contest and shall not return to play until cleared by an appropriate health care professional in writing.”

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The umpires in charge of the game SHALL report the Team Name, Player Name and Jersey Number to the tournament director of any player removed from a game for possible concussion. Any player that is cleared by a health care professional (no concussion) can play the next day of the tournament. Any player that does have a concussion will not be allowed to play the rest of the tournament.

The language above, which appears in all NFHS Sports rule books, reflects a strengthening of rules regarding the safety of athletes suspected of having a concussion. This language reflects an increasing focus on safety and acknowledges that the vast majority of concussions do not involve a loss of consciousness.

