

2024 Brown City All-Star Tournament

Time Limit and General Rules

General rules for all divisions

1. Rosters must be turned in via Google form survey (<https://forms.gle/CMosww4Z6LEdbErL8>) before Thursday, July 11th at noon. QR for link is also below. You cannot adjust your roster after you have started your first game. Failure to register your roster may result in a forfeit. Birth Certificates must be available the entire tournament if requested for review.



a. QR Code to Roster Link:

2. No alcohol or smoking at the event.
3. NO metal cleats, except for 14U.
4. You must have at least seven players to start a game.
5. If you start a game with seven players, the eighth and ninth positions in your batting order will be an out.
6. If you start a game with eight players, the ninth position in your batting order will be an out.
7. 8U-10U-12U-14U - All players will bat and must play at least 2 innings in the field (Bat the Roster). Violations of this rule constitutes in a forfeit of that game. Only exception is for games that play 5.5 innings or less, due to time limit, or mercy rule.
9. There are no game tiebreakers. Pool games MAY end in a tie. The exception is if the game is in bracket play, where a winner must be determined. In this instance, we will use the international tiebreaker until we have a winner. (1 out/runner on second (last out from previous inning)).
10. There are no bat restrictions for 8u/10u/12u. 14u must follow MHSAA guidelines.
11. Three innings will be viewed as a complete game if called due to weather or a tournament shortened schedule adjustment. If game is called in the middle of an inning, we will revert to the score at the end of the last completed inning.
12. Any coach or player or spectator ejected will be done for the remainder of the day. They will be expected to leave the premises before the game will resume. Profanity by fans, players, coaches will not be tolerated.
13. Players who are injured/sick and unable to return to a game (after starting game) will not be counted as an out when they come up in the line-up. However, they may not re-enter that game at any point thereafter.

14. There will be no protests, umpire decisions are final. Coaches wishing to protest to tournament rules committee will be charged a \$50 fee. Our goal is to promote a positive experience for the players and their teams. Coaches/Fans/Adults are expected to behave in a positive manner to help us accomplish this goal.

Time Limit

1. Each game will consist of the innings and time limit listed below. If the time limit is reached, the umpire will instruct both teams that they WILL finish the inning they are in, plus one more inning. Example: Timer goes off with one out in the top of the fourth inning. The umpire will then notify the coaches that we will play this inning plus one more. The last inning will not have a max run limit. **Exception: If time expires between innings (after bottom of an inning is completed, but before first pitch of new inning), that new inning will be declared the last inning (both teams will get one more at bat).** A new inning is not officially started until one live pitch is thrown. Games MAY end in a tie.

- 8U Rookies 70 Minutes 6 Innings
- Boys 10U 70 Minutes 6 Innings
- Boys 12U 70 Minutes 6 Innings
- Boys 14U 70 Minutes 6 Innings

Umpire will notify coaches of official start time before the game.

Tournament Tie Breakers (To determine seeding and bracket play)

1. Record
2. Winning Percentage
3. Head to Head
4. Fewest Runs Allowed
5. Run Differential
6. Runs Scored
7. Coin Flip

International tiebreaker (only used in championship game or bracket play where game cannot end in a tie). The last batter to complete their at bat will be placed on 2nd base at the beginning of the inning with one out. The innings will be played as normal innings in all other aspects until a winner is determined. If this is a continuation of a tie game, the home and visitor teams will remain in that order respectively.

The Tournament will be run on the Exposure App, so please let your players/families know. They can find it under the title "Brown City All Star Tournament". After the completion of each game, both coaches are responsible to text their game score to 810-343-0608. Please use the following format in your text: Division/Team & Score/Team & Score, Example: 8u/Brown City 5/Kimball Cobras 5. Scores must be sent/texted within 30 minutes of the completion of your game.

Brown City All-Star Tournament Rules (8 & Under) (Includes Baseball & Softball Rules)

**All rules not specifically spelled out on this sheet will follow the MHSAA rules.

1. Home team in pool play is decided by a coin flip. The better seed in bracket play is the home team. In bracket play, if both teams are the same seed (1 seed from different pools), then home team will be decided by coin flip.
2. Anyone not showing proper sportsmanship will be asked to leave and/or forfeit their game
3. There will be a 12-run mercy rule after the 3rd inning, 10 run mercy rule after the 4th inning, 8 run mercy after the 5th inning.
4. If a batter throws the bat, the TEAM will receive one warning. The next player to throw the bat from that team IS OUT.
5. All batters and base runners must wear their helmets until they are back in the dugout. Repeated warnings may result in player removal.
6. Home plate is in fair territory. A batted ball that hits home plate is a fair ball.
7. If a base coach touches a base runner while the ball is in play, the runner may be called out. All base runners will be sent back to their previous base and play will resume.
8. Umpires may call an out if they think a team is deliberately stalling. (the out will be assessed to the next batter in the line-up)
9. Ten or less players may play in the field. 4 players must be on the grass (outfield)
10. The umpire's decisions are final. No protest will be recognized.
11. Blue Flame Pitching Machine will be used with each team supplying their own adult pitcher (who must wear a glove to help speed up play). The speed will be set at 7 for baseball and 5 for softball with the front leg of the machine 43 feet from the back point of home plate for baseball and 35 feet from the back point of home plate for softball. Each player will get 5 pitches or 3 strikes. On the 5th pitch the batter must swing. If they swing and miss or do not swing, they are out. If the batter fouls off the last pitch, they will be granted another pitch. Boys will use a regular baseball and girls will use an 11-inch softball.
12. Pitching machine may be adjusted at top of each 1/2 inning, as needed during the inning as long as it doesn't slow play, or at the umpires discretion.
13. Any batted ball that hits the adult pitcher or the pitching machine will be declared a "NO PITCH". The coach at the pitching machine may declare that all of their players (including batter) advance one base (batter goes to 1st all other runners move up 1 base), or no pitch is counted and the batter resumes their at bat. The coach at the pitching machine will make this call. Coaches are expected to try and get out of the way of batted balls.
14. Stealing is NOT allowed. Base runners must stay on the base until the ball crosses home plate. Runners are given a "courtesy step" after the ball crosses the plate.
15. Baserunners will only be allowed one extra base if there is an overthrow(s). Example: SS overthrows 1B, and runner moves up to 2B due to overthrow. Overthrows DO NOT include any throws from the outfield grass for cut-offs or relays. This rule only applies to overthrows made by infielders on the infield dirt or grass in foul territory near 1st and 3rd base. This rule is to promote players to make the proper throws (to get outs) and for players to not advance two bases on one overthrow (throw made on the infield dirt).
16. If a ball is thrown from the field of play to dead territory (fence line/dugouts) the umpire will award all runners one base. Umpire decision on this is final.
17. Adult pitcher must stay on the mound (point from which they pitched) except to avoid being hit by a batted or thrown ball. The adult pitcher may not run along side the baseline or runner. The penalty is that the RUNNER OR BATTER IS OUT.

18. A coach may only reposition defensive players at the start of an inning.
19. Bases will be set at 60 feet.
20. **The ball remains Live until an INFIELDER throws the ball back to the coach pitcher or player pitcher (coach may catch ball to help speed up play). Once the ball leaves the INFIELDER'S hand (on a throw to the coach pitcher) the play is dead. The coach pitcher is expected to catch balls thrown back from the infielders. Throws from outfielders to the coach pitcher will need constitute a dead ball unless the coach actually catches the ball. Our goal is to promote throws from the outfield to cut-off players (infielders) or throws to bases. At this point (infielder's throw to a coach pitcher) all play is stopped. Base runners will be awarded the next base if they are past the 30 foot half way line (line will be marked between bases). Play can also be declared dead if the pitcher has possession of the ball near the pitching area.**
21. A thrown ball that rolls or lands in the pitching machine area will be an immediate dead ball. This is an umpire discretion and done for player safety.
22. Bunting is NOT allowed.
23. The infield fly rule is NOT in effect.
24. The player pitcher must remain near the pitching machine until the batter has hit the ball. The player pitcher must wear a facemask on the pitching mound.
25. A courtesy runner, which will be the last out recorded, may be used for the catcher if there are 2 outs and that player will be the catcher in the next inning.
26. Free substitution is allowed only at the beginning of an inning.
27. There will be two buckets of balls. The catcher will place balls into the bucket after all pitches. Balls will be returned to the adult pitcher at the start of the next batter or as needed (this is done to speed up play).
28. You must have at least 7 players to start a game.
29. If you start a game with 7 players, the 8th and 9th positions in your batting order will be an out.
30. If you start a game with 8 players, the 9th position in your batting order will be an out.
31. 8U-10U-12U-14U - All players will bat and must play at least 2 innings in the field (Bat the Roster). Only exceptions to this rule are a game shorter than 6 innings due to time limit and/or mercy rule.
32. **There will be a 5-run limit per inning until the last inning (no continuation runs). 8u teams must get 3 outs in the last inning.**
33. When the team is on defense, coaches must remain in or next to their dugout. No defensive coaches on the field with players.
34. Runners are expected to slide on all close plays at 2nd/3rd/home. It will be the umpire's discretion if the runner will be called out or a warning will be issued.

Time Limit

Each game will consist of the innings and time limit listed below. If the time limit is reached, the umpire will instruct both teams that they WILL finish the inning they are in and play one more. If time expires between innings, the next inning will be declared the last inning. A new inning is not officially started until one live pitch is thrown. Pool Games MAY end in a tie. 8U - 70 Minutes / 6 Innings .

After the completion of each game, both coaches are responsible to text their game score to 810-343-0608.

Brown City All-Star Tournament Rules Boys (10 & Under)

****All rules not specifically spelled out on this sheet will follow the MHSAA rules.**

1. Anyone not showing proper sportsmanship will be asked to leave and/or forfeit their game.
2. There will be a 12-run mercy rule after the 3rd inning, 10 run mercy rule after the 4th inning, 8 run mercy rule after the 5th inning.
3. If a batter throws the bat, the TEAM will receive one warning. The next player to throw the bat from that team IS OUT.
4. All batters and base runners must wear their helmets until they are back in the dugout. Repeated warnings may result in player removal.
5. Home plate is in fair territory. A batted ball that hits or settles on home plate is a fair ball.
6. If a base coach touches a base runner while the ball is in play, the runner will be called out. All base runners will be sent back to their previous base and play will resume.
7. Umpires may call an out if they think a team is deliberately stalling. Out will be assessed to the next batter in the line-up
8. Ten players may play in the field. 4 players in the grass (outfield)
9. The umpire's decisions are final. No protest will be recognized.
10. If a ball is thrown from the field of play into dead territory (the fence line), the umpire will award all runners the base they were heading to plus one. It is the umpire's decision to determine if a player is truly advancing toward a base and thus entitled to that base plus one. The ball cannot be re-entered into play until the next legal pitch.
11. Stealing is allowed. Runners must stay in contact with the base until the ball crosses home plate. Should the runner leave too soon, they will be called out. Stealing of home is allowed. Runners will be asked to go back to their base if pitcher has ball and is in contact with the rubber.
12. A pitcher may pitch only 3 innings per game (must be consecutive). One pitch equals one inning.
13. Balks will not be called.
14. Dropped third strike rule is NOT IN EFFECT.
15. The ball remains live until it is returned to the pitcher and he is in contact with the pitching rubber.
16. Bunting is not allowed.
17. The infield fly rule is NOT in effect.
18. Bases will be set at 60 feet. Pitcher's mound will be set at 46 feet.
19. A courtesy runner, which will be the last out recorded, may be used for the pitcher/catcher if there are 1 or 2 outs and that player will be the catcher or pitcher in the next inning.
20. Free substitution is allowed only at the beginning of an inning. Except for an emergency.
21. No "hidden ball" trick allowed.
22. Pitchers will be given a maximum of 6 warm-up pitches to start an inning and a maximum of 10 warm-up pitches for a mid-inning pitching change.
23. **There will be a 7-run limit per inning until the last inning (no continuation runs). 10u teams must get 3 outs in the last inning.**
24. 8U-10U-12U-14U - All players will bat and must play at least 2 innings in the field (Bat the Roster). Only exceptions to this rule are a game shorter than 6 innings due to time limit and/or mercy rule.
25. There are no game tiebreakers. Games MAY end in a tie. The exception is if the game is in bracket play, where a winner must be determined. In this instance, we will use the international tiebreaker until we have a winner. (1 out/runner on second (last out from previous inning).

26. Runners are expected to slide on all close plays at 2nd/3rd/home. It will be the umpire's discretion if the runner will be called out or a warning will be issued.

27. Time Limit

a. Each game will consist of the innings and time limit listed below. If the time limit is reached, the umpire will instruct both teams that they WILL finish the inning they are in and play one more. If time expires between innings, the next inning will be declared the last inning. A new inning is not officially started until one live pitch is thrown. Pool Games MAY end in a tie. 10U - 70 Minutes / 6 Innings .

28. **After the completion of each game, both coaches are responsible to text their game score to 810-343-0608.**

Brown City All-Star Tournament Rules Boys (12 & Under)

****All rules not specifically spelled out on this sheet will follow the MHSAA rules.**

1. Anyone not showing proper sportsmanship will be asked to leave and/or forfeit their game
2. There will be a 12-run mercy rule after the 3rd inning, 10 run mercy rule after the 4th inning, 8 run mercy rule after the 5th inning.
3. If a batter throws the bat, the TEAM will receive 1 warning. The next player to throw the bat from that team IS OUT.
4. All batters and base runners must wear their helmets until they are back in the dugout. Repeated warnings may result in player removal.
5. Home plate is in fair territory. A batted ball that hits or settles on home plate is a fair ball.
6. If a base coach touches a base runner while the ball is in play, the runner will be called out. All base runners will be sent back to their previous base and play will resume.
7. Umpires may call an out if they think a team is deliberately stalling. Out will be assessed to the next batter in the line-up
8. Nine players may play in the field. 3 players in the grass/outfield.
9. The umpire's decisions are final. No protest will be recognized.
10. If a ball is thrown from the field of play into dead territory (the fence line), the umpire will award all runners the base they were heading to plus one. It is the umpire's decision to determine if a player is truly advancing toward a base and thus entitled to that base plus one. The ball cannot be re-entered into play until the next legal pitch.
11. Stealing is allowed. High School Rules.
12. A pitcher may pitch only 3 innings per game (must be consecutive). One pitch equals one inning.
13. Balks will be called if blatant (at umpires' discretion). Each pitcher will be given one warning. This is still (and should be used as) a teachable moment for the players.
14. Dropped third strike rule is in effect: On an uncaught third strike with no runner on first base or with two outs, the batter immediately becomes a runner. The batter may then attempt to reach first base and must be tagged or thrown out. If at the time of the strike three pitch, first base is occupied with fewer than two outs, the batter is automatically out and cannot become a runner. If two outs, the dropped third strike is always live even if first base is occupied, runners should be moving.
15. The ball remains live until it is returned to the pitcher and in contact with the pitching rubber.
16. Bunting is allowed.
17. The infield fly rule is in effect. An infield fly is a fair ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second base is occupied with 1 out or less.
18. Bases will be set at 70 feet. Pitcher's mound will be set at 50 feet.
19. A courtesy runner, which will be the last out recorded, may be used for the pitcher/catcher if there are 1 or 2 outs and that player will be the catcher in the next inning.
20. Pitchers will be given a maximum of 6 warm-up pitches to start an inning and a maximum of 10 warm-up pitches for a mid-inning pitching change.
21. Free substitution is allowed only at the beginning of an inning. Except for an emergency.
22. **There will be a 7-run limit per inning until the last inning (no continuation runs). 12u teams must get 3 outs in the last inning.**
23. 8U-10U-12U-14U - All players will bat and must play at least 2 innings in the field (Bat the Roster). Only exceptions to this rule are a game shorter than 6 innings due to time limit and/or mercy rule.

24. Runners are expected to slide on all close plays at 2nd/3rd/home. It will be the umpire's discretion if the runner will be called out or a warning will be issued.

25. Time Limit

- a. Each game will consist of the innings and time limit listed below. If the time limit is reached, the umpire will instruct both teams that they WILL finish the inning they are in and play one more. If time expires between innings, the next inning will be declared the last inning. A new inning is not officially started until one live pitch is thrown. Pool Games MAY end in a tie. 12U - 70 Minutes / 6 Innings .
26. **After the completion of each game, both coaches are responsible to text their game score to 810-343-0608.**

Brown City All-Star Tournament Rules (Boys' 14 & Under)

****All rules not specifically spelled out on this sheet will follow the MHSAA rules.**

1. Sliding Rule is in effect - The runner must try to slide if there is a play to avoid contact.
2. There will be a 12-run mercy rule after the 3rd inning, 10 run mercy rule after the 4th inning, 8 run mercy rule after the fifth inning.
3. The umpire's decisions are final. No protest will be recognized.
4. A pitcher may pitch only 4 innings per game (Need be consecutive). One pitch equals one inning.
5. 8U-10U-12U-14U - All players will bat and must play at least 2 innings in the field (Bat the Roster). Only exceptions to this rule are a game shorter than 6 innings due to time limit and/or mercy rule.
6. Free substitution is allowed only at the beginning of an inning. Except for an emergency.
7. **14u will not have a run limit, teams must get 3 outs.**
8. All bats 2 ¾" diameter must be -8 and under. Bats must have the 1.15BPF stamp if -8 or -5. BBCOR -3 bats are also allowed.
9. Players who are injured/sick and unable to return to a game (after starting game) will not be counted as an out when they come up in the line-up. However, they may not re-enter that game at point thereafter.

10. Time Limit

- a. Each game will consist of the innings and time limit listed below. If the time limit is reached, the umpire will instruct both teams that they WILL finish the inning they are in and play one more. If time expires between innings, the next inning will be declared the last inning. A new inning is not officially started until one live pitch is thrown. Pool Games MAY end in a tie. 14U - 70 Minutes / 6 Innings .
- 11. After the completion of each game, both coaches are responsible to text their game score to 810-343-0608.**

Brown City All-Star Tournament Rules (Girls' 14 & Under)

****All rules not specifically spelled out on this sheet will follow the MHSAA rules.**

1. Sliding Rule is in effect - The runner must try to slide if there is a play to avoid contact.
2. There will be a 12-run mercy rule after the 3rd inning, 10 run mercy rule after the 4th inning, 8 run mercy rule after the fifth inning.
3. The umpire's decisions are final. No protest will be recognized.
4. 8U-10U-12U-14U - All players will bat and must play at least 2 innings in the field (Bat the Roster). Only exceptions to this rule are a game shorter than 6 innings due to time limit and/or mercy rule.
5. Free substitution is allowed only at the beginning of an inning. Except for an emergency.
6. **14u will not have a run limit, teams must get 3 outs.**
7. Bat restrictions for 14u must follow MHSAA guidelines.
8. Players who are injured/sick and unable to return to a game (after starting game) will not be counted as an out when they come up in the line-up. However, they may not re-enter that game at point thereafter.
9. Time Limit
 - a. Each game will consist of the innings and time limit listed below. If the time limit is reached, the umpire will instruct both teams that they WILL finish the inning they are in and play one more. If time expires between innings, the next inning will be declared the last inning. A new inning is not officially started until one live pitch is thrown. Pool Games MAY end in a tie. 14U - 70 Minutes / 6 Innings .
10. **After the completion of each game, both coaches are responsible to text their game score to 810-343-0608.**