

**Flushing Summer Classic - 14U Tournament Rules**

**GAMES ARE 6 INNINGS – 1:40 TIME LIMIT**

* **POOL PLAY HOME/AWAY DETERMINED BY COIN FLIP**
* **POOL PLAY GAMES CAN END IN A TIE. IN THE EVENT OF TIME BEING LEFT IN THE TIME LIMIT – A POOL PLAY GAME CAN GO TO INTERNATIONAL RULES.**
* **IN BRACKET PLAY – THE HIGHEST SEED IS HOME TEAM.**
* **PITCHING MOUND 60’6”. BASES WILL BE SET AT 90FT.**
* **MERCY RULE – 12 AFTER 3 INNINGS, 10 AFTER 4 INNINGS, 8 AFTER 5 INNINGS**
* **PITCH COUNTS SHOULD BE MONITORED BY COACHES – FTBC RECOMMENDS FOLLOWING MHSSA PITCHING GUIDELINES**
* **METAL SPIKES ARE ALLOWED**
* **EACH TEAM CAN CHOOSE TO BAT ROUND ROBIN (ENTIRE ROSTER) 9 Positional players (with DH option) OR 9 POSITIONAL PLUS AN EXTRA HITTER (TOTAL OF 10) – THE DECISION MUST BE MADE PRIOR TO THE GAME AT LINEUP EXCHANGE**
* **TIE BREAKER – DETERMINED BY HEAD TO HEAD RECORD, LEAST RUNS ALLOWED, RUNS SCORED, COIN FLIP**
* **GAMES MAY BEGIN WITH 1-1 COUNT IF INCLEMENT WEATHER IS PRESENT – SITE OR TOURNAMENT DIRECTOR WILL DICTATE PRIOR TO THE START OF THE GAME.**
* **IF INCLEMENT WEATHER IS PRESENT PLEASE BE PREPARED TO HAVE YOUR TEAM READY TO PLAY 30 MINUTES PRIOR TO START TIME**
* **USSSA or USA BAT RULES APPLY**
* **2017 DEMARINI ZEN BAT PROHIBITED**

***PLAYERS CAN ONLY BE ROSTERED ON ONE TEAM FOR THE ENTIRE FLUSHING SUMMER CLASSIC – NO MATTER THE AGE GROUP***

**14U ONLY**

* **BATS MUST BE -5 OR -3**

**15U, 16U, 18U ONLY**

* **BATS MUST BE -3 BBCOR**

***ALL OTHER RULES DETERMINED BY MHSAA RULES***