



## **Flushing Summer Classic - 11U/12U/13U TOURNAMENT RULES**

- GAMES ARE 6 INNINGS – 1:40 TIME LIMIT
- POOL PLAY GAMES – 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.
- MERCY RULE – 12 AFTER 3 INNINGS, 10 AFTER 4 INNINGS, 8 AFTER 5 INNINGS
- PITCHERS – MAX OF 4 INNINGS A GAME
- MUST BAT ENTIRE ROSTER
- 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***

### **11U/12U ONLY**

- PITCHING MOUND 50FT. BASES WILL BE SET AT 70FT.

### **13U**

- PITCHING MOUND 54FT. BASES WILL BE SET AT 80FT.
- METAL SPIKES ARE ALLOWED

***ALL OTHER RULES DETERMINED BY LEAGUE GFBL RULES AND OR MHSAA RULES***

**TROPHIES GIVEN TO 1<sup>ST</sup> PLACE AND RUNNER UP (12 TROPHY MAX PER TEAM)**