



Flushing Summer Classic - 14U/15U/16U/18U 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) 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

TROPHIES GIVEN TO 1ST PLACE AND RUNNER UP (12 TROPHY MAX PER TEAM)