

GFABSA Tournaments

(15u - 18u) Tournament Rules:

1. **IF Necessary:** GFABSA Tournament Directors may amend any rule, schedule, diamond location, game format, or combine age brackets as they deem necessary.
2. **Home Team:** The home team is determined by a coin toss during pool play. Once your team is seeded, the higher seed is the home team during bracket play. This also includes Championship Games.
3. **Pitching Limitations:** no pitching limits – coaches' discretion
4. **Time Limits:** No new inning after 2:00. There is a time limit during bracket play but there is no time limit in the championship games only.
5. **Innings Played:** 7 innings
6. **Malicious Contact:** At any base is forbidden (umpire's discretion).
7. **Mercy Rules:**
 - 12 after 3 innings (home team bats if behind).
 - 10 runs after 4 innings (home team bats if behind).
 - 8 runs after 5 innings (home team bats if behind).
8. **Cleats:**
 - Metal cleats are allowed; however, you cannot use metal on the portable pitching mounds used on some fields.
9. **Bat Rules:**
 - 14u = 1.15 BPF, USA, or BBCOR all acceptable. Drop 5 maximum.
 - 15u & up = -3 BBCOR certified or wood.
10. **Courtesy Runner:** You may use a courtesy runner for a pitcher or catcher at any time. This must be someone from your bench OR if you're roster batting it would be your last recorded out.
11. **Baserunning: NFHS baserunning (no modifications).**
12. **Drop 3rd Strike:** All levels will follow NFHS rules.
13. **Reporting Scores:** Each coach is required to confirm the score with the site manager at the end of each game, within 10 minutes of game completion. Score discrepancies will revert to the scorebook of the home team. It is your scorekeeper's responsibility to ensure accurate scores are kept on an inning by inning basis.
14. **Pitching Re-entry:**
 - a. 14u-18u will follow MHSAA re-entry rules. However, if the team is using a continuous batting order, the pitching position is treated like any other position. It is the coach's responsibility to ensure the health of his pitchers.
15. **Completed Game:** For poor weather purposes a game is complete after 3 innings are completed regardless of age.

16. **Pregame Warm-Up:** All pregame warm up is to take place off the field. No pregame warm-up is allowed on the infield. Teams will forfeit the game if caught. Team need to be ready **30 MINUTES** before their scheduled start time.
17. **Point System For Tournament:** (2) points for a win, one (1) point for a tie. Tie Breakers;
- Wins-Loss Record
 - Head to Head (Only If 2 teams Tied)
 - Fewest Runs Allowed
 - Run Differential (max 8 runs per game)
 - Runs Scored
 - Coin Flip
18. **Batting Order and Extra Players:** Teams have the following three options for the batting lineup:
- a. 9 players in the batting order. DH or a straight 9 is allowed. All other players are subs. Teams using this option will follow MHSAA re-entry rules.
 - b. 10 players in the batting order. The use of an EH with or without a DH. All other players are substitutes. Teams using this option will use MHSAA re-entry rules. However, the EH will be allowed to sub freely, including the pitching position. All players must remain in the same batting order unless subbed by a player that is not the EH.
 - c. A continuous batting order. All players on the lineup card are in the batting order. If a player arrives late, he will be added to the bottom of the lineup. Teams using this option will follow free substitution strategy.
19. **Player Count:** Team can play with as few as 8 players without taking an automatic out in the batting order. Anything lower than 8 is an automatic out in the batting order.

