

Thunderwolves Baseball Tournament Rules



General Rules:

- Four game guarantees (weather permitting), can play up to five/six games via Championship rounds
- Tournament games will begin on Thursday for local teams, and Friday for out-of-town teams. All teams need to be available to play as early as 3:30pm on Thursday/Friday.
- Preliminary games played Thursday, Friday & Saturday, with playoffs and consolation on Sunday
- [Little League Rules](#) apply for 8u-10u age groups (46/60) & require USA Bat Stamp (8u will use pitching machine)
- 8u & 9u will enforce a six-run limit per inning
- [Cooperstown Rules](#) apply for 11u and 12u age group (50/70) with no bat restrictions
- [NFHS Rules](#) apply for 13u thru 18u age groups (60/90) & require BBCOR bat restrictions
- ALL teams must be prepared 30 minutes prior to scheduled start time, should the previous game end early games may start up to 30 minutes prior to scheduled start time
- Games shall be six (6) innings with a 1:45 time limit for the 8u-10u division, six (6) innings with a 2-hour time limit for 11u & 12u divisions, and seven (7) innings with a 2-hour time limit for 13u-18u. Time limits are in effect for all games except the Championship final. Tie games in pool play are rendered a tie **unless time limit has not been reached**
- You may bat nine (9), or 10 using an EH and/or a DH. You may also roster bat which includes free defensive substitutions. If you roster bat and a player becomes unavailable/unable for any reason, that spot in the order becomes an automatic out (unless the other team's coach agrees to skip over that batted position)
- Mercy rule will be 15 runs after three (3) innings / 12 runs after (4) innings / 10 runs after (5) innings for 8u-12u divisions.
- Mercy rule will be 12 runs after four (4) innings or 10 runs after five (5) innings for all 13u-18u divisions.
- Mercy rule is in effect for ALL games. ALL games receive a maximum of +10/-10 run differential for tie breaker purposes
- No infield/outfield before games. Teams may use the outfield grass to take pregame ground balls & pop flies
- Courtesy runner for both the pitcher and catcher may be used at any time and is mandatory for the catcher with two outs. The courtesy runner must be a player not currently in the lineup. If no player is available, you may run your last batted out
- Flip for home team. The higher seed will be home team during Championship round
- Two baseballs will be provided per game
- Base runner must slide or attempt to avoid contact
- Balk warnings will be given throughout the tournament for ages 11u-12u (1 warning per pitcher)
- The head coach is responsible for the behavior of coaches, parents, and fans
- Any participant (player, coach, spectator, ect.) ejected from a game shall have the circumstances of his/her ejection reviewed by the Tournament Director, Site Supervisor, and/or Chief Umpire. A decision will then be made what additional penalty, if any, shall be applied to that person. The additional penalty most likely will include suspension from a subsequent game(s) or suspension from the tournament all together.
- The umpires are in charge of the game. Excessive arguing or abuse will not be tolerated. The umpire's decision on any judgment call is final. Rule interpretation can be discussed with the Tournament Director
- ALL teams must provide a roster (waiver) and liability insurance with "Thunderwolves Baseball, LLC" listed as additionally insured

Pitching Restrictions:

- A pitcher may throw a maximum of six (6) innings per day and no player can pitch more than a total of 12innings for the tournament for ages 9u-12u
- Coaches' discretion for ages 13u-18u

Tiebreaker rules:

- 1) Head-to-Head competition (not applicable with ties of more than two (2) teams)
- 2) Fewest runs allowed (overall)
- 3) Most runs scored (overall)
- 4) Coin flip

Any rulings and/or situations not covered within these rules will be decided by Tournament Officials/Umpires

Accommodations:

- ALL teams will have special rates available to them provided by the tournament housing director (SARec Sports) and will be provided with a free housing service to make those reservations.
- ALL Thunderwolves Tournaments are “stay-to-play” events. If you do not stay in a tournament approved hotel you will not be able to participate in the tournament. Local teams (within 60 miles) are excluded from the “stay-to-play” requirement.

NO ALCOHOL PERMITTED in the parking lots or fields at any time!

Thunderwolves Tournaments have a “zero tolerance” for any physical confrontations by players, coaches, or fans. Upon the first violation, the violating party shall be removed from the facility and the tournament.

Cancelation Refund Policy:

- (0) Zero Official Games: 100% credit or 75% refund
- (1) One Official Game: 50% credit
- (2) Two Official Games: No credit or refund

Withdrawal Refund Policy:

- In all cases, a team must provide written notice to the tournament director about their intent to withdraw from the tournament.
- If this notice is received outside of 90 days prior to the tournament, teams receive full entry fee refund
- If this notice is received between 61-89 days prior to the tournament, teams receive full entry fee credit
- If this notice is received inside of 60 days prior to the tournament, no refund or credit rewarded