

GCBL TOURNAMENT RULES

13U/14U GAME PLAY

(NFHS rules will apply with the following exceptions)

1. 9 players must be present to begin and end play. Failure to field 9 players at any time will result in a forfeit. Forfeit time is 10 minutes after the scheduled game time. A forfeit is considered a 0-8 loss for seeding purposes.
2. Pitchers will be given 5 warm up pitches before game, in between innings, and pitching changes.
3. A runner who fails to slide to avoid contact may be called out. A player may face ejection if malicious contact was made. This is at the umpire's discretion.
4. 13U will pitch from a 54' rubber and use 80' bases. 14U will pitch from 60' 6" and use 90' bases. Each pitcher is restricted to 4 innings per game. One pitch is considered one inning. Pitchers may not re-enter as a pitcher once they have been removed.
5. A complete game consists of 7 innings. All pool play games will have a 1 hour and 45 minute time limit. No new inning after 1 hour and 45 minutes. All bracket play games will have a 2 hour time limit. No new inning after 2 hours. There is no time limit for championship games.
6. Run Rule is 12 runs after 4 complete innings and 10 runs after 5 complete innings. It is not necessary to play the bottom of the inning if the home team is winning.
7. Tie breakers for seeding purposes:
 1. Win-Loss record
 2. Head to head
 3. Runs allowed
 4. Run differential (max run differential is + or - 8 runs)
 5. Coin flip
8. Courtesy runners are encouraged to help speed up the game. A courtesy runner may be used for the pitcher or catcher with 2 outs. The runner must be the player who made the last out at the plate.
9. Bats must be BBCOR or USA certified.
10. In the event of a weather issue, every effort will be made to get all the games played. The tournament director has the right to shorten games and change all scheduling to accommodate. Refund policy is as follows: 75% refund if no games played (covers trophies and diamond dry.)
11. Teams must roster bat entire roster with free substitution.