Triple Crown Rule Modifications

Unless noted prior to the event, National Federation High School Rules will be used with the following notations. Triple Crown reserves the right to enforce particular invitational tournament rules. Franchisees may offer rule variations.

1. Age Requirement: May 1 will be the designated date to determine ages. Photocopies of birth certificates will be required.

2. Roster rules are as follows:

   8u to 14u – Rosters may not exceed 20 players during the course of the season.
   15u to 18u – Rosters may not exceed 25 players during the course of the season.

3. Protest Fee: $100 cash (on rule interpretation only).

4. Game Time: Starting time is forfeit time, unless delay is created by Triple Crown. Game time starts at completion of coin toss.

5. Home Team: Determined by coin flip in pool play, in playoff rounds the better seeded team will be given choice of home/visitor. Home team is required to keep the official book.

6. Player Minimum: A team must start with a minimum of 9 players but can finish with less, taking outs in vacated batting positions.

7. Championship Games: No time limit and no "Triple Crown Tie Breaker" – run rules are still in effect.

8. Pitching Rules (Innings per Tournament):

   8s = 6 innings 9s = 6 innings 10s = 6 innings 11s = 6 innings 12s = 6 innings
   13s = 7 innings 14s = 7 innings 15s = 8 innings 16s = 8 innings 18s = 8 innings

   ****One additional inning per game, per player starting in a team’s 5th game played****

   *Scorecards must be signed by both team managers to eliminate inning validation problems. (Managers, please help with this process.)

   *No limit on the number of appearances.

   *One pitch will be considered an inning pitched.

   *Eight warm-ups to start, five thereafter.

   *Mound: 14s and younger may throw on flat surfaces depending on field availability.
*If pitching rules are violated and the infraction is detected, the situation will be reviewed and consequences will be determined by the tournament director. Consequences may include, but are not limited to, the following: coach and/or player ejections, game forfeiture, removal of team from the tournament, suspension from additional tournaments.

9. Infield Warm-Ups: All teams are encouraged to warm-up as much as possible before game time. No pre-game infield.

10. Baseballs: Teams must provide all game balls. (Typically two new balls and one used ball per game are sufficient.)

11. No steel cleats in the following age groups: 10u and younger.

12. **Triple Crown Bat Rules**

**13u and Younger:** All bats must be stamped BPF 1.15. Must be a baseball bat – no restriction on weight or length as long as bat has “BPF 1.15” stamp. All -3 bats must be stamped BBCOR. Wood bats allowed.

**14u:** -5 or -3 weight/length ratio. All -5 bats must be stamped BPF 1.15. All -3 bats must be stamped BBCOR.

**15u and Older:** -3 weight/length ratio only. All bats must be stamped BBCOR.

Bat rules apply to the age division you are playing in (not the age of the player or team).

Penalties for illegal bats will be assessed as per the NFHS rule book.

1st Violation - Batter is declared out (if discovered before a pitch to next batter) & head coach is restricted to the dugout for the remainder of the game.

2nd Violation (Same Game) - Batter is declared out (if discovered before a pitch to next batter) and Head Coach is ejected.

Subsequent Violations of this rule: Batter is declared out (if discovered before a pitch to next batter) and head coach is ejected.

When a batter is declared out for violation of bat rules, the defense may take the penalty or result of the play. The head coach penalties apply in either case.


14. Adverse Weather: The Triple Crown Baseball Tournament will be played in adverse weather conditions. The format may be changed to lesser time limits or fewer innings to complete the tournament. Coaches and players accept these conditions when entering the
tournament.

15. It is a balk if the pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw: Pitchers may still feint a throw to second. (No fake to third with foot on plate and throw to first).

16. Decisions: The Tournament Director shall have final decision on all tournament questions.

17. Hotels/Motels/Condos: Teams that leave unpaid bills or damages will be removed from the tournament and reported to their respective leagues.

18. Weather Refund Policy: There will be a $75.00 administration fee charged for complete rain outs; 1 game played = 50% of entry fee; 2 or more games played = no refund.

19. Tie-Breaker System: If a playoff game is tied after all innings have been completed (or at time limit), the "Triple Crown Tie-Breaker" will go into effect. Each team puts the batter who is scheduled to bat last in their offensive half of the inning on second base and plays out a full inning. This happens until the tie is broken and the game is complete. After two complete innings with the runner starting on second base and still no winner, the runner will move from second to third and the inning will be played out.

19B. **Pool play games can end in ties after all innings have been completed or at time limit.**

20. No Show: Teams that no-show will forfeit their entry fee and may be subject to suspension from competition in Triple Crown events for the remainder of the season.

21. All age groups can have an EH (Extra Hitter) if they choose to bat 10. Both a DH and EH may be used at the same time. Teams in the 8u through 14u age brackets are allowed to bat the entire roster and have free defensive substitution. An out will be recorded if any batting spot is vacated during the course of the game.

22. Courtesy Runner: The NFHS rules apply for the pitcher and catcher. However, there's an option (not mandatory) allowance for the catcher ONLY - if the team doesn't meet the NFHS rule (eligible substitute), the last batter out may run for the catcher.

23. Visits to the mound: As per NFHS rules, each team is allowed three charged visits to the mound within a game. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the three charged visits are used, every trip to the mound will result in the pitcher being removed. A visit is not "charged" when the manager removes the pitcher from the mound. Remember, charged visits are cumulative for the entire game (visits are not tracked "per pitcher"). No restrictions on visits per inning.

***TRIPLE CROWN WILL PLAY THESE DIMENSIONS AND RUN RULES***

8u **40' pitching**60'bases**1 hr 45 min**6 innings**15 runs after 3 innings, 10 runs
after 4 innings or 8 runs after 5 innings.
8u Championship Game: no time limit, no tie-breaker. Run rules are still in effect.

9u, 10u**46' pitching**60 or 65' bases**1 hr 45 min**6 innings** 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.
9u, 10u Championship Game: no time limit, no tie-breaker. Run rules are still in effect.

11u, 12u**50' pitching**70' bases**1 hr 45 min**6 innings** 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.
11u, 12u Championship Game: no time limit, no tie-breaker. Run rules are still in effect.

13u**54' pitching**80' bases**2 hrs**7 innings** 15 runs after 4 innings, 10 runs after 5 innings, or 8 runs after 6 innings.

14u, 60'6" pitching** 90' bases**2 hrs**7 innings** 15 runs after 4 innings, 10 runs after 5 innings, or 8 runs after 6 innings.

15u, 16u, 18u**60'6" pitching **90' bases**2 hrs 10 min** 7 innings** 15 runs after 4 innings, 10 runs after 5 innings, or 8 runs after 6 innings.
15u, 16u, 18u Championship Game: no time limit, no tie-breaker. Run rules are still in effect.

**********All ages have a 20 run rule after 2 completed innings**********

**8u Specific rules**

at the 8u level ONLY. No leadoffs, no stealing home -- a runner *starting a play* at 3rd Base may *only* advance home on a batted ball or when *forced* home by a walk, hit batter, or other force play (bases loaded). For 8u, note that a walk is considered a "Dead Ball" situation -- the batter may only take 1st Base and any forced runners may only advance one base. A runner starting from 1st or 2nd Base may advance home as a continuation of a play (there is not a mandatory "red light" at 3rd Base for a play in motion). Runner may leave base only after ball crosses plate: 1st Offense = Dead Ball / warning; 2nd Offense = Dead Ball / offending runner is called out, other runners return to previously occupied bases, no ball/strike charged to batter). Batter may not run on dropped 3rd strike ... bunting is allowed. No balks. A maximum of ten (10) runs allowed in any half inning.