

Electric City 13/14u C Clash

June 27-29, 2025

Rosters:

Age cutoff date is May 1st. Players must be no older than 14 on May 1st 2024

1. Rosters may be changed with the Tournament Director prior to their first game. Rosters are locked in after the first pitch of the teams first game. A player may only be on one roster for the tournament. Team rosters must be turned in at least ½ hour prior to the first pitch of your first game.

Game Play:

All rules will follow the National Federation High School rules, unless noted in this document.

1. Games will start early if the prior games are ahead of schedule. Games can start up to 15 minutes early. No new inning will start after 1:40. A new inning begins immediately with the 3rd out of the previous inning. If the time limit is reached while the home team is winning, and batting in their half of the inning, the game shall end immediately.
 1. Time limit still applies for bracket games, but no time limit for the Championship game. If a game is still tied after 7 innings we will play one more complete EXTRA inning. If still tied after that we will go to California tie breaker rules until a winner is had.
2. Tie games in pool play will be recorded as ½ win for each team.
3. Game mercy rules are as follows (this includes the championship game):
 1. 20 runs after 2 innings, 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings
4. A team must have a minimum of eight players to start the game. If the game is started with eight players, the 9th position is then an automatic out. Any team which does not take the field within twenty minutes of the scheduled start time, shall forfeit (by a score of 6 to 0) the game upon the opposing team taking the field and throwing the first pitch. All teams are expected to be at their fields 30 minutes prior to game start times, in the event games are ahead of schedule.
5. Pool Play tiebreakers to advance to the championship bracket are as follows:
 1. Head to Head (if applicable)
 2. Fewest Runs Allowed
 3. Runs Scored
 4. Fewest pitches thrown
 5. Coin Flip
6. Home team is determined by the higher seed. If there are no seeds or they are the same seed a coin flip occurs. The team traveling the farthest shall have the honor of calling the flip. Winner of the flip has the choice of home or away.
7. Courtesy runners may be used for the pitcher or catcher at any time, but must be used for the catcher when there are two outs. The runner must be the previous out.
8. Continuous batting order must be utilized. All players at the field are to be in the lineup, with the exception of injured players.
 1. *Note: if a player leaves the game because of injury, an out will be recorded their next at bat only but they may not reenter the game. If a player leaves for a non-injury it is an out each time their spot comes up in the order.

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Pitching:

1. Pitchers may pitch a maximum of 85 total pitches for the weekend. If a pitcher reaches 85 pitches in the middle of a hitter they can finish out the hitter and then be removed.
2. Pitchers can have eight warm-up pitches when entering a game; five warm-up pitches thereafter.
3. Each team shall keep track of pitch counts for their game. However, the home team is responsible for the official pitch card. After each half inning, the coaches should meet and compare counts. Any discrepancy shall be worked out between the teams, or with the help of an umpire if necessary. Both head coaches must sign the pitch card, and turn in to the tournament representative on site immediately following the game.
4. Exceeding the maximum number of pitches will result in a forfeit for that game, scored 6-0. This will be strictly enforced.
5. There will be 1 balk warning per pitcher.
6. In the event of an intentional walk, the umpire should be notified-the amount of pitches it would have taken to walk the batter, and those will be recorded as pitches for the pitcher.
7. Coaches are allowed one trip to the mound per pitcher per inning; the second visit will result in the pitcher being removed from the game. Once a pitcher is removed from the mound, they may not re-enter as a pitcher.

Misc:

1. Field dimensions will be 54' mound with 80' bases.
2. Adverse Weather: Games will be played in adverse weather conditions. The format may be changed to lessen time limits, fewer innings or seed advancement to complete the tournament. Coaches and players accept these conditions when entering the tournament. The tournament directors reserve the right to alter length of games based upon tournament schedules.
3. No batting practice of ANY kind can be taken on the field and no hitting into fences with hardballs. Please use the batting cages for warming up.
4. No protests allowed. Decisions of the umpires and Tournament Director are final. Players, coaches, and spectators are expected to show good sportsmanship at all times. Use of noise making devices, such as air horns and cowbells are prohibited. Violation of this rule will start with a warning and may lead to disqualification from the tournament.
5. There are no metal spikes allowed on the portable mound used at Bayorgeon Field.
6. There are no bat restrictions.
7. No carry-ins: Please support KYB.

Contact Info:

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