

2026 Green Community Plus Tournament

Tournament location; Uniontown/N. Canton, Ohio

Tournament will be played with NFHS Rules except as stated below:

I. General Rules

- a. Community only tournament with 70% of players on roster from the same community/school district.
 - i. *The tournament committee can approve Low Level Travel Teams.*
- b. Teams withdrawing 30+ days prior the start of the event will receive a 90% refund. Any withdrawal within 15 days of the event will not be refunded. All withdrawals between 15-30 days prior to the event will receive a 50% refund.
- c. Team must provide their own insurance.
- d. Three (3) game guarantee; teams must be prepared to play on Friday night. There will be 2 pool play games and min of one bracket game. Pool Play will determine seeding. Weather Cancellation policy:
 - i. 0 games played = 90% entry fee refund.
 - ii. 1 game played = 50% entry fee refund.
 - iii. 2 games played = No refund.
- e. Birth date cut off is players age as of May 1st of current year.
 - i. Teams must have birth certificates on hand. You do not need to present them before the tournament but must be able to present them if questions arise. Penalty for not having them upon questioning will be game forfeit and removal of player until certificate is presented.
 - ii. *Grade Exception:*
 - a. *Up to (2) 15U players may play 14U, per team, given the players are currently in 8th grade.*
 - b. *Up to (1) player per team may play down one age division given the player is currently in the appropriate grade mentioned below:*

Division	Grade	Division	Grade
13U	7	10U	4
12U	6	9U	3
11U	5	8U	2
- f. Teams must have between 8 and 14 players on their roster at the start of the tournament. No late additions will be allowed.
 - i. *Teams must field a minimum of 8 players in order to start a game. Teams unable to do so will forfeit the game.*
 - ii. *If a player shows up after the first pitch, they may be enter the game but must be added to the bottom of the batting order.*
 - iii. Players may only be active on one roster for the tournament.
- g. Umpires fees are included in the tournament registration. The tournament committee will be responsible for the payment of umpires.
- h. Two baseballs will be provided by the tournament committee. Any additional balls that may be required are the responsibility of the teams.
- i. No Bat Restrictions OR metal spikes. Exception: 13U+ may wear metal spikes.

- j. Teams must be ready to play 30 minutes prior to their scheduled game start.
 - a. Warmups are permitted in the outfield and in foul territory of the infield only.
 - b. No “hit sticks” are to be used outside of the playing area. All kids with a bat in their hands must wear a helmet.
- k. Home/Visitor by coin flip in pool play. In bracket play, the higher seed is the Home team. Home team is the official scorer. Scorekeepers need to confirm the score every inning.
- l. A forfeit score is 10-0. Any team that forfeits is ineligible for the playoff round.
- m. Winning Team must report final score to the Site Director.
- n. Bracket seeding will be determined by the following:
 - i. W-L Record.
 - ii. Head-to-Head (for 2 teams only).
 - iii. Run differential.
 - iv. Lowest runs allowed (max of 10 runs per game).
 - v. Coin Flip.
- o. Championship Game
 - i. No Time limit or shootout rules.
 - ii. Winner will receive a Team Trophy and each player will receive an individual player ring.
 - iii. Runner Up will receive individual player medals.

II. Gameplay Rules:

- a. Each pool play game will have a time limit, see below. No new inning cannot be started after the time limit has been reached. Once started, the inning must be finished.
 - i. An official game is 3 1/2 innings if the home team is ahead or 4 innings if the visiting team is ahead.

Age	Innings	Time Limit	Steals	Leadoffs/Infield Fly	Balks	Dropped Third Strike	Pitching Distance	Base Distance
8U	6	1:30	No	No	N/A	No	36'	60'
9U	6	1:45	Yes	Yes	Unlimited Warnings	No	46'	65'
10U	6	1:45	Yes	Yes	1 Warn / Pitcher	Yes	46'	65'
11U	6	1:45	Yes	Yes	1 Warn / Pitcher	Yes	50'	70'
12U	6	1:45	Yes	Yes	1 Warn / Pitcher	Yes	50'	70'
13U	7	1:45	Yes	Yes	Yes; no warnings	Yes	54'	80'
14U	7	1:45	Yes	Yes	Yes; no warnings	Yes	60'-6"	90'

- b. For this tournament, we will not be tracking pitch counts, and there are no pitch restrictions in place. It is the responsibility of each coach to manage their pitchers and ensure their players' health and well-being. For the safety of all pitchers, we strongly recommend that coaches review and follow the MLB Pitch Smart Guidelines, which provide best practices for arm care and workload management. For more information, please visit: <https://www.mlb.com/pitch-smart/pitching-guidelines>

- c. If a pitcher is removed after throwing a pitch and goes to another defensive position, they may not return as a pitcher in that game. In other words, as soon as another pitcher throws a warm-up pitch (becoming the new 'pitcher of record'), the previous pitcher is no longer able to pitch in that game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the 'pitcher of record' and can continue to pitch in the game.
- d. No run limit per inning for 9U-14U. For 8U, see Modified 8U Rules below.
- e. There are three options for lineups for 9U-14U. For 8U see Modified 8U Rules below.
 - i. Hit 9 hitters (NFHS re-entry applies)
 - ii. Use one EH and hit 10 (NFHS re-entry applies)
 - iii. Hit a continuous lineup with free substitution.
- f. If teams hit a continuous lineup, and for any reason other than injury/sickness a player has to leave the game, the spot in the order is an automatic out. (Mandatory for 8U).
- g. If a player is skipped in the batting order due to injury/sickness, that player may not re-enter the game. If a batter is injured during the middle of an at-bat, the defensive team will have the option of bringing the next player in the order up with the existing count or bringing back the previous batter with the existing count.
- h. Mercy Rule:
 - i. 15 after 3
 - ii. 12 after 4
 - iii. 10 after 5
- i. Shootout rules will go into effect if the last inning ends in a tie, or the time limit is up and there is a tie at the end of the inning. This applies for all games except for the championship game.
 - i. If the last inning ends in a tie or time limit is reached and inning ends in a tie, the following innings will be played in a shootout. The visiting team starts the inning with the player who made the last out at 2nd base.
 - ii. Each new batter inherit a 2-1 count per plate appearance.
- j. Speed Up Rule: an optional courtesy runner may be used for the catcher or pitcher of record with less than 2 outs. The runner must be a player not in the game. If all players are in the game, the courtesy runner is the player who made the last out. A mandatory courtesy runner shall be used for the catcher or pitcher of record with 2 outs.
- k. Players must legally slide or attempt to avoid contact with defensive players in tag-out situations. The umpire may call the runner out if it is determined that there was intentional contact with defensive players. It is the Umpire's judgment if the contact is considered intentional and/or malicious and the player will be ejected from the game and may face suspension by the tournament director.

III. Additional Rules:

- a. Offensively, there will be 3 coaches permitted on the field: Pitcher (8U only), 1st base coach, 3rd base coach.
- b. Defensively, all coaches MUST remain within the confines of the Dugout area (with the exception of injured or sick players). 1st infraction will be a warning given by the umpire. 2nd infraction, the coach previously warned will be restricted to the dugout bench for the remainder of the game both offensively and defensively.
- c. This game is for the kids and their enjoyment. Any player, coach, or fan ejected from the game will NOT be permitted to be present at the next game. This is non-negotiable. If said player, coach, or fan is found present on the premise after being ejected then a forfeit will be enforced for the team. Please do not test this rule or ruin the enjoyment of the games for the players.
- d. Sportsmanship: Noisemakers of any type will not be permitted at games. Managers will not allow their fans or players to harass, chant or cast negative remarks towards members of the opposing team or their fans. Teams can cheer for their teammates while at bat or in the field; however, chanting, cheering and any noise must stop when the pitcher begins his pitching motion. First violation of this rule will result in a verbal warning. A second violation will result in ejection from the game.
- e. If Rain causes the cancellation or delay in the game, it is the Tournament Director's right to modify the tournament schedule as necessary to ensure the players get to play.
- f. Protests are permitted for rule interpretations only. There is a protest fee of \$100 and the Tournament Director and Assistant Director will have final determination. If the protest is won, \$100 fee will be returned.

IV. 8U Modified Rules

- a. Regular infield plus 4 outfielders required unless a team is playing with less than 10. Outfielders must play on the grass.
- b. Umpires call time after every play and declare the ball dead. Time should be called as soon as **all** three of the following occur:
 - i. The ball is in possession of an infielder in the infield (dirt) area,
 - ii. The lead runner stops attempting to advance, and
 - iii. No defensive play is imminent.
 - iv. Time does not have to be called by the defense for the purpose of this rule.
- c. Each batter may receive up to 6 pitches per plate attempt. The batter will be declared out if striking out prior to receiving 6 pitches. If the sixth pitch is fouled off, they will be permitted to hit until the ball is put in play, or no contact is made.
 - i. The batter must swing all the way through for it to be considered a live ball. Any bunt attempt or check swings will be counted as foul balls and go toward the pitch count.
- d. The player pitcher must have one foot in the circle at the time the ball is hit. The coach pitcher must have both within or on the chalk of the circle.
 - i. If live hit ball hits the pitching coach and the umpire deems the contact accidental, dead ball will be the result and replay of the pitch will occur with same count on batter.
- e. Continuous batting lineup with free substitutions is required.
- f. No Leadoffs or stealing. Runners may not leave the base until the ball is hit. 1st offense = team warning. 2nd offense = runner is out.
- g. A maximum of 5 runs per inning is allowed. The last inning will allow for unlimited runs.