

Troy MVP Training Center Coach-Pitch Tournament Rules (7 and Under)

- This will be a pool play with single elimination finals
- No Player shall reach 7yrs. on or before May 1.
- Each team must have birth certificates on hand for each player.
- No coolers will be allowed. Concessions will be available each night with team drinks available.
- Home team will be decided by coin toss before each game.
- Limit batting cage use to 30 minute per session before each game.

Our playing rules are meant to be simple and easy to follow. We trust that the coaches, players and parents understand and abide by our philosophy:

“Any tournament games played at the Troy MVP Training Center are meant to build the developmental skills of the players and to help them become better ball players through competitive game situations. We not only encourage good sportsmanship, but we expect it from everyone involved in the game. Playing a good game is great, but playing like true champions is even better.”

I. General

- a. Teams must start 8 players, but must take an out for the 9th batting spot. Less than 8 will result an out in the 10th spot. The score of a forfeited game will be 6 - 0.
- b. No player may sit out 2 consecutive defensive innings. All players bat in the lineup.
- c. Players must bat in a set order. Batting out of order will result in that the batter being out. The batter must take a pitch before being considered out of order.
- d. A game will consist of 6 innings or 1 ½ hours. 4 innings will be an official game, in the event of bad weather.
- e. We will play the 5 run advantage rule. The 1st inning each team may score a max. of 5 runs. Innings 2 - 5 a team may go ahead of their opponent by 5 runs. 6th innings will be unlimited runs. Teams must make it to the 6th inning for unlimited runs rule. Ex. Inning 1, visiting team may score up to 5 runs. Home team may score a max. of 5 runs. Inning 2 - 5, visiting team may score 5 more runs to lead by max. of 5 runs. Home team may score 5 runs + 5 runs to lead by 5.
- f. Mercy rule will be 15 run advantage after 3 or 10 runs after 4 complete innings.
- g. A play will be called dead and time called when the advancement of the runners is stopped. This will be at the umpire's judgment.
- h. Head coach is responsible for the conduct of their coaches, players and supporters.
- i. Umpires judgment calls on the field are final.
- j. Rules protests are \$100.00 cash at the time of infraction. Money is refunded if you win the protest.
- k. Rain policy: In case of bad weather, the game time limit would change to 1 hr. 15 min. with the next game starting immediately following the conclusion of game ending.

II. Batting

- a. The batter will be thrown a maximum of 5 pitches or 3 strikes. The batter will be called out at the conclusion of the 5th pitch. (Unless it is a foul ball. Unlimited number of foul balls).
- b. Batter cannot be walked after being hit by a pitch.
- c. The umpire will advise both teams of the last pitch.
- d. There will be no called strikes by the umpire.
- e. If a batter slings the bat, the TEAM will receive one warning, every infraction after that will result in an out with base runners not advancing.
- f. If a player is injured at his batting spot, the coach has the option of taking an out (so the player may return to the game in his same batting order) or not taking the out (the player then may not return to the game at all, offensively or defensively).

- g. No big barrel bats. Only little league approved or 2 ¼ barrel bats.

III. Base Running

- a. There will be no base stealing.
- b. The runner may not lead off the base. A runner that leaves the base before the ball is batted is removed from the base with no out being charged.
- c. There will be no headfirst sliding into any base. This will result in an out. A player may slide headfirst back into a base.
- d. Base coaches may not have physical contact with the runner while the ball is in play. This will result in an out.
- e. Runners may be substituted for the catcher after 2 outs in the inning. The runner must be the player who made the last out in the inning.
- f. Runners must avoid malicious contact with the catcher at home plate if there is a play. This is at the umpires' judgment.

IV. Pitching

- a. The pitching coach must pitch at a minimum of 35ft. from home plate.
- b. The pitching coach must make every effort to avoid contact with the ball when it is in play. If the pitching coach is hit by a ball that is in play, the ball is dead. (Pitch does not count and runners return to the base they occupied before the pitch).
- c. Pitching coach must make every effort to avoid defensive players fielding the ball. If the umpire calls interference on the coach, the batter is out without the runners advancing.

V. Defense

- a. Each team may field up to 10 players. 6 infield (catcher, pitcher, 1st base, 2nd base, 3rd base, and shortstop) and 4 outfield. The outfield must stay behind the 90' mark on each field. Teams that start with less than 10 must field a full field.
- b. The outfield may not make a play unless it is an overthrow. (This play is at a base).
- c. The defensive pitcher must keep 1 foot inside the circle until the ball is batted. The defensive pitcher may leave the circle at the same time a batter shows a bunt.
- d. There is no infield fly rule.
- e. Play is stopped if a player is injured. Time will be called and the advancement of the runners is a judgment by the umpires.
- f. Protective cups are mandatory for catchers and recommended for everyone else.
- g. The catcher must make the first attempted play at home plate. There will be a 12' radius line on the field to determine whether the infielder should throw the ball to the catcher or make the play himself.
- h. Two coaches are allowed on the field and must stay behind the mark designated for the outfield. One coach may stay behind the catcher to assist, but must remain quiet.

POOL PLAY TO BRACKETS

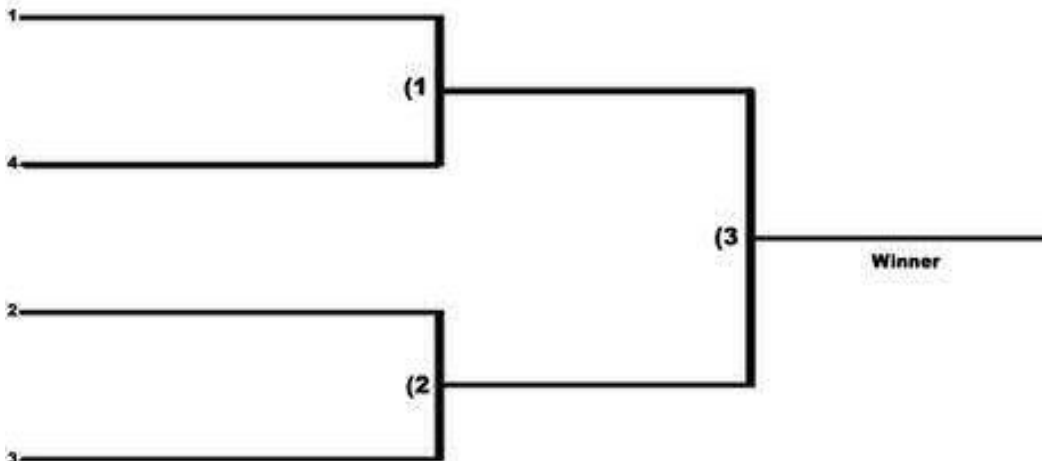
The following will be used to determine ranking for the final rounds.

- WIN-LOSS RECORD
- HEAD TO HEAD - IF THERE IS NOT A THREE-WAY TIE OR MORE TEAMS WITH THE SAME RECORD.

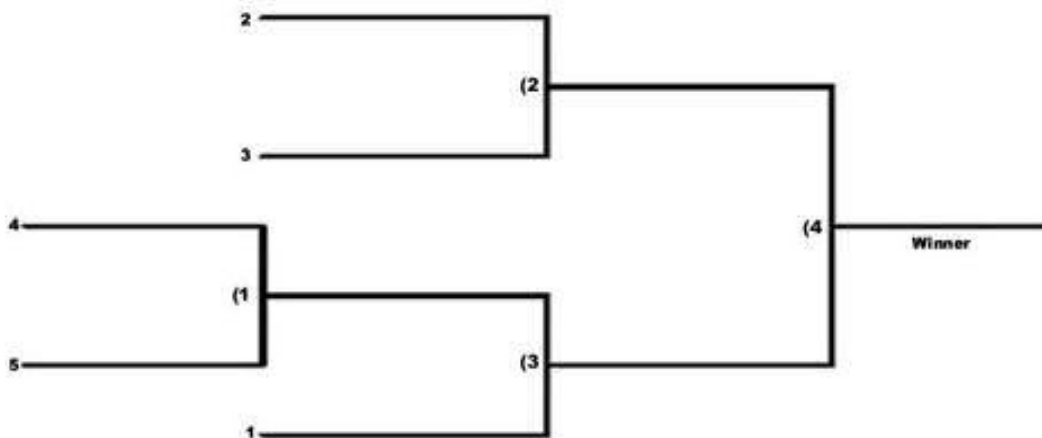
- FEWEST RUNS ALLOWED IN POOL PLAY.
- HIGHEST RUN DIFFERENTIAL - WITH A MAXIMUM RUN DIFFERENTIAL OF 10 RUNS PER GAME.
- COIN FLIP

Bracket games will be played in the following manner after team ranking is determined.

Four (4) team bracket:



Five (5) team bracket:



Six (6) team bracket:

