

WEST PENN ELITE BASEBALL TOURNAMENT RULES

Due to the current health situation, please review the following: [AC Sports Safety Guidelines and Recommendations](#)

ALL Tournaments follow **NFHS Rules** unless otherwise specified below.

Revised 04-01-20

REGISTRATION

All teams registered for any West Penn Elite (WPE) tournament must submit a completed roster form and provide verification of proof of insurance listing West Penn Elite as the additional insured at least 30 days prior to the event.

SPECIAL START REQUESTS

Before entering a tournament, make sure your team has no other conflicts on the listed Tournament Dates. WPE cannot accommodate any special game time requests! Teams need to be prepared to start as early as 8 AM.

****Forfeit Note:* Forfeit Time is Scheduled Game Time. Any Team that forfeits CAN NOT advance to the Championship Rounds and are not eligible for any refund. At the discretion of the Tournament Director that team may also be removed for the remainder of the tournament. Games will be scored 5-0. **GAMES CAN START WITH 6 PLAYERS*****

HOTELS

Hotel registration information can be found on the specific Tournament page or the Hotels page. **In order to participate, we do require all teams (traveling more than 75 miles) to stay in one of our WPE Approved Hotels and book through the T1 Housing booking engine below.** If you need help with reservations, or have any hotel questions, please contact them at info@t1housing.com.

The minimum room requirement information: 8U-12U: 8 rooms, 13U-18U: 10 rooms

There is an Opt out fee available at the rate of \$200 per night @ max stay day amount. If you have booked rooms but have not met the minimum requirement, (Age 8U-12U (8) room requirement and 13U-18U (10) room requirement) you will be assessed a \$25 per player per night rate.

ELIGIBILITY

Age cutoff is April 30 for all teams. Players cannot be double rostered in the same age division. Each team is responsible to keep a copy of the official state-issued birth certificate for each player on the Coach at all times. If any player does not have his birth certificate, he/she cannot participate in the Tournament.

*Names on roster must match birth certificate, no nicknames, middle names, etc. If a team is caught using a player that is older than the cutoff for the division, that team will forfeit every game that player has played in and the Team will be removed from the Tournament.

OFFICIAL TOURNAMENT ROSTER

All teams must submit an official tournament roster online prior to the first game of the tournament. The online roster will be made public for every tournament (Player's First & Last Name, Jersey #). Any player not found on the online roster will be ineligible to play in that tournament and any game that said player is

found to have played in will result in a Team Forfeit (game will be scored 5-0)! *****Roster/Waiver link will be sent to all Team Coaches*****

TIME LIMIT

All tournament games in pool play and playoffs will have a time limit or 7 innings, whichever comes first. Time begins as soon as the plate meeting ends.

Championship games will not. Time limits are as follows:

- 07U-12U: 1 hour and 45 minutes
- 13U-18U: 2 hours

No new inning can start after the time limit. If a new inning has started prior to the time limit, then that inning will finish. If the home team is winning after the top half of inning and the time limit occurs, the game is over (even if it is the middle of an inning). If both teams are tied at the end of regulation, and the Time Limit has not expired, proceed to extra innings. *If games are tied after the Time Limit expires, they will be recorded as a tie. (This includes Consolation Games and Consolation Brackets)*

In Playoff Games (Championship Bracket), no new inning can start after the time limit. If a new inning has started prior to the time limit, then that inning will finish. If the home team is winning after the top half of inning and the time limit occurs, the game is over (even if it is the middle of an inning). If both teams are tied at the end of regulation, and the Time Limit has not expired, proceed to extra innings. *If games are tied after the Time Limit expires in Playoff Games (Championship Bracket) we will use the California Tie Breaker. Each Team will start the inning with their last batted out on 2nd base and the batters will have a 0-0 count. Each Inning will proceed this way until the tie is broken. No Tie-Breakers or Time Limit in Championship Games.*

*****TIME LIMITS & INNING LIMITS MAY CHANGE DUE TO WEATHER AND/OR TOURNAMENT FORMAT*****

PLAYOFFS/TIEBREAKERS

Seeding results will be available on the Atlantic Coast Baseball website once Pool Play Games have been completed for your age division.

In the event that teams are tied after pool play, the following process will be followed:

- Head to Head (only if 2 teams are tied. 3 or more, go to next tie breaker)
- Fewest Runs Allowed (may be averaged if there is an uneven amount of games played)
- Runs Scored (may be averaged if there is an uneven amount of games played)
- Coin Flip
- **In the event there is an uneven amount of Pool Play games between teams due to rain, there is a possibility we could seed based off of Win %.**
- Please note: there will be no reseeding in the playoff brackets

PITCHING

PENALTY FOR VIOLATION: HEAD COACH EJECTION

Responsibility lies with the Coaching Staff! 1 Pitch = 1 Inning. Once a player is removed from the mound, he/she cannot return to the mound in the same game. Second trip to the mound in the same inning results in removal of the pitcher.

- 8U, 9U, 10U: 3 Innings per game
- 11U, 12U: 4 Innings per game
- 13U, 14U: 5 Innings per game
- 15U & Older: No per game limit

Tournament management will not be involved in counting pitches or regulating pitching during tournament events.

The ultimate responsibility of managing pitch counts rests with each team's Head Coach.

BALKS

There will be no warnings on balk calls. Umpire discretion may be used on younger ages. Fake to 3rd, throw to 1st, is a balk!!!

RE-ENTRY

Defensive: Free substitution, A player DOES NOT have to be in the batting line up to play the field.

Offensive: You may bat nine players, your entire lineup, or anywhere in between. After the start of the game you cannot change the number of batters you have, it must remain the same for the whole game. If you bat your entire lineup and a player should get thrown out, or injured, and no substitute (a player not in the batting order) remains then you must take an out in that spot. This is the risk you take with Roster Batting!

If you are NOT Roster Batting, regular substitution rules apply (see **NFHS Rules**). Games can start with 6 Players. Players can be added to the batting order in the order they arrive. Batting Spots 7-9 will each be outs until enough players arrive.

HOME TEAM

In pool play, the Home Team will be determined by a coin flip. Whoever wins the Coin Flip, has the choice to be Home or Away. In Playoffs and the Championship the higher seed will have their choice to be home or away. If two teams should have the same seed, then a coin flip will determine the home team.

SCOREKEEPING

- Each team's manager must prepare 1 written copy of his lineup listing first and last names and numbers of all players and substitutes prior to each game. Lineups then must be provided to the opposing team's manager.
- A copy of the team's lineup card must be kept and be available for the umpire upon request.
- The Official Scorebook is to be kept by the home team. Both teams are to confer after each inning to confirm the score.

- A completed Scorecard (kept by the umpire) must be filled out and signed by **THE SCOREBOOK KEEPER** from each team **AFTER** each game. Please make sure to double check the game score! This is done so that we can make sure we stay on top of the scores, and post the results accurately ASAP. A signed Scorecard by the Scorebook Keeper/Coach is deemed a verified score!
- In the event of a rain delay, please write down the **Entire Situation, including: INNING, SCORE, BATTER, COUNT, RUNNER'S, TIME OF DELAY** and both scorekeepers must email that information to westpennelite@gmail.com.

CONTACT RULE

In the event of a close play the runner must avoid contact. If the Umpire determines that the Player intentionally made contact then he is out and so is the player as to where the defensive player was trying to make the play, in the case of a double play. All close plays and slides are at the umpire's discretion.

BASEBALL CLEATS/SUNFLOWER SEEDS/GUM/CANDY/TOBACCO POLICY

Forfeit Rule: Any team found in violation of this rule by an WPE Representative, Umpire, or Field Official will automatically forfeit all games, and fined \$300, payable to the Field Owner. No exceptions!

Metal spikes are allowed ONLY in division's 13U and older. Molded Cleats, Turf Shoes, Running Shoes are acceptable for any playing surface. For a complete Field List, including information on our fields of play, please [Click Here](#).

*****No metal spikes allowed at ANY park using a Portable Turf Mound OR TURF FIELD*****

*****There is a Strict NO SUNFLOWER SEEDS/GUM/CANDY Policy on ANY park or field that has TURF*****

*****WPE tournaments have a strict NO TOBACCO policy for any: Player, Coach, Parent, Official, or Tournament Manager!*****

BAT RESTRICTIONS - **13U CHANGES FOR 2020**

PENALTY FOR BAT VIOLATION: PLAYER EJECTION & HEAD COACH EJECTION

- 7U-8U Coach Pitch: USA and USSSA Stamped bats are permitted and must meet the BPF of 1.15. However these bats cannot exceed a 2 5/8" Barrel (regardless of USA or USSSA Stamp).
- 8U Kid Pitch - 13U (54' 80' events): All bats -5 or greater must be stamped BPF 1.15 USSSA or USA Baseball. There are no bat size restrictions on weight or length as long as bat has "BPF 1.15" stamp.
- All 60' 90' events*: will follow NFHS Rules and use a BBCOR certified bat. [Click Here](#).
- *Exception: 13U is allowed to use -5/-8
- Wood Bat Tournaments: To be considered a wood bat, a bat must be made of a single piece of wood. **No Bamboo Bats or Bamboo Composite Bats**. Any other bat composed of Wood and/or Wood Composite bats are allowed. Also, 13U-18U/HS will be no new inning after 1:50

Effective April 17th, 2018, the following bats may not be used in WPE SERIES events (unless properly retooled by DeMarini or manufacturer- see below link):

- DeMarini 2017 CF Zen Balanced (-8) (29/21, 30/22, 31/23, 32/24)
- DeMarini 2017 CF Zen SL 2 3/4" (-10) (28/18, 29/19, 30/20, 31/21, 32/22)
- DeMarini 2017 CF Zen Zero Dark 2 3/4" (-10) (29/19, 30/20)
- DeMarini Custom 2017 CF Zen 2 3/4" (-10)
- DeMarini Custom 2017 CF Zen Balanced (-8)
- Dirty South Kamo BB KA (-8) (30/22, 31/21, 32/22, 31/23, 32/24 only)
- Easton Ghost X (30/20 only)
- Marucci Cat5 MCB2 33/30 BBCOR
- Nike BT0636 CX2

To see the official release by DeMarini, including how to proceed to retool your bat, [CLICK HERE](#).

CATCHER'S MASK

All Catcher's must be NOCSAE certified (safety approval) at all ages. Otherwise they will not be permitted to play.

PROTESTS

ANY PROTEST MUST HAPPEN AT THAT POINT IN THE GAME! THE PROTESTING COACH MUST TELL THE UMPIRE, THE OPPOSING TEAM MANAGER, AND A TOURNAMENT OFFICIAL, THAT HE IS GOING TO PROTEST. THE PROTEST MUST BE ACCOMPANIED BY \$100 CASH AT THAT POINT IN TIME!

- Judgment calls by the umpire cannot be protested, RULES ONLY.
- Protests include questioning a player's age and/or Official Roster
- A \$100 cash protest fee must be presented to the Site Director at the time of protest. If a Site Director is not available, please call **888-9-WPELITE**.
- A protest is only "Official" if accompanied by the \$100 and done before the next pitch.
- If the protest is upheld, then the \$100 will be refunded and the game will be replayed from the point of the protest.
- Burden of Proof lies with the Protestor

ENTRY REFUNDS

There will be no entry refunds for withdrawal from a tournament within 90 days of the start of that particular event. If a team registers, pays, and then drops out prior to the 90 days, they can either transfer their entry, or receive a refund less a \$150 administrative fee. Refunds will be calculated by the number of games played. If payment was made with a Credit Card, the payment will be refunded minus the Processing Fee. **Please Note: If you withdraw from an Age Division that is FULL you will not receive a refund until/if your spot is replaced by another team! (\$150 Admin Fee still applies).** The refunds will go as follows for 4 Game Guarantees:

- 0 games played: Entry fee minus a \$150 administrative fee
- 1 game played: 50% Refund

- 2 games played: No Refund

Effective April 1, 2020 any registrations received after April 1, 2020, if an event is canceled due to an act of God (or by a government agency) teams will receive a credit for a future event.

Teams also have the option to transfer their entry into a future WPE SERIES Tournament in the same season

*****Specialty Tournaments refund policies*****

Battle for the Burgh and Showdown in Mo-Town

Below refunds will be calculated

- 0 games played: Entry fee minus a \$150 administrative fee (If bats received, entry fee less admin fee plus \$150 for bats)
- 1 game played: 50% Refund
- 2 games played: 25% Refund
- 3 games played: \$100 credit
- 4 games played: no refund

Teams also have the option to transfer their entry into a future WPE SERIES Tournament, in the same season

DUGOUTS

Please help keep the tournament fields and common areas clean. Please be sure to pick up all your team's trash after the game. **ONLY 2 COACHES AND A SCOREKEEPER, OR 3 TOTAL COACHES, ARE ALLOWED IN THE DUGOUT AT ANY TIME. HEAD COACH IS ONLY ONE ALLOWED TO DISCUSS ISSUES WITH THE UMPIRE.**

EJECTIONS

- NO WARNINGS will be given to Coaches, Players, or Fans for unsportsmanlike or unruly behavior.
- Upon ejection, the Coach, Player, or Fan must completely leave the premises. Failure to comply will result in a team forfeit.
- Any Player ejected from more than one game will not be permitted on the premises for the rest of the tournament.
- **COACHES ARE RESPONSIBLE FOR THEIR FANS. IF A FAN IS EJECTED FROM ANY GAME, THE HEAD COACH WILL BE EJECTED FOR THAT GAME ONLY**

Should a FAN, be ejected from 1 game, they will not be permitted to participate in the rest of the Tournament as a Coach, or a Fan, and will not be permitted on any Tournament Game Site for the duration of the Tournament. If the Coach or Fan does not completely leave the premises (this includes the parking lot) the team will forfeit that game.

OFFICIAL GAME

All games are official after the completion of the 1st inning. If a game should be called due to darkness, weather, etc. and it is the middle of an inning, then the game will revert back to the score from the previous inning if the first inning has been completed (unless the Home Team is winning). *If there are ample game slots left, the game may be rescheduled to resume!!!*

FORMAT ALTERATIONS

WPE reserves the right to alter, change, or abbreviate Tournament Formats and Rules, when necessary. This includes, but not limited to, shortening times limits in order to maintain the game schedule and to ensure all games are played.

INTENTIONAL WALK

Coach must notify the home plate umpire and the hitter will be granted 1st base.

BASEBALLS

3 Baseballs will be supplied by the Tournament Supervisor for each game. Teams are responsible for retrieving foul balls.

COURTESY RUNNERS

Courtesy Runners for Pitcher and Catcher *AT ANY TIME*. If not roster batting: Must be a Player off the Bench/Player not in the Batting Order. You cannot use the same player to run for both the Pitcher and Catcher in the same inning! If you are batting your entire lineup, then you may use the LAST BATTED OUT. Please remember the purpose is to SPEED UP THE GAME! If the Courtesy Runner is not ready with his helmet and at the entrance to the field at the time the Batter reaches the base, the Umpire reserves the right to refuse the Courtesy Runner option if it slows the speed of the game. Please have a Coach or Player ready to warm up the Pitcher.

UMPIRES

If there is not a Tournament Representative on site, the Umpires will serve as the on-site Tournament Representatives. There will be 2 umpires at every age group 10u and older.

PRE-GAME INFIELD/OUTFIELD

Games may start early! Please be prepared to play 30 minutes prior to scheduled start time!

There will be no infield/outfield practice prior to tournament games.

Hitting wiffle balls, or any type of ball, into nets, FENCES, etc. is not allowed on any part of any field. Please hit outside the FENCES!!

ALCOHOL/TOBACCO POLICY

Many of our tournaments are hosted on College & High School Campuses, & Community Parks. These locations do NOT permit their players, parents, or fans to consume ALCOHOLIC BEVERAGES, CHEW TOBACCO, or SMOKE on the premises OF ANY OF OUR SITES and we will enforce those policies at our events as well. Please remind your fans and players to respect these policies, as improper conduct will be dealt with as needed. WPE has a Zero Tolerance and Law Enforcement Officials will be called. Ejection may take place for the remainder of the game or tournament at the Tournament Director's discretion.

WEARABLE TECHNOLOGY

Is permitted for use in game play.

AGE DIVISION RULES

8U: Little League Rules and 3 Outfielders. Kid Pitch. No Stealing Home. No Leading but Base Stealing is allowed after the ball crosses the plate. Runners cannot advance on a dropped 3rd Strike. Infield Fly Rule IS in effect. If a player is on 2nd base and attempts to steal 3rd, he cannot advance home on an overthrow. (Applies to steal attempts only).

43' Mound/60' Bases, 6 Inning Game, 1 Hour 45 Min time Limit

Coach Pitch Rules

9U: Runners cannot advance on a dropped 3rd Strike.

46' Mound/65' Bases, 6 Inning Game, 1 Hour 45 Min time limit

10U: 46' Mound/65' Bases, 6 Inning Game, 1 Hour 45 Min time limit

11U & 12U: 50' Mound/70' Bases, 6 Inning Game, 1 Hour 45 Min time limit

13U: 54' Mound/80' Bases, 7 Inning Game, 2 Hour time limit

(Subject to 60'6" Mound/90' Bases depending upon field availability)

14U-18U: 60'6" Mound/90' Bases, 7 Inning Game, 2 Hour time limit

MERCY RULE (All Age Divisions)

15 after 2 Innings

12 after 3 Innings

10 after 4 Innings

8 after 5 Innings