

FULL COUNT SPORTS LLC

RULES, TERMS AND CONDITIONS

It is the purpose of Full Count Sports (FCS) to conduct the best possible tournaments from all aspects. To obtain this goal FCS must have the cooperation of each player, parent, manager, and coach. Teams are guests of Incline Village Nevada and the North Shore of Lake Tahoe. Nothing should occur that would reflect adversely on any team, player, Incline Village or FCS. Therefore, it is required that all teams in the tournament comply with the following rules:

- Team manager is responsible to bring a legal team to all tournaments at all times.
- Unsportsmanlike conduct will not be tolerated!
 - Teams, coaching staff, and spectators may not engage in verbal or physical dispute w/ other team or with umpires at any time.
 - Person/s in question will be removed from the premises for that event and possible future events. Please act responsibly!
 - Noisemakers are not allowed (ie: cowbells, air horns, etc).
 - Profanity of any kind will not be tolerated.
 - Throwing the bat or equipment is strictly forbidden
 - No Taunting
 - If disputes or problems arise, only managers can talk to umpires or director.
- No chewing tobacco, smokeless tobacco products, or smoking of any kind are allowed at Full Count Sports events.
- Full Count Sports LLC is not responsible for any injuries or any injury related issues.
- Teams must have own insurance (and proof of insurance) before stepping on the field.
- All teams must download and complete Full Count Sports roster page and provide it along with copies of birth certificates at check in. Check in is at least 1 hour prior to first game.
- Full Count Sports reserves the right to reclassify teams at any time as seen fit by its management
- Any teams found to be in violation of these rules and participates in a Full Count event with an illegal roster will forfeit their games and forfeit their entry fee for that event.
 - Additionally, that team and all players will be suspended for 60 days
 - Second violation of these rules will result in 1-year suspension.

Full Count Sports Management will have final say in all tournament questions and disputes.

General Rules:

- **Entry/Pull-Out Fees**
 - First to pay = First to play; always send entry info when mailing in payment.
 - Teams must pay \$100 (Non Refundable Deposit) or pay in full to be bracketed or guaranteed into our events.
 - If having to pull out of a tournament after entering please make sure to call and email us! bk@tahoebaseball.com, 775.846.5164
 - Teams pulling out of a tournament after the brackets are completed, or when the event entered is sold out, are responsible for the entire entry fee.
 - By entering our events you are agreeing to our rules and guidelines
- **Rain-Out Policy**
 - 0 games played - full future credit
 - If games are played but the tournament is not completed, teams will be granted an appropriate and fair credit towards another event.
- **Adverse Weather:** Full Count Sports Baseball Tournaments may be played in adverse weather conditions.
 - The format may be changed to lesser time limits, fewer innings or game guarantee to complete the tournament.

Game Rules:

- **Age Requirement:** April 30th will be the designated date to determine ages. Photocopies of birth certificates will be required and checked.
- **Rosters:** May not exceed 15 players, 1 bat boy, 3 coaches and 1 manager during the tournament.
 - A player may only play on one team per weekend, not multiple teams on the same weekend.
 - All players that start the game in the dugout must be listed on the lineup card to be eligible to enter the game.
 - If a player shows up to a game late, and he is on the roster submitted by the team, he can enter the game as a substitute regardless of whether the coach added him onto the lineup card or not.
 - A team can start with a minimum of 8 players and can finish with 8.
 - No out is taken if starting with 8 in the 9th position.
 - If 9th player arrives they may insert in the 9th position and continue playing without penalty.
 - You may not add a 10th if he shows
- **Uniforms:** Numbers necessary, matching uniforms recommended.
- **Home Team:** Determined by coin flip in pool play
 - Home team is required to keep the official score book, along with umpire scorecard.
 - Please check official score every inning.
 - Full Count officials will not go back in the game to check score book.
- **Infield Warm-Ups:** All teams are encouraged to warm-up as much as possible prior to game time.
 - No pre-game on the infield.
 - You may take ground balls on the skirts of the infield and fly balls in the outfield.
- **Pool Play, Seeded and Tie Breaker Rules:** For the purpose of tiebreakers in pool play, all wins are worth 2 points, all ties are worth 1 point, and losses are 0 points.
 - In pool play, teams must complete the inning that is being played (except for when home team is winning in the bottom of the last inning)
 - No team can stop play before the inning has been legally completed.
 - Pool play games can end in a tie (if time limit is reached).
 - If pool play or seeded game is tied after all innings have been completed (and time limit has not been reached), the "California" tie-breaker rule will go into effect. Each team puts the batter who is scheduled to bat last in that respective half of the inning on second base, continue hitting from where last out was made, and play out a full inning. This happens until the tie is broken and the game is complete or time limit is reached.
 - This does not apply to Championship games
 - Higher seed is home team for all seeded games

- **Mercy Rules**
 - **9u - 12u**
 - 15 runs after 3 innings
 - 10 runs after 4 innings
 - 8 runs after 5 innings
 - **13u & 14u**
 - 15 runs after 4 innings
 - 10 runs after 5 innings
 - 8 runs after 6 innings
- **Field Dimensions and time limits**
 - **9u & 10u**
 - 46' pitching/65' bases
 - 6 innings - no new inning after 1 hr 50 minutes
 - **11u & 12u**
 - 50' pitching/70' bases
 - 6 innings - no new inning after 1 hr 50 minutes
 - **13u & 14u**
 - 54' pitching/80' bases **OR** 60' pitching/90' bases (management decision)
 - 7 innings - no new inning after 1 hr 55 minutes
- **Championship Games:**
 - No time limit and will be played to conclusion (if there is no mercy situation)
 - Mercy rules still apply
 - NO TEAM will go to the playoffs/championship game who forfeits or fails to complete an entire game in the process of pool play w/ the intent to save pitching or proceed to playoffs due to this.

Playing Rules

- **Pitching:**
 - **Balks:** FCS allows third to first move and steps to third base w/out a throw (fake).
 - Balk warnings may be given on Saturday games.
 - Balk rules will be strictly enforced on Sundays.
 - **Visits to Mound:**
 - Pitcher must be removed at second visit to mound in an inning.
 - **Innings per Tournament for two/three day event** - see chart below:

Pitching Chart

| AGE | Max innings in one day to pitch the next day | Max innings in one day! | Max innings in any two/three days * Innings are counted by the number of outs |
|----------------|--|-------------------------|--|
| 9U-12U | 3 | 6 | 9 |
| 13U-18U | 4 | 7 | 11 |

- Pitching Affidavits - Opposing manager/coach must sign each other's affidavit after each game. This is the official pitching document for FCS events, we will not go to your scorebook so please fill out nice and clean. Please sign in ink not pencil. This is the official document for inning validation! - Management has final say on any disputes.
- **Full Count Sports LLC recommends limiting pitchers to a strict pitch count in addition to innings permitted to pitch. Pitchers aged 9U-12U throwing over 90 pitches and 13U-18U throwing over 105 pitches in a weekend is not advised.**
- One out will be considered 1/3 of an inning pitched. One pitch is not an inning pitched, you must record an out.
- For pitching purposes any team that plays three games on Saturday – their 3rd game will be considered a Sunday game so all teams are on a level playing field for pitching limits!!
- Eight warm-ups to start game, five thereafter. Seven for relief pitcher entering game, and as many needed due to injury to prior pitcher.
- If pitching rules are violated and the infraction is detected at any time during the event, the situation will be reviewed by FCS staff. Consequences may include: forfeiture of game in question, elimination of team from the event, and/or suspension for the following year, coach and/or player ejection.
- **Dropped 3rd strike rule in effect for all ages.**
- **Courtesy Runner:** Courtesy runners are allowed for pitcher or catcher.
 - Courtesy runner can be last out or player not currently in lineup (substitute).
- **Steel cleats** are prohibited in the following age groups: 8U, 9U, 10U, 11U, 12U.
- **Bat Rule/Policy:**

- **13u and younger** - adhere to 1.15BPF ratio for all 8u thru 13u divisions. Bat must have 1.15BPF stamped on it. NO BESR bats at all, or wood bat
- **14u** - a -3 bat (drop 3) that is BBCOR high school regulations or a -5 bat (drop 5) with 1.15 stamp on it (thumb print), or wood bat
- Wood bats are allowed.
- If a player is found using an illegal bat, dead ball out will be enforced before the next pitch.
 - That player and manager are subject to game or tournament ejection as determined by Umpire Staff and Full Count Sports Management.
 - The player and managers will be documented as 1st offender
 - Second incidents with said player or manager will result in one-year suspension.
- **Extra Hitter or Designated Hitter - either option may be used - not both.**
- **Extra Hitter:** All age groups can have at least one EH (Extra Hitter)
 - EH must be declared at the start of the game and may NOT be added after the starting lineup is submitted.
 - If you start with 10 players (or more), you must finish with 10 (or the number you started with) or take outs in vacated batting position first time through the order but not an out thereafter.
- **Designated Hitter:** Is allowed (see above)
- **Re-Entry into Game:** You may re-enter for starters one time, except on the mound
 - Player re-enters in the same slot/position in the line-up
- **Sliding/Diving into base:** Runner must avoid contact going into any base by sliding or diving around.
- **Ejections:**
 - Any player ejected will be removed from the game in question but allowed to play in the following game, unless the act is deemed as unsportsmanlike and malicious by the umpires and FCS staff.
 - If that is the case, the player will sit out the next game.
 - Any coach ejected will be removed from the game in question and not be allowed to coach in the following game (on-site tournament director may be able to override following game suspension after conducting an investigation).
 - **We expect coaches of youth baseball teams to know the consequences of their actions.**