

Age: Regardless of the age of the player during the Tournament - the division is determined by how old the player was on May 1, 2018.

- All teams must have a copy of each player's birth certificate with them during each game played. Any team found to be using an ineligible player would forfeit all Tournament games in which the ineligible player has participated.

Roster: No player shall be listed on more than one team roster per Age Division.

Game Time: Competitors should be at the competition field at least 30 minutes prior to the start of their game.

- Manager/Coach will meet on the field for the coin-toss for home team for pool play.

Lineups: Lineups are to be turned in to the opposing scorekeeper 15 minutes prior to the scheduled start of the game.

Grounds Crew: The grounds crew will have a minimum of 10 minutes to prepare the field for the game.

Infield Practice: will not be allowed between games.

Umpires: Each game will be assigned two umpires with the exception of 8U, 9U & 10U. (Two umpires for finals.)

Protests: Protests will be heard and ruled on by the Tournament Director. The ruling made by the Tournament Director will be final.

Weather: The following weather related protocols will be observed: In the case of lightning or severe rain, all competition will be halted and all guests will be asked to proceed to safety. The competition will resume when the weather clears, or be postponed to the following day (in the case of severe weather). In the case of light rain, competition will continue until safety becomes an issue. If all games are rained out on Championship Day, the highest placed team, of the two scheduled to play each other, will automatically win each game. If the two teams scheduled to play each other are tied for the highest place, there will be a coin flip conducted by the tournament director. In the event unusual conditions necessitate the rescheduling, curtailment or cancellation of games for the safety of participants, the Tournament Director shall have absolute authority to make changes in order to best serve the interests of the Tournament.

- Each manager/coach must provide contact information (i.e. contact name, cell phone etc.) at registration on the first day of the tournament.

If games are postponed to the following day, they will be played after the completion of that days scheduled games.

Delays/Cancellations: Any game not legally completed because of inclement weather or any other unforeseen developments shall follow the guidelines below:

- Before a game becomes a regulation game, it shall be declared a suspended game and play shall be resumed from the point of suspension.
- After a game has become a regular game, it shall be ruled a complete game.
- After a game has 4 innings complete, it is considered complete.
- A tie game after the time limit or the inning limit is considered a completed game in pool play.

Seeding (in order): Seeding after the preliminary round shall be determined as follows:

- Record
- Common game win-loss record (head to head)
- Fewest runs allowed in pool play
- If the least runs allowed is a tie, most runs scored in pool play
- Coin-toss

Game Balls: Tournament provides all game balls to be used during tournament play. Teams are requested to designate someone to collect foul balls from their side of the field.

Uniforms: All players must have a visible number on the back of the uniform and number is to be listed on the team roster.

Discipline: Managers/Coaches will be responsible for the behavior of their fans. The umpire will have the authority to warn and ultimately eject the coach and or fans that behave in an abusive or disruptive manner. Unnecessary noise making, causing a disturbance, will be halted (including pounding on the bleachers).

- **ALL NOISE-MAKING DEVICES ARE PROHIBITED**

Ejection: An ejected player or manager/coach must leave the playing area (this means that the offending individual shall not be seen or heard from for the duration of the game) and MAY BE SUSPENDED FOR THE NEXT GAME*. Any player or coach ejected from a second game shall be suspended for the remainder of the tournament. These penalties are for "ordinary" ejections. The Tournament Director reserves the right to hand out more stringent penalties for "extraordinary" circumstances (i.e. fighting, contact with an umpire, etc.).

*Judgment call by the Tournament Director.

The Tournament Director will review and rule on all reports of unacceptable conduct by players, managers, coaches, and spectators. Depending on the severity of the unacceptable conduct, the Tournament Director may enforce a suspension of up to the duration of the tournament. The Tournament Director decision will be disclosed to the appropriate parties prior to their next scheduled game. Tournament Director reserves the right to decide all tournament matters and has the final interpretation of the aforementioned rules and regulations. The Tournament Director and Owosso Hit and Pitch will not be responsible for any expense incurred by any team due to the cancellation in part or whole of the tournament.

The Wolverine Classic

	8u	9u & 10u	11u & 12u	13u	14u
Base Distance	54'	60'	70'	80'	90'
Pitching Distance	42' Kid Pitch & Machine Pitch	44'	50'	54'	60'
Game Length	6 Innings	6 Innings	6 Innings	7 Innings	7 Innings
Time - No Inning to Start After	1 Hr 45 Min Except Championship	1 Hr 45 Min Except Championship	1 Hr 45 Min Except Championship	1 Hr 45 Min Except Championship	1 Hr 45 Min Except Championship
Lead Offs	No	No	Yes	Yes	Yes
Stealing	No	Yes	Yes	Yes	Yes
Drop Third Strike	No	No	Yes	Yes	Yes
Mercy Rule	15 after 3 10 after 4 8 after 5	15 after 3 10 after 4 8 after 5	15 after 3 10 after 4 8 after 5	15 after 3 10 after 4 8 after 5	15 after 3 10 after 4 8 after 5
Cleats	Rubber	Rubber	Rubber	Rubber/Metal	Rubber/Metal
Bunts	No	Yes	Yes	Yes	Yes
Line Up	10 in Field. Bat entire roster with no injury penalty	9 in Field. Bat entire roster with no injury penalty	9 in Field. Bat entire roster with no injury penalty	9 in Field. Bat entire roster with no injury penalty	9 in Field. Bat entire roster with no injury penalty
Roster Max. = 15	Max 15 - Min 8	Max 15 - Min 8	Max 15 - Min 8	Max 15 - Min 8	Max 15 - Min 8
Pitching Max	6 continuous outs per game no re-entry	6 continuous outs per game no re-entry	6 continuous outs per game no re-entry	6 continuous outs per game no re-entry	6 continuous outs per game no re-entry
Courtesy Runner Pitcher, Catcher	Last out. May run once per inning.	Last out. May run once per inning.	Last out. May run once per inning.	Last out. May run once per inning.	Last out. May run once per inning.
Infield Fly	No	Yes	Yes	Yes	Yes
Thrown Bat	1st Warn. 2nd Out. Umpires Discretion	1st Warn. 2nd Out. Umpires Discretion	1st Warn. 2nd Out. Umpires Discretion	1st Warn. 2nd Out. Umpires Discretion	1st Warn. 2nd Out. Umpires Discretion
Pitcher hits Batters	Hit 2 - Coach Approach. Hit 3 - Out of Game	Hit 2 - Coach Approach. Hit 3 - Out of Game	Hit 2 - Coach Approach. Hit 3 - Out of Game	Hit 2 - Coach Approach. Hit 3 - Out of Game	Hit 2 - Coach Approach. Hit 3 - Out of Game
Tie in Pool Play	Yes	Yes	Yes	Yes	Yes
Coin Toss/Pool Play	Yes	Yes	Yes	Yes	Yes
Seeded Play ***	Top Seed Home	Top Seed Home	Top Seed Home	Top Seed Home	Top Seed Home
MHSAA Unless Specified	Yes	Yes	Yes	Yes	Yes
Official Score Keeper	Home team	Home team	Home team	Home team	Home team