

# 2017 Ellijay Tournaments

**Teams need to be at park an hour before game time game could start early**

**Road work taking place on Yukon road please allow 20 min or if coming north on 515 use hwy 136 to yukon rd**

**Tournament director has the right to change game times and format due to bad weather**

Games will be played at Clear Creek Park located at:

**486 Clear Creek Rd, Ellijay Ga. 30540**

**NO COOLERS / NO PETS**

**NO REFUNDS ON GATE**

## **GHSA rules except for the following / 8u Dizzy Dean Rules**

**Each team will provide 2 game balls to start the game Coin toss for Home and Away**

**HOME TEAM KEEPS OFFICAL BOOK AND VISITOR KEEPS SCOREBOARD (ADULT PLEASE)**

**All umpire decisions are final any protest on a rule will be heard after 150.00 cash has been paid**

Game times will be 1hr 40min 9u-12u (1hr 15min 8u) clock starts on umpires call

All ages continuous batting lineup: Free defensive substitution. Player that is injured or sick will be removed from the lineup and the batting order moved up, unless it causes the lineup to only have 8 batters the 9 spot will be an out.

**NO PITCHING LIMITS**

**COACHES PLEASE TAKE CARE OF YOUR ARMS**

**\_Run Rule: 12 after 3 / 8 after 4**

### **Tie Breakers**

Tie-Games (Pool Play) – In pool play, if two teams are tied at the end of regulation (time limit or innings) the game will be recorded as a tie. Each team will receive a ½ win and ½ loss. Tie-Games

(Elimination Play) – • The last 3 hitters from the previous inning will load the bases

The last hitter will be on 1st base

The hitter before him will be on 2nd base

The hitter before him will be on 3rd base

- Normal substitution rules apply to all runners and batters • The hitting team will start with one out • Play will continue using this format until one team is ahead at the end of an inning.

Pool Seedings – At the end of pool play, seedings will be based on the following:

1. Overall win/loss
2. Head to head between tie teams
3. Total runs allowed in pool play
4. Run differential in pool play (Max of +/- 8 per game)
5. Coin Toss