

Coaches,

It is your responsibility to be aware of all rules and rule changes. FLETL reserves the right to amend these rules at any time. Playing rules not specifically covered herein shall be governed by The Official MLB Baseball Rules.

1. Game Procedures:

Field Dimensions

6u-8u: All games will be played on 40x60 fields, or 46x60 fields, or 46x65 fields.

9u-10u: All games will be played on 46x65 fields.

11u-12u: All games will be played on 50x70 fields.

13u: All games will be played on 54x80 or 60x90 fields.

14u: All games will be played on 60x90 fields.

Pool Play:

Game times may vary by event. Directors reserve the right to adjust game lengths to benefit the event. Directors will rule in the fairest way possible.

6u-8u: 1 hour 30 minutes.

9u-12u: 1 hour and 40 minutes.

13u-18u: 1 hour and 45 minutes.

No inning can start after the time limit.

Official start time will be determined by the plate umpire at the plate meeting.

Pool Play:

A coin flip shall determine the home team for each game.

Pool play games CAN end in a tie

Bracket:

The highest seeded team will be home team, No Choice

Championship Round/Playoffs:

*Championship games will be 6 innings for 6u-12u, 7 innings for 13u-18u and have a 2-hour time limit

Extra Innings

Florida Tie Breaker, Runner on 1st base no outs.

Normal substitution rules apply to the runner.

Play continues until one team is ahead at the end of an inning.

2. Individual player and team eligibility

Age Based with Grade Exceptions Divisions:

6u Division

Players who turn 7 prior to May 1 of the current season are not eligible unless they are in Kindergarten. Also, any player turning 8 prior to August 1 will not be eligible. Players who are 6u are eligible for this division regardless of their grade.

7u Division

Players who turn 8 prior to May 1 of the current season are not eligible unless they are in the 1st grade. Also, any player turning 9 prior to August 1 will not be eligible. Players who are 7u are eligible for this division regardless of their grade.

8u Division

Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to August 1 will not be eligible. Players who are 8u are eligible for this division regardless of their grade.

9u Division

Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to August 1 will not be eligible. Players who are 9u are eligible for this division regardless of their grade.

10u Division

Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to August 1 will not be eligible. Players who are 10u are eligible for this division regardless of their grade.

11u Division

Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to August 1 will not be eligible. Players who are 11u are eligible for this division regardless of their grade.

12u Division

Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to August 1 will not be eligible. Players who are 12u are eligible for this division regardless of their grade.

13u Division

Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade. Also, any player turning 15 prior to August 1 will not be eligible. Players who are 13u are eligible for this division regardless of their grade.

14u Division

Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to August 1 will not be eligible. Players who are 14u are eligible for this division regardless of grade.

15u Division

Players who turn 16 prior to May 1 of the current season are not eligible unless they are a freshman in High School. Also, any player turning 17 prior to August 1 will not be eligible. Players who are 15u are eligible for this division regardless of their grade.

16u Division

Players who turn 17 prior to May 1 of the current season are not eligible unless they are a sophomore in High School. Also, any player turning 18 prior to August 1 will not be eligible. Players who are 16u are eligible for this division regardless of their grade.

17u Division

Players who turn 18 prior to May 1 of the current season are not eligible unless they are a junior in High School. Also, any player turning 19 prior to August 1 will not be eligible. Players who are 17u are eligible for this division regardless of their grade.

18u Division

Players who turn 19 prior to May 1 of the current season are not eligible unless they are a senior in High School. Also, any player turning 20 prior to August 1 will not be eligible. Players who are 18u are eligible for this division regardless of their grade.

A player that is found to be illegal due to an age or grade violation during or after a league or tournament game, shall result in the offending team losing the game(s) team and player being ejected from the tournament, team being placed last in the standings

3. Roster and Roster changes:

All players must be listed on the official roster prior to the team's first scheduled game. If a player is listed on more than one roster, the player listed will make a decision as to which roster, he is legally on. This decision is up to the individual player. No player can appear in a tournament game for more than one team, including separate age groups. Once the player has appeared in a game, the player may NOT participate with another team in the same weekend, regardless of age division or classification.

The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements.

A player who is in violation of the age eligibility shall be considered an illegal player.

If anytime during a tournament game, a player is discovered illegal due to an age violation or participating on more than one team in ANY FLETL tournament in the same weekend, the team is subject to forfeit. The first team a player participates for is their official team.

Participating players shall have photocopies of their original birth certificates (US) or passports (International) in the possession of their team manager. Electronic copies of ID documents are accepted. Failure to have a copy of a birth certificate, in the event of a protest, could result in suspension for the remainder of the event until such document can be produced for the team or individual. Driver's License is permitted. For events classified by graduation year or grade level, transcripts/report card from a player's most recent academic semester shall be in the possession of their team manager.

Guest Players:

Guest Players are only eligible to participate as a Guest for one team at a time. Players will be blocked from being used as a Guest Player for an additional team for the duration of their guest playing event.

Players that are not on a current season FLETL roster will not be considered a Guest Player and can be added to your team roster

There will be a three guest player limit per team. Managers will have up to 48 hours before the event to roster their guest players.

4. Forfeits:

A team should do everything within their power to start the game with 9 eligible players. Should a team not be able to begin with 9 players a game may begin with 8 players with the 9th lineup spot being an automatic out. A game can be finished with 8 players. If there are no eligible subs the player leaving the original lineup will be recorded as an out until he is able to return. Any intentional forfeit could result in the forfeiting team being eliminated from the tournament. The tournament committee will rule on all forfeits. No team should benefit from the result of a forfeit in an unfair manner. This rule could result in a dispute and the tournament committee reserves the right to look at and rule in the fairest possible way. The committee's decision will be final! A forfeit score will be the average runs scored for the winning team to 0 for the losing team. Only the Director can call a forfeit.

5. Mercy Rules:

6u-12u: 15 runs after 3 innings, 8 runs after 4 innings

13u-18u: 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings

6. Equipment:

Metal cleats cannot be worn for divisions 12U and younger. Metal spikes may be worn in divisions 13U and older.

Any player catching must wear all necessary protective gear including a catcher's helmet with a facemask, throat guard (separately attached or built in), chest protector, chin/leg guards, and an athletic supporter. Note: Players in 12U and younger divisions must wear a catcher's helmet that fully covers both ears.

Bat / ball boys / girls Must wear an approved batting helmet and remain in the dugout until time has been called by umpire.

Effective January 1, 2023, the following bats may not be used in FLETL events:

- 2015 Demarini CF7 (-5)
- 2015 Easton XL1 (-5)
- 2016 Demarini CF8 (-5)
- 2016 Demarini CF8 (-8)
- 2016 Demarini CF8 (-10)
- 2017 Demarini CF Zen Balanced (-8)**
- 2017 Demarini CF Zen SL 2 3/4" (-10)**
- 2017 Demarini CF Zen Zero Dark 2 3/4" (-10)**
- 2017 Demarini CF Zen - Balanced (-5)
- 2017 Demarini CF Insane – End loaded (-5)
- Louisville Slugger Blue Meta Composite (33/30 model only)
- 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
- (Easton) Ghost X (30/20 only - USA Baseball Marked)
- 2022 Stinger Missile 2 - (33/30 model only)

Penalties for illegal bats will be assessed as per the NFHS rule book. 1st violation - Batter is pronounced out (if discovered before a pitch to next batter) & head coach is restricted to the dugout for the remainder of the game. 2nd violation (Same Game) - Batter is pronounced out (if discovered before a pitch to next batter) and head coach is ejected. Subsequent violations: batter is pronounced out (if discovered before a pitch to next batter) and head coach is ejected. When a batter is pronounced out for violation of bat rules, the defense may take the penalty or result of the play. The head coach penalties apply in either case.

Electronic Communication Devices:

The use of one-way electronic communication devices for the purpose of relaying the pitch or play call from the dugout to the Catcher is permitted.

7. Lineups:

Hitting Lineup:

You may bat 9, 10, or 11 players, or bat your entire roster.

You must declare at the start of the game, and once the first pitch has been thrown the lineup is locked, and the number of batters may not be changed.

May start game with 8 players, 9th player spot is an out when he comes up in lineup.

DH Allowed

The 10th and 11th hitter if used will be designated as an EH and XH on the lineup card.

The EH and XH may bat at any spot in the order.

The EH and XH is the same as any position on the field as far as substitutions are concerned.

The starting pitcher is allowed to DH for himself and bat in any slot in the order but must be listed a P/DH on the lineup card.

Roster Batting Rules

Injury:

Batter: If a batter cannot fulfill his time at bat due to injury or illness, that player will be eliminated from that entire game. His spot in the batting order will be an automatic out each time.

Runner: If a runner cannot continue his time on the bases, that player will be substituted under the Courtesy Runner rule for Roster Batting. He will not be allowed to participate in the remainder of the game. His spot will be an automatic out.

Ejection or Injury:

A player ejected while roster batting will result in the team losing that player for the entire game. His spot in the batting order WILL BE AN AUTOMATIC OUT EACH TIME.

Butcher Boy:

Faking a bunt and swinging away (Butcher Boy) is not allowed in any age group.

Courtesy Runner:

At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record from the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If there are no substitute players available, the courtesy runner shall be the last batted out.

If the Pitcher or Catcher get on base prior to an out being recorded in the 1st inning, and there are no substitute players the curtesy runner shall be the batter furthest from coming back up to bat in the line-up. In all other innings, the courtesy runner is the last batted out and if no outs have been recorded, it will be the last out from the previous inning.

Legal Slide:

A legal slide can be either feet first or head first at any base. When a tag play is eminent the runner must avoid contact.

Jumping Over A Fielder:

A runner leaving his feet to avoid a fielder that is either in possession of the ball or in the act of fielding is illegal. The ball is dead and the runner is called out. No runners may advance from the last base legally occupied at the time of the illegal act. The runner does not have to contact the fielder and the fielder does not have to control the ball for this to be considered an illegal act.

8. Pitching Regulations:

Balk Rule:

The MLB balk rule will be enforced. When a balk is called it is NOT a dead ball. A called balk will remain a LIVE ball. The balk is not considered an automatic dead ball.

In the windup position, a pitcher is permitted to have his “free” foot on the rubber, in front of the rubber, behind the rubber, or off to the side of the rubber.

An Intentional Walk may be issued upon announcement from either the pitcher or catcher without throwing pitches.

Trips to the mound:

The members of the coaching staff (including the manager) can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the mound.

Daily Limits:

7U-8U: Daily max is 50 pitches.

9U-10U: Daily max is 75 pitches.

11U-12U: Daily max is 85 pitches.

13U-14U: Daily max is 95 pitches.

The pitcher may finish the batter upon reaching the daily pitch count limit. I.E. A 13U pitcher begins the batter at 94 pitches he may finish the current hitter then must be removed from the game.

Event Limits:

100 Pitch maximum over 2, 3 or 4 day events

140 Pitch maximum over 5+ day events

Players can pitch in more than one game in a day if they do not exceed daily limits.

The pitcher may finish the batter upon reaching the event pitch count limit. I.E. A 13U pitcher begins the batter at 99 pitches he may finish the current hitter then must be removed from the game.

Once a player has been removed from pitching they may not return to the mound in the same game.

No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts.

No pitcher shall appear in three games in the same day, regardless of pitch counts.

The definition to be utilized for the purpose of the pitching restrictions for end of a day shall be any time of night or day that the facility is closed and teams have a break in playing prior to the next day's games.

Pitchers who record outs or pitch in a game that is forfeited will still have those pitches counted toward their limitations.

Pitching Violations:

The pitcher must be replaced on the mound immediately upon notice of a violation, not a forfeit.

9. Ejection or Injury:

Batter: If a batter cannot fulfill his time at bat due to injury or illness, that player will be eliminated from that entire game. His spot in the batting order will be an automatic out each time.

Runner: If a runner cannot continue his time on the bases, that player will be substituted under the Courtesy Runner rule for Roster Batting. He will not be allowed to participate in the remainder of the game. His spot will be an automatic out.

A player ejected while roster batting will result in the team losing that player for the entire game. His spot in the batting order WILL BE AN AUTOMATIC OUT EACH TIME.

10. In Case of Rain:

All rain out games may not be made up depending on time constraints. In case of scheduling changes, it is the team's responsibility, not the tournament board, to make sure they are aware of the new schedule or any scheduling changes. This information will be posted on the tournament web site when it becomes available. Note: No special requests will be honored if rescheduling becomes necessary. Tournament format is subject to change at any time if deemed necessary and will be determined based on the fairest outcome for all teams. All coaches should make sure the tournament board has current contact info. If games are cancelled, pool winners and championship qualification will be determined by the tie breaking procedures (listed below).

11. Stop in Play:

If a game is called due to rain, Weather, light failure, or other acts of Nature and cannot be resumed it is a regulation game if:

For a six inning game, if three innings have been played or if the home team has scored more runs after two and one half innings the game shall be declared a complete game.

In bracket play if a game is tied after four or more innings, the score will revert back to the previous inning. If still tied, the game will be a suspended game.

For a seven inning game, if four innings have been played or if the home team has scored more runs after three and one half innings the game shall be declared a complete game.

In bracket play if a game is tied after five or more innings, the score will revert to the previous inning. If still tied, the game will be a suspended game.

All games that for any reason cannot be declared a regulation game shall be a suspended game. A suspended game when resumed, shall resume from the exact point of suspension.

12. Protests:

Umpires shall work to settle all situations on the field. Protests shall be allowed for age and pitching violations or rule interpretations only. Uniform numbers cannot be protested. Protests must be declared to the Umpire-in-Chief and then to the League / Tournament Director before the next pitch following the dispute. If a call to be protested is the last recorded out of a game or on a game ending play, the protest MUST be filed prior to the Umpires and the protesting team leaving the field of play. No protest shall be allowed following the game. League / Tournament officials shall rule on all protests and their decisions shall be final.

The Protest fee shall be \$100.00 CASH. The fee shall be returned only if the protest is upheld.

13. Scoring:

The official scorebook and lineup card for the game will be kept by the home team and will be the official scorer. All subs should be reported to the umpires.

Lineup cards must be fully filled out with player's first name, last name, position, and accurate jersey numbers. All substitutes should be listed with accurate jerseys numbers. Failure to produce a complete lineup card can result in games not starting on time. Lineup cards are to be given to the official scorekeeper before the home plate meeting.

14. Seeding and Tie Breaker Rules:

Pool play overall record (winning percentage)

If two teams are tied -Head to Head winner

If three teams are tied – If one team has defeated both other teams, that team advances. If not go to #4.

Least total runs allowed in pool play.

If still tied – Total runs scored in pool play

If still tied – Total runs allowed subtracting game with most runs allowed in pool play

If still tied – Total runs allowed minus two games with most runs allowed in pool play

If still tied – Runs scored inning by inning starting with first game until one team has more runs after a complete inning starting with pool games

If still tied – Coin flip

14. Sportsmanship:

In the interest of maintaining a quality event, the tournament committee reserves the right to eject any person from the site for unruly or unsportsmanlike behavior. Such behavior shall include but not limited to:

Physical attack on an umpire, tournament official, associate director, associate officer, and/or any player or fan prior, during, or immediately following a game played under the authority of FLETL.

Players, coaches, managers, fans, spectators, or sponsors threatening an umpire, tournament official, director, or staff member with physical harm.

Any player, coach, manager, sponsor, fan, spectator, director, or officer who engages in physical fighting.

Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.

Destruction of property or abuse or failure to pay.

Competing under an assumed, false and/or altered name.

Tournament hosts have the authority to eject a player, fans, or team anytime during a tournament of committing any of the above listed offenses.

A player, spectator, fan or coach ejection carries removal from that game only.

Any spectator, coach, manager, or player who is ejected for the second time during the tournament will be eliminated from participating for the remainder of the tournament.

Any event that results in physical altercation (before, during or after a game) could result in a forfeit for both teams. Tournament Board reserves the right to remove teams from playoff contention.

Any participant that is ejected by an umpire after a contest is completed must sit the next scheduled game.

15. Coach Pitch Specific Rules:

Pitching Circle: There shall be a ten foot diameter circle with the front edge at forty-two feet from the rear point of home plate.

The Coach must start the pitching motion with at least one foot inside the 42' Pitching Circle.

The pitching coach shall not verbally or physically coach while in the pitching position

The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called.

The Pitching Coach shall be an adult at least eighteen years of age.

The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the catcher must be replaced.

Ten defensive players shall play in the field with four outfielders. The fourth outfielder shall not assume an infield position. All outfielders shall stay behind the grass line.

The defensive pitcher shall not leave the pitching circle until the ball is hit.

The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

Defensive coaches shall not be allowed on the field of play and shall coach from the dugout area.

The Infield Fly Rule shall not be in effect at any time.

The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

Teams may start a game with eight players. The ninth & tenth positions in the batting order shall be declared an out each turn at bat.

A ninth & tenth player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

Teams may use free substitution on defense, but the batting order shall remain the same.

Bunting shall not be allowed.

The batter shall receive a maximum of six pitches or three swinging strikes. (The bat is extended if the last pitch is hit foul)

A player may only be Intentionally Walked once per game by announcement from the defensive team.

Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

A team may score a maximum of seven runs per inning. (Exception, for championship games with no time limit, the last inning will have unlimited runs allowed)

The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)

Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the

purpose of this rule. When a runner stands off a base and “jukes” or “fakes” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

When a batted ball hits the Pitching Coach, the following shall apply:

A: If in the Umpire’s judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

B: If in the Umpire’s judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

16. Machine Pitch Specific Rules

Pitching Machine: The front leg shall be set at a distance with the front leg of forty-two (42) feet from the rear point of home plate.

Recommended pitching machine speeds: 38-44 M.P.H.

Playing Rules

The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

Teams may start a game with eight players. The ninth & tenth positions in the batting order shall be declared an out each turn at bat.

A ninth & tenth player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

Teams may use free substitution on defense, but the batting order shall remain the same.

Each batter will receive a max of six pitches or three swinging strikes. Pitches that are deemed unhittable by the umpire will not be counted. (The bat is extended if the last pitch is hit foul)

A team may score a maximum of seven runs per inning. (Exception, for championship games with no time limit, the last inning will have unlimited runs allowed)

The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)

The infield fly rule and dropped third strike rule shall not be enforced.

Teams may play with 10 players on defense, 4 outfielders. The outfielders must remain behind the grass line until the ball is put into play.

Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule. When a runner stands off a base and “jukes” or “fakes” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

A player may only be Intentionally Walked once per game by announcement from the defensive team.

No runner may leave base until the ball has been hit. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

Teams may bunt a maximum of two times per inning. Fake bunts shall be prohibited. A batter that "shows" bunt is committed to an attempt to bunt or take the pitch. A batter who swings after showing bunt shall be called out and no runners may advance.

A courtesy runner for catcher may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base.

When a batted ball hits the pitching machine, the ball is dead, the batter is awarded one base, with each runner advancing one base.

Defensive coaches shall not be allowed on the field of play and shall coach from the dugout area.

The defensive player listed as the pitcher shall not leave the pitching circle until the ball is hit. First Offense: Warning--- Second Offense: Removal of the player from the pitching position for the remainder of the game

17. 7u-8u Kid Pitch Rules:

Nine defensive players shall play in the field.

Balk rules shall not apply.

A batter shall be automatically out on a dropped / missed third strike by the catcher.

Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch. On a base on balls, the batter may attempt to steal second prior to the pitcher and catcher coming set at his own risk, but if a runner is on third, he may not advance home even if the defense attempts to throw the runner out at second base.

Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has passed home plate. When a runner tries to advance prior to the pitched ball passing home plate, the following shall apply:

If the runner advances safely, the Umpire shall call "Time" and the runner shall return to the base last legally occupied at the time of the pitch. If the runner is called out, the call shall stand, and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch.

Runners shall not advance from third base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the Umpire. Runners shall not advance from third base to home on passed balls, wild pitches or dropped / missed third strikes by the catcher.

18. Tournament Weather Policy:

In the case of inclement weather the following applies:

0 games played – Full refund or credit towards future FLETL Tournament.

1 game played – 50% refund or credit towards future FLETL Tournament.

2 or more games played – No refunds