

	8U- Coach/ Machine Pitch	9U	10U	11U	12U	13U/14U	16U/18U
Base Distance	60'	60'	60'	70'	70'	90'	90'
Pitching Distance	46'	46'	46'	50'	50'	60'6"	60'6"
Game Length	6 Innings	6 Innings	6 Innings	6 Innings	6 Innings	7 Innings	7 Innings
Time Limit	1 Hr 15 Min	1 Hr 40 Min	1 Hr 40 Min	1 Hr 40 Min	1 Hr 40 Min	2 Hours	2 Hours
Lead offs	No	No	No	Yes	Yes	Yes	Yes
Stealing	No	Once ball crosses plate	Once ball crosses plate	Yes	Yes	Yes	Yes
Run on dropped 3rd strike	No	No	No	Yes	Yes	Yes	Yes
Run Rule	15 after 3 10 after 4	15 after 3 10 after 4	15 after 3 10 after 4	15 after 3 10 after 4	15 after 3 10 after 4	20 after 3 15 after 4 10 after 5	20 after 3 15 after 4 10 after 5
Bats	See Pg 2	See Pg 2	See Pg 2	See Pg 2	See Pg 2	See Pg 2	See Pg 2
Cleats	Rubber	Rubber	Rubber	Rubber	Rubber	Rubber/Metal	Rubber/Metal
Bunts	No	Yes	Yes	Yes	Yes	Yes	Yes
Lineup	Whole lineup filled out before game bats, not all players on team roster has to be on game lineup, but can be.	9 in field Option to bat roster. If you bat roster and player gets injured his spot in lineup is an out.	9 in field Option to bat roster. If you bat roster and player gets injured his spot in lineup is an out.	9 in field Option to bat roster. If you bat roster and player gets injured his spot in lineup is an out.	9 in field Option to bat roster. If you bat roster and player gets injured his spot in lineup is an out.	9 in field Option to bat roster. If you bat roster and player gets injured his spot in lineup is an out.	9 in field Option to bat roster. If you bat roster and player gets injured his spot in lineup is an out.
Rosters	Max- 20 Min-9	Max- 20 Min- 9	Max- 20 Min- 9	Max- 20 Min-9	Max- 20 Min- 9	Max-20 Min- 9	Max- 20 Min- 9
Ejections	If a player, coach, scorekeeper, fan, parent etc. is ejected from a game, they face suspension of the next game, and possibly expulsion from the rest of the tournament. This will be up to the discretion of the tournament director and the umpire in chief.						
Pitching	Disney youth Baseball tournaments do not have a limit on the number of innings a player may pitch in a day, but do encourage teams to use discretion with the safety of their pitchers.						
Injuries	Must start game with nine players, can finish with eight due to injury/ejection etc.						
Catchers Helmet	Catcher's helmet must be hockey style mask, which covers both ears. No skull caps will be allowed during the tournament per high school rules.						
Courtesy Runner	In all divisions, you may have a courtesy runner for pitcher or catcher to help speed up the game. If you are not batting the entire roster courtesy runner must be a substitute that has not been in the game already. If you bat the entire roster the courtesy runner must be the last recorded out. If last recorded out is the catcher or pitcher go to the next recorded out. 8U- Catcher only, must be last recorded out.						
Noise Makers	All noise making devices, including speakers, clappers, horns, etc. are prohibited. Music may not be played during a game due to the close proximity of playing fields to each other.						
Hm/Vis	Pool play- home team will be determined by a coin flip. Bracket play- higher seed. If both teams same seed- coin flip.						

All players and Managers/Coaches shall be subject to the Florida High School Athletic Assn Baseball Rulebook unless any exceptions indicated below. Each Manager/Coach is responsible for informing his/her players of all rules.

Team Eligibility: Participation in a Disney Baseball Tournament is open to amateur teams consisting of up to 20 players of proper eligibility. There is a 4 non-player (ie. coach, scorekeeper, manager) credential maximum and no more than two (2) bat boys/girls will be allowed per team.

Player Eligibility: Players ages 6-18 may participate. Regardless of the age of the player during the Tournament - the division is determined using May 1, 2019 as the cut off. The age of a player on April 30 will determine their age eligibility. For example if a player turns 11 on May 1 or later, they are eligible for the 10U division. Acceptable player identification will include: photocopy of birth certificate, valid passport or valid driver's license.

Proof of Age: All teams must show acceptable player identification which includes: photocopy of birth certificate, valid passport or valid driver's license, for each player on the roster when they arrive on site to register the team. A player that is too old for their age division will not be allowed to participate. Any team found to be using an ineligible player would forfeit all Disney Baseball Tournament games in which the ineligible player has participated.

Rosters: Official Disney Baseball Roster must be filled out online with players name and uniform number. Teams may change their rosters up until the first pitch of the first game, provided that the newly-added player(s) have met all booking requirements. Bat boy/bat girl should be included on roster with position listed as "bat boy" or "bat girl."

No player shall be listed on more than one team roster, even if it is different age divisions. If it has been determined that a violation of this rule has transpired, penalties may include: player, coach and/or team disqualification(s) from the tournament and/or forfeiture of games played with ineligible players. Player may only appear in a tournament game for one team.

Bat Restrictions:

12U and younger: BPF 1.15, BBCOR, or USA Baseball designation must be displayed on the bat (no other weight or diameter restrictions)

13U and older: The bat must have a BBCOR or USA Baseball designation

*Additional exception: Multiple models of DeMarini 2017 CF Zen (-8) and (-10) bats have been declared ineligible for game play. For a complete list of these illegal bats, please see the following link: <http://www.demarini.com/en-us/cbz17-update>.

Uniforms: Coaches do not have to wear full uniform. Shorts and Team shirt are acceptable. All players must have a visible number on the back of the uniform and number is to be listed on the team roster.

Pre-Game Procedure: Before going onto the playing field, each player, coach, and/or bat boy/girl must sign a Waiver Form. 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 in pool play, only if necessary for bracket play games. Lineups are to be turned into the scorekeeper 15 minutes prior to the scheduled start of the game.

Line-up cards must contain every player and substitute's first and last name, uniform number, and position.

Infield/outfield practice will not be allowed between games.

Each game will be assigned two umpires.

Protests: Protests after a game/inning is over aren't accepted. All disputes must be resolved on the field at the time of the play in question, and will not be heard retroactively. It is the coach's responsibility to not proceed with the game until a tournament official is contacted and asked for input on a ruling. In addition, umpire judgment calls cannot be protested. Please refer to the tournament director number which you've received to contact any tournament staff if needed.

External Conditions/Weather: In case of inclement weather or field conditions, games may:

- Be shortened- The tournament may reduce the time limit/number of innings/format etc. on games if necessary
- Be rescheduled- Time, location etc. determined by tournament director
- Be cancelled- Tournament staff reserves the right to cancel any game that has no bearing on seeding and progression of tournament play

In case of extreme weather, the umpire, Tournament Director or *ESPN Wide World of Sports*® Complex representative shall determine if and when play shall cease, resume or be rescheduled. Tournament staff will communicate with you when the most current schedule is updated on the online schedule. It is the total and entire responsibility of each manager/coach to obtain the latest schedule information. RAIN DAY, SCHEDULE CHANGES AND INCLEMENT WEATHER INFORMATION WILL BE COMMUNICATED OUT THROUGH TEXT/EMAIL FROM OUR REGISTRATION SYSTEM. As a result, it is imperative that each manager/coach must verify contact information (i.e. contact name, and cell phone etc.) at registration prior to the start of the tournament.

If games are rained out on Championship Day, the highest placed team, of the two scheduled to play each other will be declared the winner. If the two teams scheduled to play each other are tied for the higher seed, there will be a coin flip conducted by the tournament director.

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

- A game is considered a "regulation" game after 3 innings, 2.5 if home team is ahead, for 8U-12U. A complete game is after 4 innings, 3.5 if home team is ahead, for 13U-18U.
- If game has not reached the point to be a regulation game, it shall be declared a suspended game and play shall be resumed when possible (even if it is another day) from the point of suspension.
- After a game has become a regulation game, and if it is deemed not possible to resume on the same day, it shall be ruled a complete game.
- If a game has reached the point of being a regulation game, and inclement weather occurs, while a full inning is not completed, and the game is not able to be restarted, the score will revert back to the last completed inning.
- A tie game after the time limit or the inning limit, or of a suspended game, is considered a completed game in round robin play.
- If games are postponed to the following day, they will be played after the completion of that days scheduled games if it is during pool play if so deemed by the tournament director.

Determination of Group Winners

In pool play there are no extra innings; games can end in a tie. Standings in a group will be determined by:

Game Points: 2 points for a win 1 point for a tie 0 points for a loss

If Two Teams Tie in points, begins with number 1 and proceeds through each level until a winner is determined:

1. Head to head result
2. Most Wins
3. Fewest runs allowed
4. Most runs scored
5. Total run differential of all pool play games- Maximum of +10 is highest possible run differential for any one game
6. If applicable, Minus 1 game point in the standings if any of team's coaches has been ejected from a game
7. Whichever team was earliest to register for the event

If more than two teams tie:

-Head to head results

- If one team beat each of the other tied teams, they will get the highest seed.
- If one team has been defeated by each of the other tied teams, they will get the lowest seed.
- If all tied teams have same record against each other, or did not all play each other, then proceed to tie breaker number two above
- Continue down the tie breaker list until the three way tie is broken.
- **Once a team has been ranked higher or lower, the tie breaking system begins again at number 1 for the remaining tied teams.**

Example 1-

- Team 1	2-1	16 RA	First Place
- Team 2	2-1	23 RA	Third Place
- Team 3	2-1	29 RA	Second Place (Defeated Team 2)

(4 team bracket) Three teams have 4 points and have all defeated each other Team 1 beat 3, Team 3 beat 2, team 2 beat 1. Team 1 gave up 16 runs, team two gave up 23 runs, and team three 29 runs. Team 1 is 1st because of least runs allowed tie breaker. Team 3 would be second because it beat team 2, making team 2 third.

Example 2-

- Team 1	2-1	16 RA	Second Place
- Team 2	2-1	16 RA	First Place (Defeated Team 1)
- Team 3	2-1	29 RA	Third Place

(4 team bracket) Three teams have 4 points and have all defeated each other. Team 1 gave up 16 runs, team two gave up 16 runs, and team three 29 runs. Team 3 is third, Team 2 defeated Team 1 therefore team 2 is 1st and Team 1 is 2nd.

Example 3- (6 team bracket) Three teams have 6 points and Team 1 has defeated the other two. Team 1 is the group winner, then the tie breaking procedure begins for the remaining two teams tied.

Tournament reserves the right to adjust pairings of the first elimination round so teams will not play teams already played.

8U-12U Rules: The rules contained in this section apply to the youth (12U & younger) games played in this tournament. Otherwise, FHSAA High School rules will apply.

- Option to bat the roster:
Coaches have the option to bat their roster, and then substitute freely on defense. If a coach chooses to do this, and a player were to get injured, that spot in the lineup would then become an out.
- All games will be scheduled for 6 innings, but will be terminated after 4 innings if a team has a 10 run lead; or 15 runs after 3 innings.
- For 9U, 10U, 11U, and 12U, Championship games will have a 1 hour and 55 minute time limit and a 10 run rule.

Additional FHSAA 8U Rule Exceptions

- 10 players may play in the field with 4 outfielders. The 4th outfielder may not be allowed to assume an infield position. All outfielders must stay behind the baseline.
- A ball must go past the 20 ft. arc from 1st base to 3rd base to be fair. Infielders must stay behind this line until the ball is hit. The defensive player listed as the pitcher cannot leave the pitching circle until the ball is hit.
- A maximum of 5 runs per inning or 3 outs; the last inning has a maximum of 10 runs.
- Option to bat the roster:
Coaches have the option to bat their roster, and then substitute freely on defense. If a coach chooses to do this, and a player were to get injured, that spot in the lineup would then become an out.
- Defensive coaches and pitching coach are not allowed on the field of play and must coach from the dugout.
- Umpires will call "time" after every play and declare the ball dead.
- A player can only be intentionally walked one time per game.
- Infield fly rules do not apply.
- Courtesy runner for catcher only.
- Runners cannot leave their base until the ball has crossed home plate. A runner that leaves early will be called out by the umpire.

Coach Pitch Specific Rules

- A batter shall receive a maximum of 7 pitches or three swinging strikes.
- The pitching coach must position himself as not to be an obstruction to the defensive team on any play.

Machine Pitch Specific Rules

- Pitching Machine: the front leg(s) shall be set at a distance of forty-two (42) feet from the rear point of home plate.
- The following pitching machine settings will be enforced: machine height will be set at level "3" and the machine speed will be set at level "9" for every game (approximately 42-44 MPH). Coaches cannot change the height or speed settings at any point in the game, strictly enforced.
- Each batter is allowed 6 pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she does not make contact with the ball or puts the ball in play.

- A fair batted ball hitting the pitching machine is declared a dead ball and ruled a single. All runners advance one base from their original position prior to the pitch.

Field Dimensions

- 8U-10U teams play at the Diamondplex (Skin Infields) with fences set at 200 ft, 46' pitching mound, 60' bases
- 11U-12U teams play at the Diamondplex (Skin Infields) with fences set at 225 ft, 50' pitching mound, 70' bases
- 13U-18U teams play on full size fields with 60' pitching mound and 90' bases

13U, 14U, 16U, 18U: The Florida High School Athletic Association high school rules will apply for all games.

FHSAA Rule Exceptions

- Option to bat the roster:
Coaches have the option to bat their roster, and then substitute freely on defense. If a coach chooses to do this, and a player were to get injured, that spot in the lineup would then become an out.
- All games will be scheduled for 7 innings, but will be terminated after 5 innings if a team has a 10 run lead; or 15 runs after 4 innings.
- Championship games will have a 2-hour and 15 minute time limit and a 10 run rule.

Discipline: Managers/Coaches will be responsible for the behavior of their fans. The umpire and/or ESPN Wide World of Sports Cast Member 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).

- Due to the close proximity of fields to each other, all noise making devices including speakers, horns, clappers etc. 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 umpire in chief and tournament director

The Tournament Director and Umpire in Chief 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 and/or Umpire in Chief may enforce a suspension of up to the duration of the tournament. The Tournament Director and/or Umpire in Chief decision will be disclosed to the appropriate parties prior to their next scheduled game.

Tournament Director and Umpire in Chief reserve the right to decide all tournament matters and have the final interpretation of the aforementioned rules and regulations.

The Tournament Director and ESPN Wide World of Sports Complex will not be responsible for any expense incurred by any team due to the cancellation in part or whole of the tournament