



TN Game 7 World Series Rules

Below is a condensed version of the Game 7 Rulebook.

* It shall be the State Director's option to modify national rules as he/she sees fit based on their particular area and/or market with prior approval from National Game 7.

* The National Federation of High School Rulebook will cover any rule not covered in the Game 7 Baseball Rulebook.

* All teams must upload current proof of team insurance and complete online Game 7 roster, available at www.game7baseball.com.

* All teams must have copies of Birth Certificates for each player. Age division cut-off is April 30th. Players may play up in age division, not down. Grade Level Exceptions for ALL divisions.

Maximum 2 players per team

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 1st** 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 1st** 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 1st** 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 1st** 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 1st** 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 1st** 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 1st** 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 1st** 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 1st** will not be eligible. Players who are 14U are eligible for this division regardless of their grade.

It is the Team Managers responsibility to have photocopies of all his players' birth certificates or accepted proof of age with him at all times. Upon protest, failure to produce a photocopy of birth certificates or an accepted proof of age will result in a forfeit.

All grade level exception players must have a photocopy of their birth certificate and their current report card, or official school ID with grade, or an official government document stating their grade. Upon protest, a player that is found to be illegal due to an age or grade violation during a game, shall result in a team forfeit and that player being ejected from the tournament.

Rosters: All Teams **MUST** submit their Official Game 7 Roster online prior to participating in any Game 7 Event. Be ready to play 30 minutes before any of your scheduled games.

*Roster Limit- 15 players

Players may be listed on multiple Game 7 Rosters. However, players cannot play for multiple teams in a Game 7 event on the same weekend. Players violating this rule may result in a forfeit for both teams. **Exception: NEW in 2021. A player may play on 2 teams on the same weekend ONLY if the second team is in a different age division. Note: Player may not pitch for both teams. Coach/parent of player must submit and receive approval via email prior to the start of the event from TN Game 7.** Having a AAA player listed on a AA roster, moves that AA team to AAA status for that particular tournament unless the tournament format is open. Any team who chooses to play up one age must use players in their own age division. If you choose to pick up older players while playing up, you must sanction a new team in that age division.

***Rosters will freeze at midnight the day before the start of a tournament and will unfreeze on Monday morning. NO players will be able to be added to rosters after the midnight deadline or anytime during the event.**

A maximum of four (4) coaches per team are allowed in the dugouts. **NOTE:** Only two (2) coaches are permitted to stand outside the dugout in LIVE BALL territory defensively. All interference rules will apply should a coach choose to come out of the dugout into LIVE BALL territory. The coaches must stay within the vicinity of the dugout entrance. Also, the Head Coach/Manager must always come to the plate meeting prior to start of the game. This will be the Coach that communicates with the umpire throughout the game concerning rule interpretations and/or protests. Remember, judgment calls such as fair/foul, ball/strike, and safe/out cannot be protested or appealed.

This tournament will not allow teams to warm up on the field before games. Please stay off the infield and warm up in the outfield.

Time Limits:

6u-8u- 6 innings with no new inning after 1 hour and 15 minutes

9u-12u- 6 innings with no new inning after 1 hour and 30 minutes

13u-14u- 7 innings with no new inning after 1 hour and 45 minutes

*** In the event that a tournament game cannot be completed in a 6 inning game, it may be called after 3 complete innings of play, 2 ½ innings (middle of 3rd inning) of play if the home team is ahead, or 1 hour 10 minutes has elapsed. If home team is not ahead, game will revert back to the last completed inning. In a 7 inning game that cannot be completed, the game may be called after 4 innings of play, 3 ½ innings (middle of 4th inning) of play if the home team is ahead, or 1 hour 10 minutes has elapsed. If home team is not ahead, game will revert back to the last completed inning.**

Note: 9u will play regular baseball in Tennessee.

All Game 7 Baseball Directors reserve the right to alter, change, or abbreviate the Tournament format, when necessary, to complete the Tournament.

Run Rule:

18 runs after 2 innings***New for 2024***
12 runs after 3 innings
10 runs after 4 innings
8 runs after 5 innings

The playing field dimensions for TN Game 7 Baseball:

13u and older: 60/90 (pitching distance/ base line distance)
11u-12u: 50/70
9u-10u: 46/65
Coach Pitch: 42/60 (12 ft circle with center measured at 42 ft from plate)

Game Baseballs:

Tennessee Game 7 will provide up to two game baseballs for each game. All Teams are responsible for retrieving foul balls. Baseballs must be returned to the home plate umpire during and after each game. Teams MUST have tournament quality baseballs on hand to throw in if the original game balls are lost or not returned to the umpire.

DUGOUT: FIRST COME, FIRST SERVED

The official game clock starts at the conclusion of ground rules.

Home Team determined by:

Pool Play: coin flip
Double Elimination: higher seed
Championship game: winner's bracket
If game: coin flip

Home Team keeps official book and will maintain tournament official book and pitching tracking sheet. The tracking sheet must be signed by both team coaches. **Visiting team** will operate scoreboard.

All changes must go through home plate umpire.

* Forfeits will be handled on a case by case basis. Teams that intentionally forfeit a tournament game can be subject to penalties at the discretion of the Tournament director. Forfeits will be scored as 6-0 in a 6 inning game and 7-0 in a 7 inning game. If game has started and the offending team is behind in score at the time of forfeit, the score at time of forfeit shall stand as the final score of the contest.

In Pool Play, if all regulation innings have been played or the imposed time limit has expired and the score is tied, the game will end in a tie.

* When the time limit has expired with the Home team batting and ahead, the game is over regardless of the score and the inning will not be completed.

Championship Game Time Limits:

Coach Pitch: 1 hour 30 minutes
9u-12u: 1 hour and 45 minutes
13u & 14u: 2 hours

Extra Inning(s) in Playoffs: The tournament will use the International Tie Breaking System. Each team will get to bat and the home team always gets their last at bat. The game will be played until we have a winner.

Playoff seeding in the following order:

HEAD-TO-HEAD (unless 3 or more teams are tied after pool play)
RUNS ALLOWED

RUNS DIFFERENTIAL (MAX +/- 7)

GAME 7 POINTS (or COIN FLIP when applicable)

If three or more teams are tied after pool play, then the first tie breaker will be runs allowed, and cannot revert back to the previous criteria of Head to Head.

Sportsmanship: All players, coaches, managers, and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Remember, only rule interpretations may be disputed; however, judgment calls including balls and strikes may NOT be disputed. This is youth baseball and bad sportsmanship will not be tolerated.

Ejection: Coaches, parents, or spectators ejected from a ball game may be suspended for 1 game, next game played, and cannot be within 300 feet of your game. All player ejections will be reviewed by the tournament director to determine eligibility for the remainder of the tournament. It is the sole discretion of the tournament director or UIC. Same can be asked to leave the park. Parents causing problems can forfeit your game.

Protest: Games can be protested during the current game being played, anytime from the conclusion of ground rules after line-ups are submitted until the end of the game. Protest will be ruled on immediately by tournament director and chief umpire. Rules can be protested, not judgment calls. \$200.00 fee is required for protest and will be returned if call is changed.

Pitching Rules: *New for 2023: 3rd to 1st move is a balk.*****

Pitching will be recorded by thirds of an inning.** Once a pitcher throws a warm-up pitch, he becomes the pitcher of record.

NOTE: If the pitcher of record fails to record an out during his appearance, he will still be charged 1/3 of an inning for his appearance.

* Pitching recorded in a game that ends in a forfeit will count towards a pitcher's limit.

A player that pitches more than four (4) innings in one day MUST rest the next day; and five (5) innings for 13u and older. A player that pitches eight (8) innings in two (2) consecutive days MUST rest the next day; and ten (10) innings in two (2) consecutive days for 13u and older.

A player that pitches three (3) consecutive days (regardless of total number of innings pitched) MUST rest the next day. Once a pitcher is removed from the pitching position, he cannot return to pitch again in that game.

New 2021Penalty: The pitching limit rule is in place to protect pitchers. If a coach violates the rule, there will be NO forfeit for the 1st violation. 1st violation: The coach will have to remove the pitcher at that time and the coach will be ejected from the rest of the current game and serve a one (1) game suspension. 2nd violation: Team forfeit, and the coach will be suspended for the remainder of the tournament.

Age Division	1 day maximum to pitch next day	1 day maximum	3 day maximum
8u-12u	4 innings	6 innings	8 innings
13u and up	5 innings	7 innings	10 innings

The Game 7 pitching limits are guidelines for tournament play formats. Coaches should develop several pitchers for their travel teams. Coaches, parents and players must educate themselves to pitcher safety recommendations and guidelines that are available from organizations such as the American Sports Medicine Institute (ASMI). Do not overuse pitchers and rest periods are important. The Game 7 recommendations are that coaches, parents and players develop internal pitching metrics that best fit the individual player's long term development with the team's immediate short term interests second.

* Mound conferences not to exceed thirty seconds and will be limited to the infielders, catcher, pitcher, and one coach. The umpire will have the power to call "Play Ball" after a reasonable amount of time.

The following rule pertains to the visit of the manager or coach to the pitcher:

- This rule limits the number of trips a manager or coach may take to one visit per pitcher per inning.
- If a coach makes a second trip to the same pitcher in the same inning, that pitcher must be removed and cannot be brought back in as a pitcher for the remainder of that game. The removed pitcher may remain in the game at another position.
- The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat.
- If a pinch-hitter is substituted for this batter, the manager or coach may make a second visit to the mound but must remove the pitcher.

Bat Restrictions:

All BLACK EMERALD BATS are not allowed in any Game 7 event.

6u-12u: No restrictions on weight/length. Bat must be a baseball bat (small or big barrel) with a BPF 1.15. Wood bats are allowed. 13u: -8 weight/length ratio. Wood bats are allowed.

14u and older: MUST use BBCOR. -3 weight/length ratio only. All -3 bats must be stamped BBCOR. Wood bats are allowed.

Batting and Re-Enter:

Team can elect to: bat 9

bat 10 with EH

bat 9 with DH

bat 10 with EH & DH (still only batting 10)

bat entire roster

The coach has the option of using the Designated Hitter (DH) or the Extra Hitter (EH) or using both the DH and/or the EH. Both must be identified prior to the start of the game.

Note: The DH may play defense; however, the role of the DH would be eliminated for the remainder of that game. The DH is locked into the batting order. Once the starting player bats for the DH, this terminates the DH role for the remainder of that game. Any pinch hitter or runner will assume the role of the DH when used.

Note: The EH may play defense. The EH must remain in the same position in the batting order for the entire game; however, defensive positions can be changed. The EH may be substituted by a pinch hitter or runner, who then becomes the EH.

Note: The starting DH and the starting EH can re-enter once.

Teams may start an official game with an eight (8) player lineup. An out shall be declared for the ninth (9) position in the batting lineup each turn at bat. A ninth player may be added to the bottom of the batting lineup as soon as they become available.

When batting a continuous batting order, if a player has to leave the game due to an injury/illness and cannot return to the game, he will not be penalized by taking an out in his spot in the batting order. Once that player leaves the game, the player is not eligible to return to the game in any capacity. If the line-up drops below nine (9) players, teams will take an out for the ninth player each time he is scheduled to bat.

Note: Automatic Out: The opposing team with two outs cannot intentionally or unintentionally walk or intentionally or unintentionally hit a batter with a pitched ball, in order to get to the automatic out that was created by the vacant spot in the batting order. If the previous batter is walked or hit by a legal or illegally pitched ball, the vacant spot is skipped, the automatic out is waived, and the next batter is the player whose name follows the vacant spot in the batting order. This only applies when there are two (2) outs.

Starters may re-enter only one time in original batting order.

Intentional Walks: Coach must tell home plate umpire and point to first. No pitch has to be thrown.

Courtesy Runner:

A courtesy runner may be used for the pitcher and/or catcher of record at any time during the inning. Coaches are encouraged to use this rule to speed up the game and increase participation.

a. The courtesy runner must be a player not in the lineup.

b. If all players are in the lineup, then the last recorded out shall become the courtesy runner.

c. No appearance or removal will be charged against either player.

d. The courtesy runner is in the game when he has taken his position on the base and the home plate umpire puts the ball in play.

Note: Using the wrong courtesy runner is an appeal play and may result in the courtesy runner being called out.

Penalty: If the incorrect courtesy runner is discovered to have taken his position on base, the opposing coach must appeal prior to the next play or attempted play for the runner to be called out. If the incorrect courtesy runner is discovered any time after the next play or attempted play, the correct courtesy runner will take the position on base with no penalty.

COACH PITCH CONDENSED RULES:

Batters shall get 6 pitches, or 3 strikes. If the 6th pitch is a foul ball, the batter shall receive an additional pitch or pitches until the ball is hit fair or the batter's turn at bat is completed.

7 runs limit per team per inning.

Base runner(s) may not leave their base until the ball is hit.

Penalty: Runner(s) will be called out for leaving the base early.

No infield fly rule.

No bunting.

No DH in Coach Pitch.

No Intentional Walks in Coach Pitch.

Coach Pitcher must pitch with one foot inside the circle. He must leave the field immediately when ball is put in play. The pitching coach shall not verbally or physically coach while in the pitching position- (shall not tell batter to swing or not to swing).

The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit. PENALTY: The play continues and after the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

A courtesy runner may be used for the catcher of record at any time during the inning. Coaches are encouraged to use this rule to speed up the game and increase participation.

a. The courtesy runner must be a player not in the lineup.

b. If all players are in the lineup, then the last recorded out shall become the courtesy runner.

c. No appearance or removal will be charged against either player.

d. The courtesy runner is in the game when he has taken his position on the base and the home plate umpire puts the ball in play.

A courtesy runner may be used for the catcher of the previous inning only. If the team batting has not played defense yet and a courtesy runner is used, then the player that was run for must assume the catching position.

Note: Using the wrong courtesy runner is an appeal play and may result in the courtesy runner being called out.

Penalty: If the incorrect courtesy runner is discovered to have taken his position on base, the opposing coach must appeal prior to the next play or attempted play for the runner to be called out. If the incorrect courtesy runner is discovered any time after the next play or attempted play, the correct courtesy runner will take the position on base with no penalty.

Each team on defense will field 10 players consisting of 6 infielders and 4 outfielders. The outfielders must stay in the outfield until the ball is hit. NOTE: Teams may start with 9 players; however, they must play with all infielders including the pitcher. If a team drops below 9 players, the game will be forfeited.

When a batter throws/slugs the bat; the team will be issued a warning. The second time it occurs, that batter is declared out. The ball becomes dead and base runners must return to the base last legally occupied at the time of the infraction.

The Youth Pitcher must wear a helmet and/or safety mask and stand on either side of the adult pitcher.

Coaches have the option to play 10 players or the entire line-up.