

	8U- Coach 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 third 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	No Restrictions	No Restrictions	No Restrictions	No Restrictions	No Restrictions	No Restrictions	NFHS Rules BBCOR, logo required
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 10 Bat (EP)	9 in field 10 Bat (EP)	9 in field 10 Bat (EP)	9 in field 10 Bat(EP)	9 in Field 10 Bat (EP)	9 in field 10 Bat (EP)
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						
Catchers Helmet	Catcher's helmet must be hockey style mask, which covers both ears. No skull caps will be allowed during the tournament per NFHS rules.						
Courtesy Runner	In all divisions, you may only have a courtesy runner for the pitcher or catcher to help speed up the game. The courtesy runner must be a substitute not in the game already. 8U- Catcher only, last recorded out						

Tournament Rules

The following rules will be in effect for all Disney Baseball Tournaments. All players and Managers/Coaches shall be subject to the NATIONAL FEDERATION OF HIGH SCHOOLS Baseball Rulebook unless 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.

Player Eligibility: Players ages 6-18 may participate. Regardless of the age of the player during the Tournament - the division is determined by how old the player will be on May 1, 2013. Acceptable player identification will include: photocopy of birth certificate, valid passport or valid drivers license.

Birth Certificates: All teams must have a copy of each player's birth submitted to the tournament director prior to the first game. 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) are listed on a rooming list with Disney Sports Travel; turned in a copy of their birth certificate; and have turned in a signed waiver.

No player shall be listed on more than one team roster. 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. No player can appear in a tournament game for more than one team.

Pre-Game Procedure: Before going onto the playing field, each player, coach, and/or bat boy/girl must sign a Disney Sports 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.

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.

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

Infield/outfield practice will not be allowed between games.

Each game will be assigned two umpires.

Protests: Protests will be heard and ruled on by the Tournament Director and Umpire-In-Chief. The team protesting must make cash payment of \$100.00 at the time of the protest. If the protest is ruled in the protesting teams favor the \$100.00 will be refunded. The ruling made by the Tournament Director and Umpire-In-Chief will be final. Should any funds be collected due to unsuccessful protest attempts, the funds will be donated to a charitable institution of Disney's choice.

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 the safety of the designated lightning shelters. 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. 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. Detailed instructions will be disseminated at the coaches meeting describing how and where the most current tournament schedule may be obtained. 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 CAN BE OBTAINED BY CALLING: 407-939-1557.

Each manager/coach must provide contact information (i.e. contact name, hotel name, hotel phone, room number, 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.
- A tie game after the time limit or the inning limit is considered a completed game in round robin play.

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

Record

Two Team Tie: Common game win-loss record (head to head)

Three Team Tie:

- Fewest runs allowed in round robin play will determine the first winner of the three teams
- Common game win loss record between the remaining two teams
- If common game win loss is a tie, least runs allowed in round robin play head to head with other two teams
- If the least runs allowed is a tie, most runs scored in round robin play
- Coin-toss

Game Balls: Disney provides all game balls to be used during tournament play. Rawlings® is the official ball of Disney baseball tournaments. Teams are requested to designate someone to collect foul balls from their side of the field.

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.

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

- The Extra Player "EP" Rule may be utilized:
A player may be (it is not mandatory) designated as an Extra Player. The Extra Player is a 10th man in the batting order. The designated Extra Player may bat in any position in the batting order. The Extra Player must be selected prior to the start of the game, and his name must be included on the line-up card presented to the umpire and the official scorer. Failure to declare an Extra Player prior to the game precludes the use of an Extra Player for the duration of that game. During the course of a game, the player designated as the Extra Player may enter the game in a defensive role for any defensive position. If the Extra Player enters the game in a defensive position, the player being substituted for defensively can become the Extra Player, or another non-starter who has not played in the game may enter the game as the Extra Player. The player entering the game in a defensive position and the new Extra Player must remain in their original positions in the batting order. If a pinch hitter or pinch runner is used for the Extra Player, that player becomes the new Extra Player.
- For 10U, 11U, and 12U, Championship games will have a 1 hour and 55 minute time limit and a 10 run rule.

Additional NFHS 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.
- Rosters must be finalized before the first pitch of the tournament
 - Players may appear on the roster, but not on the line up card for a game
 - The batting order shall constitute all players on the team line up card at the beginning of the game.
 - Players can not be added to the lineup card once the game has begun
- A batter shall receive a maximum of 7 pitches or three swinging strikes. Free substitution on defense. Batting order must remain the same.
- 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.
- The pitching coach must position himself as not to be an obstruction to the defensive team on any play.
- The bases will be set at 60 feet and the mound at 46 feet.

Additional NFHS 9U & 10U Rule Exceptions

- Teams will play at the Diamondplex (Skin Infields) with fences set at 200 feet.

Additional NFHS 12U Rule Exceptions

- Teams will play at the Diamondplex (Skin Infields) with fences set at 225 feet.

13U, 14U, 16U, 18U: The NATIONAL FEDERATION OF HIGH SCHOOL rules will apply for all games.

NFHS Rule Exceptions

- The Extra Player "EP" Rule may be utilized:
A player may be (it is not mandatory) designated as an Extra Player. The Extra Player is a 10th man in the batting order. The designated Extra Player may bat in any position in the batting order. The Extra Player must be selected prior to the start of the game, and his name must be included on the line-up card presented to the umpire and the official scorer. Failure to declare an Extra Player prior to the game precludes the use of an Extra Player for the duration of that game. During the course of a game, the player designated as the Extra Player may enter the game in a defensive role for any defensive position. If the Extra Player enters the game in a defensive position, the player being substituted for defensively can become the Extra Player, or another non-starter who has not played in the game may enter the game as the Extra Player. The player entering the game in a defensive position and the new Extra Player must remain in their original positions in the batting order. If a pinch hitter or pinch runner is used for the Extra Player, that player becomes the new Extra Player.
- All games will be scheduled for 7 innings, (5 innings shall constitute a complete game, 4.5 innings if the home team is ahead) 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). 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 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 has 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*