

FLETL TOURNAMENT RULES (Rev 8/1/25)

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 (BASE/MOUND DISTANCES)

6u-8u: All games will be played on 40/60 fields through 46/65 fields.

9u-10u: All games will be played on 46/65 fields.

11u-12u: All games will be played on 50/70 fields.

13u-14u: All games will be played on 60/90 fields.

HOME/AWAY

A coin flip at the plate meeting shall determine the home team for each pool play game. First come first serve for choice of dugout in pool play. In bracket play, the highest seeded team will be home team. Where the field designates home or away, the correct dugout must be used unless the team remains on the same field from the previous game and chooses not to change dugouts.

TIME LIMITS

Game times may vary by event. Directors reserve the right to adjust game lengths to benefit the event.

Pool Play:

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 expires.

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

Pool play games CAN end in a tie

Bracket/Championship:

Games can not end in a tie.

Extra Innings will be decided by "Florida Tie Breaker", Last batted out placed on 1ST base with no outs. Normal substitution rules apply to the runner. Play continues until one team is ahead at the end of an inning.

Championship Game:

Championship games will have a 2 Hour Time Limit.

SCORECARDS

- Lineup must be completed by each team and what is on the scorecard is official.
- The lineup must include starting position, number, last name and first initial of the players in starting lineup.
- If utilizing substitutes, they must be listed on the scorecard.
- The Umpire Crew is responsible for completing the FLETL score card, including the score and pitch counts.
- Upon completion of the game, each team's manager must verify the information and sign their names on the scorecard.
- Once a scorecard is signed, a protest can no longer be entered if it has not yet been entered.

Scoring:

The scorebook for the game should be kept by both teams. Home scorebook will take priority in discrepancies and be the official scorebook when a scorekeeper is not provided by the tournament. All subs should be reported to the umpires and umpires should relay the substitutions to the manager and/or scorekeeper.

LINEUP

- 8U-14U: 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.
- Designated Hitter (DH) may be used in 9U-18U
- 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 as P/DH on the lineup card.

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.

Batter: If a batter can not 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.

Butcher Boy:

Faking a bunt and swinging away (Butcher Boy) is not allowed in any age group. Violation results in the batter declared out and runners may not advance. Player and/or Manager may be ejected at umpire discretion.

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 unless no substitutes are available. 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 courtesy 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. In the situation that the head umpire have confirmed the offensive team has violated the Courtesy Runners rules the runner will be declared out.

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.

MERCY RULE

15 Runs after 3 innings, 8 runs after 4 innings. Mercy Rule in effect in all games including bracket and championship games.

EQUIPMENT**BAT RESTRICTIONS**

13u: Must use a maximum drop 5 (-5) bat with the permanent official USSSA 1.15 BPF or USA Bat standard logo stamp

14u-18u: All bats must have a visible, permanent BBCOR.50 certified stamp or wood

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.

CLEATS

Non-metal cleats are permissible in all divisions. Metal Spikes may be utilized in 13U-18U divisions unless being played on turf fields.

PROTECTIVE GEAR

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.

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.

2. Individual player and team eligibility

A player's playing age is determined by the age they are on 4/30/26

6u Division

Players who turn 7 prior to May 1 of the current season are not eligible.

7u Division

Players who turn 8 prior to May 1 of the current season are not eligible.

8u Division

Players who turn 9 prior to May 1 of the current season are not eligible.

9u Division

Players who turn 10 prior to May 1 of the current season are not eligible.

10u Division

Players who turn 11 prior to May 1 of the current season are not eligible.

11u Division

Players who turn 12 prior to May 1 of the current season are not eligible.

12u Division

Players who turn 13 prior to May 1 of the current season are not eligible.

13u Division

Players who turn 14 prior to May 1 of the current season are not eligible.

14u Division

Players who turn 15 prior to May 1 of the current season are not eligible.

15u Division

Players who turn 16 prior to May 1 of the current season are not eligible.

16u Division

Players who turn 17 prior to May 1 of the current season are not eligible.

17u Division

Players who turn 18 prior to May 1 of the current season are not eligible.

18u Division

Players who turn 19 prior to May 1 of the current season are not eligible.

A player that is found to be illegal due to an age violation during or after a 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. Both the player and manager shall be suspended.

All Players participating in FLETL tournament play shall have photocopies of the original birth certificate immediately available upon demand. Upon protest, failure to produce a legible photocopy upon demand may result in loss of game, tournament ejection, forfeit of awards and more if deemed so by tournament director.

3. Roster and Roster changes:**3.1 ROSTER**

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

3.11 Rosters must be submitted electronically prior to start of the event.

3.12 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 event, regardless of age division or classification.

3.13 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.

3.14 6U-13U Roster Limit of 16 players at any one time.
14U-18U Roster Limit of 18 players at any one time

3.15 Once a player is removed from your roster, they may not return to your roster or be a guest player for your team for the remainder of the season.

4. Guest Players:

4.1 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.

4.2 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

4.3 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.

5. 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.

6. 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.

7. In Case of Weather:

All games cancelled or suspended due to weather 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 and/or mobile application when it becomes available.

Note: Special requests may not 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 determined by tournament director.

All coaches should confirm the tournament board has current contact info.

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. Players not present at the time of the game being suspended may not be added to the lineup when the game is resumed.

8. 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 ruling to be protested is the last recorded out of a game or on a game ending play, the protest MUST be filed prior to game sheet being signed by both team managers or record. 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.

9. 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.

Runs against

If still tied – Total runs scored in pool play

If still tied – Run differential

If still tied – Coin flip

If games are cancelled, pool winners and championship qualification will be determined by the following tie breaking procedures.

If any teams have not completed two games, all teams will be seeded based only on the result of their first seeding game.

If any teams are unable to play a seeding game due to weather, they will be given credit for a tie and the tournament average runs scored will be the score.

10. 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, 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 and minimum one game suspension. 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 and lifetime ban from FLETL events.

- Tournament Board reserves the right to remove teams from playoff contention for violation of sportsmanship policy.

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

- A suspended player or coach may not be present on the tournament site for the duration of their suspension.

11. Coach Pitch Specific Rules:

Pitching Coach

11.1 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.

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

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

11.4 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.

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

11.6 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.

Hitting

11.7 The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals prior to the start of the 3rd inning 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.

11.8 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.

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

11.10 Bunting shall not be allowed and will be counted as a strike.

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

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

11.13 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.

11.14 A team may score a maximum of seven runs per inning. 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)

Fielders

11.15 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.

11.16 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 or chalk line designated at plate meeting.

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

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

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

11.19 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.

TIME

11.20 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.