

2017 Nutmeg State Games Rule Summary

- 13's (Junior) - 2017 High School Federation (with slight modifications)
 - 13 Year Old Division (ONLY)
 - BATS/EQUIPMENT: Prep Division bats = minus 5 drop
 - EH RULE: An extra offensive player (EH) is permitted if declared prior to the start of the game. The EH does not bat for a defensive player. A team may change the EH, but cannot alter the batting order.
 - Example - Smith batting 5th as EH, and Jones batting 6th as catcher. If Smith goes into catch, he must continue to bat 5th, and Jones now becomes EH and continues to bat 6th.
- 15&U Intermediate – 2017 High School Federation
 - The Extra Hitter (EH) will not be utilized during the course of the tournament for the 15&U tournament. Only the Designated Hitter (DH) can be used.
- 18&U Scholastic – 2017 High School Federation
 - The Extra Hitter (EH) will not be utilized during the course of the tournament for the 18&U tournament. Only the Designated Hitter (DH) can be used.
- BATS (15&U and 18&U)– all non-wood bats must meet the Batted Ball Coefficient of Restitution (BBCOR) standard. Bats meeting that standard must be clearly marked on the bat - BBCOR Stamped. Bats marked with the Ball Exit Speed Ratio (BESR) certification are NOT legal. A bat can be marked with both BBCOR and BESR certification and will be compliant.

All Age Divisions (13's, 15&U and 18&U):

- Game length will be seven innings.
 - 2 1/2 hour time limit for all preliminary round games.
- If a game is called, the game must complete 5 innings or 4.5 innings if the home team is winning to be official.
- Mercy rule will be set at 10 runs after 5 innings or 10 runs after 4.5 innings if the home team is winning.
- The pitcher may not pitch more than (10) innings in any (3) consecutive calendar days.
 - To determine the eligible number of outs that a pitcher may pitch on game day; total the number of outs pitched during the two previous calendar days and subtract from (30).
 - Ten innings is equal to 30 outs.
 - Coaches are responsible for keeping track of the number of innings pitched in the game and removing the pitcher when ten full innings (30 outs) have been reached
 - A pitcher violating this rule will be ejected for the remainder of the game in which the violation occurs, as well as the next entire game. The pitcher ejected as a result of violating this rule is ejected as a player and may not participate in another position until the penalty is fully observed.
- The umpire and Nutmeg State Games Site Director is to make sure before every game that the coaches are aware of the rules under which the games will be played.

- A meeting between the Umpires, Site Director and both coaches will occur before the start of each game to review the rules.
- Any player or coach ejected from a game may not participate in the team's next game.

Two-Team Ties: In the event of a two-way tie in the standings, the following tiebreaker system will be used (in-order) until the tie is broken

1. Head to Head record
2. Runs allowed
3. Runs scored
4. Total Runs Allowed per Inning starting with the 1st Inning (All Preliminary Round Games)
5. Coin toss

Ties Involving Three or More Teams: In the event of a tie amongst three or more teams, the tie breaking system (above) will be used (in-order) until the highest seeded team is determined. Once the highest seed is determined, the remaining tied teams will RESTART from the BEGINNING of the tie breaking system.

Teams must provide their own scorekeeper. We recommend the scorekeeper be an adult and be present for each contest. The home team's scorekeeper will be the official scorekeeper of the game. Responsible for keeping pitch counts for both team.

Forfeitures

There will be a 15 min grace period for teams that are late. If contact is made, the game will be delayed until they get there. If no contact is made the 15 min period is declared forfeiture.

SPEED-UP RULES By state association adoption any, all, or any part of the suggested speed-up rules may be used.

COURTESY RUNNERS

- At any time, the team at bat may use courtesy runners for the pitcher and/or the catcher. In the event that the offensive team bats around, the pitcher and/or catcher who had a courtesy runner inserted on their behalf may bat in their normal position in the batting order.
- The same individual runner may not be used for both positions (pitcher and catcher) during the game.
- Neither the pitcher nor the catcher will be required to leave the game under such circumstances.
- Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners.
- A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in that half inning. If an injury, illness or ejection occurs and no other runners are available, the courtesy runner may be used as a substitute.
- The umpire-in-chief shall record courtesy runner participation and also announce it to the scorer.
- A player who violates the courtesy-runner rule is considered to be an illegal substitute. a. Should an injury, illness or ejection occur to the courtesy runner, another courtesy runner for the pitcher or catcher may run.

AFTER PUTOUTS

- After a putout in the outfield and with no runners on base, the ball shall be thrown to a cutoff man and, if desired, to one additional infielder before being returned to the pitcher for delivery to the next batter.
- After a putout in the infield and with no runners on base, the ball shall be returned directly to the pitcher.