

# Gary Gough Classic Rules

All regular season rules apply for each league for pool play and the semifinal rounds with these exceptions:

- AAA, Majors, Middle and High School Baseball: No new inning shall start after 1 hour and 50 minutes has elapsed since the start of the game.
- 8U Softball: The score shall be kept with a 5 run limit per inning.
- AA Baseball: If the home team leads at any point in the bottom of the final inning, the game is over.
- AA will have unlimited runs in the sixth inning in the semifinals and championship game.
- If a game that will allow unlimited runs in the sixth inning (for AA, AAA, Majors) does NOT reach the sixth inning, it does NOT mean there are unlimited runs in whatever inning in the last inning. Unlimited runs are only allowed in the sixth inning (or later).
- There are no time limits in the Championship Games for AA, AA, Majors and High School.
- Time Limits will apply in the final game for Middle School Baseball (1 hour, 50 minutes) and 8U Softball.

## General Tournament Rules

- League pitching rules for max innings /pitches per game /day and required days of rest are in effect
- For Middle School and Majors – the total pitch count for one day applies in that pitchers can throw in multiple games and their combined number of pitches in those games applies to the pitch count rules.
- No Protests
- All discrepancies will be resolved at the discretion of the tournament chair, or in his/her absence a Kiwanis Baseball board member
- There will likely be no time for on field warmups
- No team will forfeit or face a penalty for arriving late if they had a game immediately preceding (i.e. they are late to a 2:00 game due to a 12:00 game finishing late)
- Normal rules apply if they did not have another tournament game immediately proceeding
- Mercy rules are in effect
- Games may start late, if you are able to start early, please do so. (Time limit begins after first pitch regardless of start time.)
- Maximum of 2 minutes between half innings
- No warmups past scheduled start time

Time breakers to determine advancement out of pool play:

1. Head-to-Head Result in the GGC
2. Run Differential in GGC
3. Runs Scored in GGC
4. Head-to-Head in Regular Season
5. Record in Regular Season
6. Run Differential in Regular Season
7. Runs Scored in Regular Season
8. Coin Flip