



## **2025 Rebel Yell Invitational**

**14u: June 28-29<sup>th</sup>, 2025  
Tournament Rules**

**Below is the information for our tournament, please read thoroughly and share with your families. If you have any questions, please email me at [NFREBELS14u@gmail.com](mailto:NFREBELS14u@gmail.com)**

### **Tournament Contacts:**

- Ryan Batz (Tournament Director & Site Manager) - 631-872-5357

Please Have a valid proof of insurance for your team.

Please also include a cell phone number for the head coach of your team in case we need to contact

**Tournament Location:** There will be (1) Location for this tournament

- New Fairfield High School, 54 Gillotti Road, New Fairfield, CT 06812
  - Varsity Field, behind new high school. (parking available at 65 Gillotti Road entrance)
    - Please do not drive down hill to field, all parking in top parking lot.
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### **Tournament Website: Schedule & Results:**

Please visit this link. To access your schedule.

<https://www.newfairfieldbaseball.org/tournament/39010>

### **Fields, Warmup, and Safety Rules**

- If your field is not occupied, you may warm up on your field prior to the game. If your field is in use, there is plenty of free grass space to warm up behind field. Do not use Baseball field adjacent to Centerfield fence.

### **Tournament Set Up:**

- Each team is scheduled to play 4 games minimum: 3 pool play games to be played on Saturday. Seeding for all teams will take place at completion of pool play games, with Sunday's format to be single elimination.
- Coin tosses will take place before each pool play game, to determine the home and visitor team. On Sunday, whichever team has the better seed gets to select home or away.



## Game Rules:

1. Games will be played following USA Softball Rules. Umpires will have final say on all rules and calls on the field.
2. All POOL PLAY games will be 80 minutes. No new inning will begin after one hour and twenty minutes. The clock begins with the first warm-up pitch. If the home team takes the lead while on offense at any time after the 80 minute period, they become the winner. Ties are allowed in POOL PLAY games only.
3. For POOL PLAY games, teams may bat 9 or more players, up to their full roster using EH for any player not starting in positions on the field. Any players not in the starting lineup that are not listed as an EH must be entered by substitution. DP/Flex lineups (10 players, 9 batting) may be chosen and are also allowed with additional EH players. Any player not in the starting lineup as a DP, Flex, or EH must be entered via substitution.
4. All SINGLE ELIMINATION (PLAY DOWN) games will be timed with no new inning to begin after 90 minutes. The game will continue past 90 minutes until the inning is completed. If the game is tied at the completion of that inning, the game will continue until a winner has been determined. All innings that begin after time has expired will be utilizing the international tiebreaker with the last batted out from the prior inning starting on 2nd base. *\*IF THE LAST BATTED OUT IS THE PITCHER OR THE CATCHER, THE COACH MAY USE THE 2ND TO LAST BATTER\**
5. For all 14u PLAY DOWN games, each team may bat no more than 10 players. This can be done utilizing one EH on top of batting all 9 fielders or can be used in conjunction with a DP/Flex lineup with 1 EH where there would be 11 players on the lineup card, with 10 hitting.
6. FINAL GAME will be 7 inning game. If the game is tied at the completion of that inning, the game will continue until a winner has been determined. All innings that begin after time has expired will be utilizing the international tiebreaker with the last batted out from the prior inning starting on 2nd base. *\*IF THE LAST BATTED OUT IS THE PITCHER OR THE CATCHER, THE COACH MAY USE THE 2ND TO LAST BATTER\**
7. Courtesy runners may be used for a pitcher or catcher. If batting less than a full roster, the courtesy runner **MUST** be a player not currently in the game. If batting the full roster (or no subs remain available), then the courtesy runner would be the most previously batted out (that is not the pitcher or catcher).
8. Run Rule: The game ends if a team leads by (12) after 3 innings, (10) after 4 innings, and (8) after 5 innings, or prior ½ inning if the home team is holding that lead prior to their at bat.

## Age Related Rules

1. Metal cleats are only allowed in the 14U division.
2. Slashing is allowed.
3. Dropped 3rd strike is in effect.

## Other Rules and Regulations

1. Any game that is forfeited for any reason is treated as a 7-0 score.
2. In order to determine seeding for Sunday, the following criteria should be followed:
  - a. Overall Record
  - b. Defensive Runs Allowed/per game average
  - c. Offensive Runs Scored/per game average
  - d. Average Run Differential
  - e. Coin Flip
3. All game softballs should be returned to the umpire at the conclusion of the game.
4. The game time is under the control of the umpires on the field.
5. Both teams should connect and make sure the correct score is recorded. Both teams should text team names, and score of the game to Tournament Director, Ryan Batz 631-872-5357 Example: *Shoreline Breakers 6 vs NF Rebels: 2.*
  - Ryan Batz (Tournament Director) - 631-872-5357

BEFORE THE HEAD COACH LEAVES FOR THE DAY, PLEASE CHECK With the Site Manager TO MAKE SURE ALL SCORES ARE ACCURATE

**Disclaimer: Participants, coaches, parents, family, and spectators engaging in softball and activities related to softball do so with knowledge of the risk and potential exposure involved and agree to accept any and all inherent risks to their personal health.**

6. The team manager is responsible for the actions of their entire team including spectators. Any ejections made by an umpire for unsportsmanlike conduct are for the entire tournament. This holds true for coaches, players, and spectators. Note, if any player, coach or spectator is ejected (by the umpire or tournament site manager) from the game, they have 10 minutes to leave the field and park or the team will forfeit the game. Any player, coach or spectator that is ejected, is not allowed to participate in or attend any games for the remainder of the tournament. Any violations of this policy will result in forfeiture of game(s).
7. Umpires will have final decisions on all rulings.
8. Players and coaches are the only individuals in the bench area or on the field of play. Please ensure that there are **NO spectators directly behind home plate**.
9. The home plate umpire is responsible to keep all changes made in the game. All substitutions should be reported to the plate umpire who in turn will report the changes to the opposing team.
10. In the event of rain or wet/unplayable conditions, it is the decision of the umpires to determine if it is safe to start or continue all games.
11. Team and individual awards will be awarded to the first place team at the end of the championship game.
12. This tournament is pay at the plate for umpires, Pool play - Single umpire, \$75 per game. After Coin Flip, home team will pay \$40 and away team \$35. Semi-Final games will be Dual Umpires at \$75 per team.. Championship game are covered through your entry fee and paid by the host team.
13. Ryan Batz is the Tournament Director for the Rebel Yell Invitational. If you should have any questions or comments about the tournament, please contact Ryan at 631-872-5357 or email him at [NFREBELS14u@gmail.com](mailto:NFREBELS14u@gmail.com)

### **Rain Policy**

Refunds will be given according to the following policy:

- 2 Games Started = no refund will be provided
- 1 Game Started = 60% refund will be provided
- No games started = 80% refund will be provided