

GREATER LAFAYETTE WORLD SERIES

TOURNAMENT FORMAT:

The GLWS will follow the 2025 NFHS Rule Book with the following modifications:

Change in Tournament Format – Due to any last-minute changes in teams, weather or any other unforeseen/unplanned reasons, the GLWS Tournament Directors reserve the right to modify the format of this event. Any changes of the format will be posted as soon as possible online and/or announced via social media to the teams during the tournament.

Refund Policy – In all cases, a team must provide written notice to GLWS about their intent to withdraw from the tournament. If notice is received at least 46 days prior to the tournament, GLWS will refund the entry fee less a One Hundred Fifty Dollars (\$150.00) administrative fee. Withdraw 45 days or less prior to the tournament will result in NO Refund from the GLWS.

Refund Policy (con't) – Should your team only play one game before the event is cancelled due to weather, a refund will be issued for 50% of the value that the participating team paid to enter the event. There will be no refunds or credits after the START of each team's second game.

PREGAME INSTRUCTIONS:

Arrival Time – Teams must be at the field 45 minutes prior to the start of their respective game and be present within the ballpark. Check in by the head coach to the Site Director is preferred. In the event that the game prior to yours ends early, please be prepared to start your game early as directed.

All pre-game warmups are to be conducted in the OUTFIELD. COACHES NEED TO REMIND PLAYERS to not warm up by hitting or having players hit baseballs into chain link fences or conduct throw training into chain link fences as well. Players to stay off the foul lines.

Roster Submissions are required. Rosters must be submitted to the opposing team and umpire prior to the start of each game.

SCORING:

Official Scorebook – the home team will keep the official scorebook and will be the book of record.

The home team is determined by a coin flip in Pool Play (Pre-playoff) games.

Home team for Post Pool Play (Bracket or Playoff) games is the better seeded team.

Mercy Rules:

- 12 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings

Mercy Rules will be in effect for Pool Play as well as Bracket Play, including the Championship Game.

Regulation Game – there will be a 2-hour time limit for all pool games or at the conclusion of 7 innings. No innings will start after 2 hours. The site director or umpire will be the official timekeeper. Once an inning starts prior to the 2-hour time limit, the inning will be played to completion. In the event of inclement

weather, the Tournament Director reserves the right to change the time limit in an effort to get the tournament back on time/track. Bracket play will also follow the 2-hour time limit, or finish at the conclusion of the 7th inning. Championship games will be played for the entire 7 innings or until a mercy rule comes into effect, or inclement weather becomes a factor.

Tie Games – If a game is tied after the time limit expires, the game will go down as a tie in Pool Play. When the regulated number of innings (7 innings) have been completed, and time remains, we will utilize the following California Tie Breaker Rule: Each team will start the inning with the last recorded out on second base and 1 out. Each batter will start with a 1 ball, 1 strike count. There will be one extra inning. If at the conclusion of the additional inning the score is still tied, it shall be recorded as a tie. In Bracket Play, the California Rule above will be used until a winner is determined.

LINEUPS & PITCHING:

Pitching Restrictions – there will be no pitching restrictions for the GLWS. Coaches are responsible for the health of all pitchers by monitoring their pitch count and innings pitched. It is recommended that coaches follow the Pitch Smart guidelines.

Courtesy runners for pitchers and catchers are allowed but is not mandatory. Courtesy runners must be a player not currently in the lineup if the team has more than 9 players rostered. For teams fielding only 9 eligible players, the courtesy runner must be the last player to record an out as a hitter.

Designated Hitter – one designated hitter may be utilized for ANY positional player. If the designated hitter later assumes a defensive position, his role of DH is no longer in effect and no other player may assume the role of DH at any point in the game. The pitcher may be listed as DH/P. If the pitcher is removed from the game as the pitcher of record they can remain as the DH throughout the game. If the pitcher in the starting lineup is listed as DH/P they may also remain as the Pitcher of record but replaced as the DH and no longer bat. If the DH/P is removed as the pitcher of record, and assumes any other fielding position at any time, then the team will forfeit the DH from their batting lineup and no other player can assume the roll of DH for the entirety of the game.

Extra Hitter (EH) and Xtra Hitter (XH) – teams may utilize an EH or XH in their batting order if they chose. There will be no fielding substitution requirements for these 2 players, they can enter or be removed at any time and maintain their batting position.

IN-PLAY RULES:

ALL TEAMS ARE REQUIRED TO RETRIEVE FOUL BALLS. If players fail to chase foul balls, and the umpire runs out of baseballs, the game clock is still running until baseball(s) are brought back to the umpire.

Bat regulations – Due to past injuries with the use of bats other than BBCOR and wood only bats at the 14u level, we are instituting the following rule in regards to allowable bats for this tournament. Only BBCOR or 100% wood bats are allowed at all age divisions. NO USSSA or USABats will be allowed. In the event a player is found to be using an illegal bat (anything that's not BBCOR or wood) the head coach will be ejected immediately and must leave the dugout for the remainder of the game. In the event there is a 2nd illegal bat offense by the same team, the head coach will be ejected for the remainder of the tournament and the offending team will not be allowed to participate in the playoff portion of the tournament.

Injuries – If a player is injured and the team has no players to substitute in their lineup, and the player cannot continue to play, their spot in the batting order/lineup will be skipped with no penalty. Once a player's spot in the batting order/lineup is skipped, the player is out for the remainder of the game and

cannot return to the game. If an additional player becomes available, and they were listed on the original roster form, they can be substituted into the lineup in the injured players position in the lineup.

Indiana High School re-entry rules will be followed. A starter in the lineup may be removed and re-inserted back into the lineup at a later point in the game in their original batting spot (ie pinch hitter/runner scenario or positional substitution). Once the starter re-enters into the lineup, the substitute subsequently removed may NOT re-enter at any time.

Player/Coach/Fan/Parent Ejections – If a player is ejected from a game, the player will be suspended for the remainder of the game in which he was ejected. If the team does not have a substitute for the ejected player, the player will remain in the batting order and his/her team will be forced to take an out each time the ejected player was eligible to bat. The ejected player/coach/fan/parent will also be banned from participating in the next scheduled and/or played game in its entirety. The ejected individual must leave the ballpark for the balance of the game in which they were ejected, and they are banned from the premises of the next scheduled/played game.

Protests – there will be a \$100 protest fee prior to the protest being accepted and reviewed. If your protest is won, the \$100 protest fee will be returned. If the protest is disallowed, there will be no refund of the \$100 protest fee. The \$100 protest fee must be given to the respective Site Director, who will then contact the Tournament Director.

BRACKET/PLAYOFF DETERMINATION:

Tie Breakers Rules –

- Overall win/loss record

- Head-to-Head result (At any point where 2 teams remain, head-to-head will be used to dictate higher seed)

- Least number of runs allowed

- Run Differential (+/-8 run) max per game allowed/factored

- Coin Flip

Seeding – seeding within Pools will be considered first. Each pool will be seeded 1-5 or 1-however many teams are listed in the pool. The 1 seed will be the first teams taken into championship (bracket play) rounds. If there are 5 pools, and we are advancing 8 teams for instance, the 5 pool winners will be seeded 1-5 regardless if a pool runner up has a better record or an even record and/or with a lower number of runs allowed.