

TURF WARS: RULES

- 1. Birth Certificates/Proof Of Birth (REQUIRED):** All players on your roster are required to carry some sort of proof of birth, typically a passport or birth certificate. If no proof can be provided on a player challenge, that player may remain in the game pending a protest, The team who is being protested against, must provide proof within 1 hour of the filed protest. If TURF WARS deems that you have an ineligible player it will be an automatic forfeit.
- 2. Divisional Ages:** Divisions are based on your Spring 2024 Age Group.
- 3. Roster Submissions:** Rosters must be sent with the following information to njfcpc@yahoo.com 1 week prior to First Pitch
 - **Player Name**
 - **Player Number**
 - **Player DOB**
- 4. Insurance Submission:** Insurance (COI) must be submitted to njfcpc@yahoo.com additionally insuring the following entities:
 - **New Jersey Full Court Press, LLC (1 Greens Court, Cream Ridge, NJ 08514)**
 - **Field of Dreams, LLC (150 Woodward Road, Manalapan NJ)**
 - **Sportika Sports, LLC (150 Woodward Road, Manalapan NJ)**
- 5. TRACKING AND REPORTING SCORES:** The Umpire will be responsible for tracking the game times, scores and counts. Scores will be reporting to the tournament director after each game.
- 6. Time Limits -- *All time limits will begin after the pregame conference****
 - **Time Limit League Play** - All pool play games will have a time limit.
 - **46/60: No new inning after 1:25**
 - **Drop Dead at 1:35 (Reverts back to previous completed inning)**
 - **Extra Innings:** If the time has not expired teams will play extra innings until time expires. Games can end in a tie in pool play.
 - **Time Limit Tournament Play** - All pool play games will have a time limit.
 - **46/60: No new inning after 1:35**
 - **DROP DEAD 1:45 (SCORE REVERTS BACK TO PREVIOUS COMPLETED INNING ON PLAY, UNLESS THE HOME TEAM TAKE THE LEAD IN THE BOTTOM OF THE INNING WHEN TIME EXPIRES)**
 - **Extra Innings:** If the time has not expired teams will play extra innings until time expires. Games can end in a tie in pool play.
 - **LEAGUE Championship Time Limit** - No time limit unless it is deemed necessary by Tournament Director. Play until there is a winner. The higher seed will be the home team.
 - **TOURNAMENT Championship Time Limit** – SAME TIME LIMITS APPLY
 - **Playoff Tie Breaker After Time Has Expired** - Last batted out from the previous inning will be placed at 1st Base, second to last batted out will be placed at 2nd base and the third to last batted out will be placed at 3rd base. The team at-bat will start the inning with 1-Out. The game will resume and continue every inning like this until one team is ahead at the end of a complete inning.
 - **Games ending in a tie:** In Regular Season / Pool Play, games that end in a tie, will finish in a tie. In playoff games, you will play to a winner.

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7. **Tie Breakers** (Only exception to the below would be when teams are tied in points, the tie breaker would go to the team with more wins)
 - **League ONLY Playoff Seeding Tiebreakers:** Due to teams playing an unbalanced number of regular season games, the tiebreakers for Playoff Seeding, are as follows:
 - Winning %
 - Head to Head
 - Fewest Runs Allowed
 - Runs Scored
 - Highest single-game run differential.
 - Lowest single-game runs allowed.
 - Highest single-game runs scored.
 - Coin Flip

LEAGUE PLAY Example: Should TEAM A finish the regular season 5-1 and TEAM B finish the regular season 3-1, TEAM A will be the HIGHER Playoff Seed.

- **Two-Team Tie Breaker:** When two teams finish in a tie for a playoff or tournament spot the following tie breaking formula will be used. {Please note you cannot break a 3+ way tie using a 2-way tie breaker, the 3+ way tie breaker must be used in that case}
 1. Head to Head
 2. Fewest Runs Allowed
 3. Runs Scored
 4. Highest single-game run differential.
 5. Lowest single-game runs allowed.
 6. Highest single-game runs scored.
 7. Coin Flip
 - **Three or more team tie-breaker:** When three or more teams are tied.
 1. When all tied teams have played each other and one team has beaten ALL the other tied teams without a loss, that team will be awarded the playoff spot. All teams must have played each other to use this.
 2. Fewest Runs Allowed
 3. Runs Scored
 4. Highest single-game run differential.
 5. Lowest single-game runs allowed.
 6. Highest single-game runs scored.
 7. Coin Flip
8. **Home/Away team:** TURF WARS pre-determines home teams for all pool play games. In playoff rounds, the higher seed will be the home team.
 9. **Dugout assignment:** The HOME team should sit on the first base side of the field unless otherwise agreed upon.
 10. **Between Innings warm up time limit:** Teams are limited to 2 minutes between innings to warm up. The 2 minutes starts after the last out in the previous inning. A coach or another player should be prepared to warm up your pitcher if needed.
 11. **8 Run Rule** will be in effect for all games including playoff rounds and championship games. All field sizes after 5 innings.
 12. **10 Run Rule** will be in effect for all games including playoff rounds and championship games. 10 runs after 4 innings on all field sizes

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13. **15 Run Rule** will be in effect for all games including playoff and championship rounds. 15 runs after 3 innings.
14. **ALL AGES:** Maximum of 5 runs per inning, EXCEPT for the Last Inning which is UNLIMITED Runs. The "Last Inning" is called by the umpire and can be called prior to or during the inning of play
15. **Pitcher / Catcher Courtesy Run Rule:** It is mandatory to have a player not in the line up or the last batted out **run for the catcher with 1 out**. The catcher is defined as the player who will be catching in the following inning.
16. **No pre-game practice** will be allowed on the infield. Practice prior to the game will be limited to the outfield.
 - **LEAGUE PLAY:** Pre-Game Practice will be limited to 5 minutes
 - **TOURNAMENT PLAY:** Pre-Game Practice will be a minimum of 5 minutes
17. **Rosters: All rosters must be submitted prior to the tournament**
 - All players must play in at least 1 pool play game to qualify for the playoff or championship games.
 - If it is a 3 game minimum and the 3rd game is your playoff game we will count that as a pool play game.
18. **Score Reporting:** The official scoring for the game will be submitted by the umpires to the tournament director. Both teams are asked to keep score in their own books.
19. **Tournament Roster Size:** 46/60 rosters are limited to 15 players
20. **No protest** will be accepted with the exception of a roster protest, which should be addressed to the umpires during the game and will be handled immediately at the field. **No protest** will be accepted after the game is final.
21. **Awards:** Only the winner of the tournament will receive awards. There are no awards for second place.
22. **Mound Visits:** 1 free trip per inning (per pitcher), 2nd trip in the inning pitcher must come out.
23. **46/60 only:** A pitcher that is replaced after throwing any number of pitches but remains in the batting order may not re-enter as a pitcher but will be allowed to play any other defensive position.
24. **Teams will be allowed a manager, first base coach, third base coach, and one scorekeeper in the dugout or on the field during the game. No friends or family will be allowed in the dugout or on the bench.**
25. **At all age groups, intentional bases on balls may now be issued by the coach or catcher informing the home plate umpire of a team's intention to walk the batter. No pitches need to be delivered.**
26. **8U teams can steal 3rd base ONLY.** . The runner cannot advance to home on a passed ball, wild pitch, overthrow back to the pitcher, or overthrow on a play at 3rd. There is no limit on steals per inning.
27. **9U teams can steal 2nd and 3rd base ONLY.** . The runner cannot advance to home on a passed ball, wild pitch, overthrow back to the pitcher, or overthrow on a play at 3rd. There is no limit on steals per inning.
28. **10U 11u teams can steal all bases and advance on any and all overthrows.**
29. **No slap bunt/slashing is allowed in any 46/60 or 50/60 . A "slap or slash bunt" is defined as the act of showing or faking a bunt and swinging at the pitch instead. A slap or slash bunt will automatically be ruled a strike and a dead ball whether the batter makes contact with the ball or not.**
30. **Ball off the ceiling is considered a LIVE BALL, and can be called FAIR or FOUL at the discretion of the Umpire. For example, BALL off the ceiling in the infield will be called FOUL, whereas a ball headed over the outfielders heads that hits the roof will be called FAIR. This is entirely at the discretion of the umpire ONLY!**

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31. Ball that rolls beneath the net, curtain or divider is considered a GROUND RULED Double.
32. Teams are NOT permitted to chew gum or sunflower seeds in the turf area
33. Rubber Cleats, sneakers or turf shoes are permitted to be worn on the turf. NO Metal cleats.
34. In all disputes the final decision rests with TURF WARS.
35. All teams, coaches, players and parents will follow the TURF WARS Code of Conduct.

22. TURF WARS Pitching Rules:

- LEAGUE RULES : 8U - 9U – 3 Innings Per Day: 10U – 11U: 4 Innings Per Day
- TOURNAMENT RULES : 8U - 9U – 4 Innings Per Day: 10U – 11U: 5 Innings Per Day
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- Pitchers can finish batter when the maximum number has been reached
- It is the coach's responsibility to track inning counts and meet between innings to make sure their inning counts line up. In areas of disagreement, the inning count will default to the home team's records.
- TURF WARS encourages all parents/coaches to monitor their player's arms beyond these rules. Since many players play on multiple teams from rec, school to travel it is very important the parents/coaches take on the responsibility to monitor their players.

23. Forfeits in pool play or playoffs - All forfeits will result in 6-0 win

OTHER GAME RULES

GAME PLAY RULES

- **Ejections:** Coaches, players, and spectators arguing with or heckling umpires before/during/after gameplay will result in immediate ejection.
- No arguing balls/strikes
- Coaches are responsible for their teams' parents and, in some cases, may be ejected for a parent's actions.
- Coach, player, or parent ejections for extreme behavior may result in a lifetime ban from TURF WARS.

Bat Rules

- **46/60 will follow USA Standards for League Play. All bats must have the USA stamp and not be greater than - 2 5/8" barrel**
 - 1- piece solid wood bats are allowed and no USA stamp is required for a solid wood bat.
 - It is the responsibility of both coaches to check bats for a USA Stamp at ground rules.
 - Tee Ball bats are NOT allowed. Hitting with hard core baseballs may break the Tee Ball bat which poses a safety issue.
 - PENALTY (not retroactive): Batter automatically out.
- All catchers must adhere to age-appropriate equipment rules, 46/60 Little League rules

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- No family or friends on the bench.