FAAST

Fun American Amateur Sports Tournaments

TOURNAMENT RULES

Welcome to FAAST Baseball! At FAAST, we strive to offer teams a fun-filled, competitive event for everyone at our tournaments, and our rules focus on providing a quality experience for all involved. Unless noted prior to the event, National Federation High School Rules will be used as the basis for our play, with the following notations overriding or supplementing those basic baseball rules.

Eligibility

1) Age Requirement: May 1st, of 2026 will be the designated date to determine age groups. We will honor the Canadian age cut of Jan 1st, 2025 for Canadian teams at AA & below. On September 1st, 2025, we will rollover to 2026 age groups. Note: Teams can request grade exemptions for their team. Players date of birth must fall between January 1st and April 30th AND be in the grade listed by the age group (8u – 2nd grade, 9u – 3rd; 10u – 4th, 11u – 5th, 12u- 6th, 13u – 7th, 14u – 8th grade) to generally qualify for an exemption.

CONCERNS at the EVENT

2) Issues can occur, and it's the right of the coach to protest. Protests: The Protest Fee is $100 cash/venmo/cash app (on rule interpretation only). **Protests must be made prior to the next pitch being thrown or 5 minutes after the final out of the game.** The Umpire(s) must be informed first of a protest made during the game but a PROTEST is not decided by an umpire so you NEED TO CONTACT the tourney director on site or via phone. The Tournament Director will make the final decision on all Protests. Protests that result in an over-ruled decision will include a full refund of the fee. REMEMBER, you APPEAL to an umpire. YOU PROTEST to a TOURNAMENT DIRECTOR. When deciding to protest, tell umpire you need a site director or contact us via phone.

Standings, Seeding Determinations, Tie-breakers, Forfeit recording.

Standings will be posted at most sites, and updated via the webpage and e-mail in the evening. Because scores matter, we ask that scores are reported along with victories, ties, and losses. Seeding is also determined by our tie-breaker rules.

Tiebreaker rules

Overall record, Head-to-head, runs allowed, runs scored, and then run differential will be used, then if still tied, a coin flip. In situations where there are three teams tied, head-to-head still can play a role IF there is a clear way to determine the three team's placement via head-to-head. Many times, in a three-way tie or more, runs will factor into the equation. A forfeit will have a tournament score recorded as 7 – 0, but, forfeits will NOT be included in tie-breaker score situations. We will USE percentages then based on total games played with runs allowed, then runs scored, etc.

GAME PLAY

Game Times: Starting time is forfeit time, unless delay is created by tournament officials. Official game time starts at completion of the pre-game meeting and coaches should have the umpire ANNOUNCE the start time so both coaches and umpire are in agreement. With that said, FAAST is about kids playing baseball – and reasonable exceptions can be made due to unforeseen issues. Teams MUST be prepared to play by their scheduled times. Game times and field assignments will be emailed prior to tournament and posted on the tournament website. Games may start thirty (30) minutes early due to mercy or other factors, so please arrive to the fields at least thirty (30) minutes before start of game. Both teams must provide batting lines ups, and teams must bat in provided order. Except the first inning, a new inning starts AS SOON as the last inning ended. The first team to arrive at the field before game time gets their pick of dugout. The home team is determined by the umpire via coin toss prior to the start of the game unless it's a seeded game – then the higher seed has the choice to be home or away. The home team is required to keep the official score book and should check their scorebook with the opposing team every inning. If a discrepancy is found, it must be brought to the umpire's attention before the next inning. Teams must provide their own scorebooks.

INNINGS/TIME LIMITS

For the 8U – 12U Divisions, games will consist of six (6) innings with a 1 hour and 45 minute time limit. For the 13U- 18U Divisions, games will consist of seven (7) innings with a 1 hour and 45 minute time limit. No new inning shall start after the designated time limit. An extra inning may be played IF there is additional time but ties are allowed in pool play. In seeded play or playoffs, the following TIE BREAKER rule will be enforced in extra innings: the player that made the last out the previous inning will return to second base, the inning will start with one (1) out and play will resume with the next player in the line-up batting. Complete innings will be played until a winner is determined. ONLY the Championship game will be played in full without a time limit. In the event that a tournament game cannot be completed within its time limit due to adverse weather, poor lighting/darkness or serious injury, the following guidelines applies: a game may be called after four innings of play (or 3 1/2 innings of play if the home team is ahead) and will be considered as an official game played. The tourney director has right to amend this rule due to weather & time factors on Sunday play.

The tournament director reserves the right to make changes to the schedule that are in the best interest of the tournament as a whole. Weather may play an issue and time limits may need to be adjusted. We will make every effort to provide all teams with best possible solution if games are adjusted because of weather issues. If the event is canceled due to rain, awards will be assigned based on clear seeding.

MERCY RULES

ALL DIVISIONS –Ten (10) run differential after four (4) innings, eight (8) run differential after five (5) innings. For 12u-18u, 15 runs after 3 innings.

All ages: No team can score more than 7 runs, once they are ahead by 15 runs in all following innings. Games past the mercy will end at the conclusion of an hour of play. Mercy rules are in effect for championship games.

Mercy Run Rule - In the House All-Star divisions, teams can only score seven runs per inning. The seven runs will constitute 3 outs for the pitcher of record.

Required Roster Minimums & Maximums

A team must start with a minimum of 8 players. The team can play the entire event with just eight players – if necessary. Teams should carry no more than 14 players. If your team carries more than 14, please let tourney officials know by Wednesday prior to the start of the event as we can then allocate awards.

INJURIES, Line-up issues and ejections:

It is the tournament director's discretion when dealing with an injury in the line-up. Likewise, it is the umpire & director's discretion when dealing with an ejected player. FAAST does not like to punish coaches or teams for situations such as injury or one player's actions. There will be no penalty to coaches for a player leaving early or arriving late. A player MUST Play in at least ONE pool game to be eligible for playoffs, or coaches can request an exemption. Site director may waive this based on situation.

PITCHING RULES

Travel: In travel, in general, there will be no pitching restrictions. BUT coaches may protest any pitcher that is above the MLB PitchSmart guidelines per age group. At that time, tournament directors have the right to intervene in extreme situations.

HOUSE All-Star: In House All-Star divisions, pitchers may pitch nine consecutive outs (they cannot be pulled then returned later in game). It is the opposing coach's obligation to track the number of outs in House All-Star divisions, not the umpire.

The tournament expects coaches to use good judgment in using their pitchers safely. Maximum 3 hit-batters per pitcher per game for 11U-14U. (Teams may request an exemption for this – and director does have discretion to amend this rule)

BALKS: Travel: 9U-10U – Balks – Unlimited & Educational; Umpire's discretion. 11U-13U: One balk warning; 14U-18U: No warnings. House: 13U-14U – One warning; 15U-18U – no warnings.

Defensive Alignment: In House All-Star Divisions for 8U-10U, you can play four outfielders.

BATS

TRAVEL Divisions
8u-13u - Bats must comply with USSSA rules or USA rules. Both are accepted at FAAST. *Wood bats allowed.

15U and older – High School rules on bats.

14u – USSSA rules (drop 5) and BBCOR bats

HOUSE ALL STAR – we will try to follow Little League rules, BUT, many of the house divisions in the state have their own bat rules. At that point, we will defer to the travel rules on bats for those divisions.

Bats will not be checked prior to the game. If a coach has a question about a bat, he may request umpire to check that particular bat. If the request for a bat check becomes too extreme and a mockery to the game, all bats from both teams will be checked. The time limit will continue to run during the bat check.

BATTING LINE-UP: FAAST would prefer that you bat all players.

Travel: All ages may bat entire line-up, or may also choose to bat nine or ten (EH for 10 hitters). A DH is also allowed in batting 9 or 10. High School rules apply on substitutions for teams not batting all players.

House All-Star: All ages must bat entire line up.

Courtesy Runners: With two outs, a courtesy runner for pitcher or catcher is allowed by using last batted out.

Field Dimensions & Field Rules

TRAVEL Base/pitching rubber sizes

14U & Up – 60-90; 13U: 54/80 9u – 10u: 46-60-65; 11U/12U: 50/70

8U KID /MACHINE: 40-60

HOUSE ALL STAR - 8U – 40/60; 9U-12U – 46/60; 13U: 54-80; 14U & Up – 60-90

Coaching Staff

Three (3) coaches per bench for travel. Exceptions can be made to adjust for larger staff. Coaches MUST stay in dugouts. Please call time-out from umpire to request to come on the field of play.

Infield Warm-Ups

All teams are encouraged to warm-up as much as possible before game time; however, no practice may be taken on the infield prior to the game.

Baseballs are provided by the tournament. WE expect teams to assist in returning foul balls to umpires. When 2-3 balls are hit foul, teams may want to throw a ball in to save time and pace of game.

Playing surface is as it remains at the tournament fields.

Base-Running

TRAVEL: Unlimited Stealing & Lead-offs. Players may advance on dropped third strike for 10u-18u.

9U & Below: Only one steal per home on pitcher-catcher exchange per inning (does not include pitcher throwing to another base); No advancement on dropped third strike.

HOUSE ALL STAR - Runner may steal **ONLY** after the ball crosses plate in 9U-12u. Umpire's discretion on giving offending team a warning when leaving base early. Only one steal of home per inning on pitcher-catcher exchange (does not include when pitcher throws to another base).

8U MACHINE – See notes below on Time Out and base running.

Slide rules

We advise all players to slide at close plays – and the runner must avoid contact. This is an umpire discretion area – and will be determined by the umpires on the field. The umpires can warn players and teams to a forced slide in plays at the base. Malicious contact at any base is forbidden and automatic ejection.

Spikes/Shoes

8u-12u rubber or plastic sheeted shoes only. Some facilities require gym shoes for portable mounds. 13U & Up may wear metal cleats except on TURF fields and PORTABLE mounds. WE recommend pitchers to bring indoor shoes for portable pitching mounds at certain sites (Will be noted in specific events).

HOUSE ALL STAR: Division listing will include House All Star for teams to know how to sign up. Ex. "13u" for travel. "13u House" for house all-star.

BEHAVIOR at FAAST Events

Use of tobacco products is prohibited within game field fences, on all fields and in the dugouts.

Any player or coach ejected from a game will need to meet with the tourney director for potential further suspensions. Umpires can only eject coaches from a game.

Bad sportsmanship, foul language & Physical confrontation - This tournament has "zero tolerance" for any physical confrontations by players, coaches, fans or anyone else. Upon the first violation, the violating party shall be removed from the facility and the tournament. Any profanity, verbal abuse, physical abuse by any player, coach or parent directed towards umpires, opposing teams, park officials or tournament officials can result in immediate team removal from the tournament as determined by the tournament director or his assistant directors. FAAST understands that sports can bring out the worst in people – at times. The expectation is that this is at the minimum – and that all attendees and participants will do their best to maintain proper behavior.

The Tournament Director reserves the right to amend any rule, schedule, diamond location, format, combine age brackets, to accommodate time constraints, weather

situations, etc. All participants & attendees are competing & viewing at their own risk -- and by participating, they agree to hold FAAST/Raise the Bar, LLC, all Tournament Officials, all facilities, and all umpires harmless from any liability resulting from participation in the tournament.

We sincerely appreciate your team's assistance in keeping the parks clean. Please pick up your dugout and spectator areas after your games are done.

Copy of birth certificates of all your players must be available along with tourney roster. These items should be on the coaches' possession.

8U Machine –

FAAST uses a Louisville Slugger Blue Flame machine set at the 7th setting on the foot pump.

- Bases will be at sixty (60) ft., Pitching distance at a range of **forty (40) ft.**

- No lead offs. No stealing. There are no extra bases allowed on overthrows. In the event of an overthrow to the infield, the player may advance to the base he was heading toward. No bunting.

- Base runners advance from station to station when the ball is put into play by a batter and may continue to advance until a player **on the infield** has control of the ball. Note: Control of the ball in the infield does not have to be by an infielder (For Example, ball is hit shallow, outfielder obtains ball and holds play in the infield). In any event, the runner is "live" and may be tagged out until he safely reaches base. The Umpire will have final say as to the base status of the runner(s).

- Ten (10) defensive players with four (4) outfielders.

- Maximum seven (7) run limit per inning.

Pitching Machines: The machines are to be regulated by the coaches to insure the children having a good experience at the plate. The spring-loaded machines require more cooperation between the coaches to insure proper performance.

A batted ball that hits the machine is considered a dead ball. A batted ball that hits the coach feeding the pitching machine is considered a dead ball. If either of these two situations occurs, the batter is awarded first base and the base-runners remain on their base (at the time of the pitch) unless they are forced to advance by

the batter-runner.

A batter is considered out after three strikes.. No walks are allowed. Six pitch maximum.*** The batter continues to receive pitches as long as contact is made.

The player occupying the pitcher's position in the field must remain beside the machine until the ball is pitched. This is defined as one foot in the circle.

Time-Out – Once the ball is in control of a player in the infield, a "time-out" will occur.

Outfielders are to stay a minimum of 10 feet behind the bases at the time of the pitch.

8U Kid-pitch – additional rules - Field Dimension – 40-60 field
No lead-offs – One warning per team.
Stealing – One base per pitch; Leave after ball crosses plate.
Stealing home – You can steal home once per inning. Can steal home if ball is thrown to other bases.
No pitching restrictions. TEN players on Defense – 4 OUTFIELDERS are our default rules. Teams can both agree to play 9.

Final notes:

This is a regional tournament. Teams will add in throughout the process and the schedules will be adjusted throughout the process prior to the event. But schedules can change with regional events to accommodate issues and new teams.

All teams, coaches, players and spectators will hold FAAST & all FAAST Facilities & staff harmless in event of any issues - knowing that there is a risk for injury in any sport. All coaches will assume full liability if they engage in verbal or physical confrontation with any and all tournament staff, especially if they leave designated coaching areas such as the dugout or the coaching box and general coaching areas as traditionally defined by the game. Any physical interaction by any coach or player with FAAST officials can lead to full prosecution, notification to other vendors & school & state organizations and potential bans from our events. All spectators also agree to take on all liability and accountability if they engage in any verbal or physical interaction with any FAAST staff including officials. Spectators are expected to stay in traditional spectator spaces such as bleachers and seating areas and are NOT allowed to enter the player's arenas of the fields with the intent to cause issue. Again, spectators can be banned from events for poor behavior along with prosecution as well as notification to their schools & other athletic organizations of issues. It is expected that a team bring complaints to the tourney director in appropriate manner preferably through their coach by phone, email or letter BUT NOT through social media. Please act as an adult and communicate appropriately - which does NOT include spamming on facebook. Social media infractions can also lead to sanctions for teams and individuals. This is a fun game for kids with adults that can make some mistakes in officiating and execution - but none of that would call for a inappropriate threats, verbal abuse, physical abuse or poor adult actions.

Coaches that sign up via text, email, phone or mail, or other options outside of the registration system agree to all

policies stated here.

Unless specifically notified prior to events, FAAST will be allowed to promote and publish all directory information (including video/pictures/names) for event promotions and celebrations.