



1. Event Administration

108 Series Events tournament management will make every effort to treat all teams with fairness. If questions or disputes arise about policies and procedures, coaches shall bring them to the attention of the Tournament Director to be dealt with. Any interpretation and decision of the Tournament Director shall be final. 108 Series reserves the right to make changes to these rules at any date prior to the start of an event.

2. Officials

Professional umpires have been assigned to each game. Coaches should treat them with respect. With regard to on-field calls, the decision of the umpires shall be final.

3. Rosters, Insurance and Waivers

All teams must submit an online roster, certificate of insurance, and waivers as directed by 108 Series Events in pre-event correspondence. All teams must check in upon arrival to verify and approve their compliance with the above. Once a roster is verified, it

is frozen for that weekend's tournament. Teams cannot begin tournament play until their roster is submitted and verified, and all player and coach waivers are on file. Teams who fail to follow these procedures may be subject to a forfeit or disqualification.

4. Scores and Standings

108 Series Events relies heavily on technology for allowing teams to get scores and standings from mobile phones and mobile devices. In the event of a technical failure (server, etc.) or human error (score keyed in incorrectly, etc.), the Tournament Director will work to correct the error as quickly as possible, and will post and/or communicate updated information. Teams should check back regularly in case changes are made that impact standings, seeds or brackets. In the unlikely event of a serious technology failure or outage, teams are required to send a representative to tournament headquarters for updates.

5. Spectator Admission Fees

There will be spectator admission fees or parking fees for some events. Once spectator admission fees or parking fees are paid, there will be no refunds or rain checks. Specific spectator information for each event can be found online at 108series.com in Event Details.

6. Arrival Policies

Teams shall arrive on site 45 minutes prior to the scheduled start time, as games may start prior to published times. Teams may start and finish games with eight (8) uniformed and rostered players. If a team has to play with eight (8) players, the ninth spot in the batting order is an automatic out. If a ninth uniformed and rostered player

arrives, that player may be inserted into the ninth spot in the batting order and the automatic out shall stop. If a team has seven (7) or less uniformed and roster players to start a game, or at any point during the game, the game shall be declared a forfeit. The forfeit score shall be 7-0 for tiebreaker purposes.

7. Home Team

The home team for pool games shall be determined by a coin flip. The team that has traveled the greatest distance will call the flip. Either an umpire or a member of tournament management must be present for the flip. The higher seed based upon the original seeding will be the home team throughout the playoffs.

8. Dugouts

Teams should fill first and third base dugouts on a first come, first served basis, irrespective of home and away designation. If a team has back to back games on the same field, they should always remain in the same dugout, to avoid the extra time involved in moving bags, etc.

9. Pregame Warm-Ups

There will be no infield practice. Teams are allowed to play catch in the outfield area if the time allows. Never do flip drills into fences or step on foul lines.

10. Score Reporting

Both teams shall report the final score to the Tournament Director or his/her designee immediately following each game. Since tiebreakers often come into play, accurate score reporting is critical.

Teams who fail to turn in a score within 4 hours from the conclusion of a game (or prior to the end of the last game of any given day) may be subject to the score turned in by the opposing team.

11. Tiebreakers

If a tiebreaker is needed to determine playoff teams (wildcards, etc.), the following tiebreakers shall be used:

- Overall won-lost record
- Head-to-head (only applies when two teams are involved)
- Least number of runs allowed throughout the tournament
- Total runs scored
- Coin flip

12. Modifications

The Tournament Director may modify the number or length of games when necessary due to weather, field conditions, or scheduling issues. This includes modifying the time limit if games get backed up or for any reason.

13. Scoreboard Volunteers

Each team shall provide one (1) parent or volunteer to assist with scoreboard operation, etc. as needed.

14. Local Policies and Ordinances

All teams are required to adhere to local park policies and ordinances. Alcohol and/or tobacco shall not be brought into the confines of the tournament venues. The Head Coach shall be ultimately responsible and accountable for the conduct of his players, assistant coaches, and spectators.

Rosters and Birth Dates

15. A player may only be on one roster in any given tournament, regardless of age division.

While we encourage teams to have matching player uniforms, there is no penalty for players on a roster that participate with a different jersey and/or different numbers than listed on the roster.

16. Team rosters contain personal information such as player date of birth, email addresses and coach's personal information. In the interest of protecting player and coach privacy, rosters can only be viewed by 108 Series Events staff. Only a Head Coach may ask the Tournament Director about players listed and if they meet the age and/or roster qualifications. To protest a player's eligibility, see the policy below.

17. Any Head Coach that would like to formally challenge the eligibility of a player shall make this known to the Tournament Director at least one (1) hour prior to the player's next game. A \$200 cash challenge fee should be posted at the time of the challenge. The purpose of the fee is to minimize unsubstantiated challenges. Provided this process is followed, the Tournament Director or his/her designee will investigate. If the player is ruled eligible, the \$200 cash challenge fee shall be forfeited. In the instance of an age challenge, if the birth certificate cannot be produced before game time, the player in question is ineligible to play for that game. If the birth certificate shows the player is over age, the team must forfeit all games the player in question participated in. The forfeit score shall be 7-0 for tiebreaker purposes. If any player eligibility challenge is valid and upheld, the \$200 cash challenge fee shall be promptly returned.

18. The birthday age cutoff is April 30. Each Head Coach shall have copies of player birth certificates on hand at every game, and shall be prepared to present them to the Tournament Director upon request.

108 Series Events will allow Grade Level Exemptions for all age divisions. All Grade Level Exemption Players must have a photocopy of their birth certificate and their current report card, or official school ID with grade, or an official government document stating their age. No more than three (2) Grade Level Exemption Players will be allowed per team per event.

9U Division – Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to September 1st will not be eligible. Players who are 9U are eligible for this division regardless of their grade.

10U Division – Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 3th grade. Also, any player turning 12 prior to September 1st will not be eligible. Players who are 10U are eligible for this division regardless of their grade.

11U Division – Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to September 1st will not be eligible. Players who are 11U are eligible for this division regardless of their grade.

12U Division – Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to September 1st will not be eligible. Players who are 12U are eligible for this division regardless of their grade.

13U Division – Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade. Also, any player turning 15 prior to September 1st will not be eligible. Players who are 13U are eligible for this division regardless of their grade.

14U Division – Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to September 1st will not be eligible. Players who are 14U are eligible for this division regardless of their grade.

15U Division – Players who turn 16 prior to May 1 of the current season are not eligible unless they are in the 9th grade. Also, any player turning 17 prior to September 1st will not be eligible. Players who are 15U are eligible for this division regardless of their grade.

16U Division – Players who turn 17 prior to May 1 of the current season are not eligible unless they are in the 10th grade. Also, any player turning 18 prior to September 1st will not be eligible. Players who are 16U are eligible for this division regardless of their grade.

Playing Rules *(see special 8u Rules)*

The official playing rules for the tournament shall be the NFHS (high school) rules with the following exceptions:

19. Length of Game

Ages 8U-12U will play six (6) innings; ages 13U and above will play seven (7) innings.

20. Batting Order and Extra Players

In the 8u-13u divisions, ALL teams must use a continuous batting order. All players in uniform (unless injured) in the batting order and listed on the lineup card. If a late player arrives after the lineup cards are exchanged, then the player must be entered into the last spot in the batting order. Free defensive substitution for all players throughout the game.

14u and older Age Divisions, teams have the following three (3) options with regard to batting order and extra players:

- a) Straight Nine: Nine (9) players in the batting order and listed on the lineup card. All other players are substitutes, subject to the NFHS substitution rules (starter can re-enter into his original spot once, etc.). Designated hitter is allowed
- b) Extra Hitter: Ten (10) players in the batting order and listed on the lineup card. Free substitution (defensive players) among the ten (10) players listed on the batting order. All other players are substitutes and subject to the NFHS substitution rules (starter can re-enter into his original spot once, etc.). Designated hitter is allowed.
- c) Continuous batting order: All players in uniform (unless injured) in the batting order and listed on the lineup card. If a late player arrives after the lineup cards are exchanged, then the player must be entered into the last spot in the batting order. Free defensive substitution for all players throughout the game.
- spot once, etc.)

The Head Coach shall declare his choice to the opposing coach and the umpire(s) during the plate meeting prior to each game. Once a declaration is made, it cannot be changed for that game.

21. Arm Health and Recommended Pitching Limitations

The ultimate responsibility of managing pitch counts rests with each team's Head Coach.

Tournament management will not be involved in counting pitches or regulating pitching during tournament events.

108 Series Events endorses the Pitch Smart program, developed by USA Baseball and Major League Baseball. This program is a series of practical, age appropriate guidelines to help parents, players and

coaches avoid overuse injuries and foster long, healthy careers for youth pitchers.

About Pitch Smart: USA Baseball and MLB team up to help young players reduce arm injuries by providing a comprehensive resource for safe pitching practices. Baseball is a safe game to play at all ages, but research has shown that pitching too much – particularly at a young age – can increase a pitcher's risk of injury.

Risk Factors: Some factors that increase the risk of arm injury include:

- Pitching while fatigued
Not taking enough time off from baseball every year
- Throwing too many pitches and not getting enough rest
- Pitching on consecutive days
- Playing for multiple teams at the same time
- Throwing breaking pitches at a young age

Recommended Pitch Count Limits and Recommended Rest:

Age	Daily Max	Recommended Rest				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	-	-
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-20	31-45	46-60	61-75	76+
17-18	105	1-20	31-45	46-60	61-75	76+



See the full recommendations and explore resources provided by the Advisory Committee at PitchSmart.org.

22. Bat Restrictions

Ages 8U-12U: Bats must be stamped either 1.15 BPF or USA Baseball and will have no weight drop restriction. Alternatively, BBCOR and/or wood bats may be used. BESR stamped bats are illegal and cannot be used.

Age 13U: Bats must be stamped either 1.15 BPF or USA Baseball and must be no lighter than a drop-8 length-to-weight ratio. Alternatively, BBCOR and/or wood bats may be used. BESR stamped bats are illegal and cannot be used.

Age 14U: Bats must be stamped either 1.15 BPF or USA Baseball and must be no lighter than a drop-5 length-to-weight ratio. Alternatively, BBCOR and/or wood bats may be used. BESR stamped bats are illegal and cannot be used.

Age 15U and Above: Bats must be BBCOR certified. All BBCOR aluminum bats are limited to -3 drop and must be stamped BBCOR Certified per NFHS rule. Alternatively, wood bats may be used.

For all USA Baseball Midwest NTIS Events, all bats must be stamped either USA Baseball or BBCOR and adhere to the drop restriction listed above for specific age divisions. 1.15 BPF stamped bats will not be permitted for use during these events.

In the case that a bat is deemed illegal and unsafe for use by various governing bodies, the 108 Series Events Rules and Procedures Team will convene to make a decision on the use of said bat(s) at Game Day USA events.

If a player steps in the batter box with an illegal bat he shall be called "OUT". A warning will be issued to the player and head coach. If the infraction occurs again both player and coach will be ejected from the tournament.

23. Time Limits

The game start time shall begin with the first warm up pitch. The home plate umpire or base umpire shall monitor the official time, and it is preferred that the time be announced publicly to minimize confusion later. All games shall have a 1 hour and 45 minute time limit, except the championship game, which will have a 2 hour time limit.

Expiration of the time limit shall be ruled upon at the moment the final out in a half inning is recorded. If there is one second remaining at the time of the final out is recorded in that half inning, the next half inning will start regardless. Time cannot expire between half innings. An inning may be finished, but a new inning cannot be started after the time limit expires. If the home team is ahead when the time limit is reached, the game is over (a) immediately after the top half of the inning is finished or (b) at the moment the time limit is reached and the home team is ahead in the bottom half of the inning.

If in the umpires judgement, a team is found to be blatantly and intentionally slow playing to use up the time limit, they will be warned once. If it continues the umpire shall declare a forfeit.

The Tournament Director reserves the right to modify time limits in the event of weather or scheduling issues.

24. Mercy Rules and Forfeit Scoring

Mercy rules shall be fifteen (15) runs after 3 innings, ten (10) runs after 4 innings, and eight (8) runs after 5 innings. Mercy rules shall be in effect for all games, including the championship game.

Forfeits shall be scored the number of scheduled innings to zero. (6-0 in a six inning game, 7-0 in a 7 inning game.) In the event a

game that it underway is declared a forfeit, the score shall be either the number of innings, OR the number of runs that forfeiting team had already allowed at the time of forfeit. Example: Team A is winning 15-12 but the game is declared a forfeit by the umpire. The score shall be recorded as 12-0 as it is greater than 7.

25. Base Distances and Field Dimensions

Every effort will be made to make sure base distances, pitching distances, and field dimensions are accurate. Since 108 Series Events works with many different public and private facilities, dimensions are sometimes slightly off. So long as the field dimensions are reasonable and the same for both teams, play shall not be stopped to reinstall bases or pitching rubbers

26. Official Baseballs

Official game balls will be provided to start each game, but will not be replenished throughout the game. Teams are expected to assist in retrieval of foul balls and home run balls. Teams should always have tournament quality used baseballs on hand to toss in if the original game balls are lost or not returned by the fans to the umpires.

27. Metal Spikes and Footwear for Synthetic Turf Events

Metal spikes are not allowed in age groups 8U-13U. Likewise, metal spikes are generally prohibited for all ages on fields with synthetic turf, and/or fields with portable pitching mounds. Any athlete that may play on a synthetic turf field and/or be called to pitch on a portable pitching mound must be prepared with non-metal footwear (varies by facility). Acceptable footwear in these cases includes turf shoes, plastic cleats, molded cleats, or gym shoes.

28. 8U Only (40/60)

8u games will be played under a “modified player pitch” format.

- Players will pitch from 40 feet, but will not be allowed to walk a batter. If the pitcher throws ball 4, the batting team’s coach will finish the at bat. Batter will assume the same number of strikes and CAN strike out against the coach. If the player takes 3 pitches once the coach enters he shall be called out, regardless of the location of the pitches.
- No dropped 3rd strike. No infield fly.
- Batters who are hit by a pitch will take their base award as normal. If a pitcher hits three batters in an inning OR 4 total he must be replaced with another player.
- No lead offs. Stealing or advancing on passed balls or wild pitches is not allowed. Runners can only advance by way of a batted ball.
- There is no limit to the number of bases a player can take each batted ball. *However* if there is an overthrown ball, the runner on which the play was being made will be given one base beyond the base the play was made at. All other runners will only advance if forced.
- There will be a 5 run limit in all innings except for the inning that is declared the last inning. Any inning that begins after the 1:35 mark will be declared the last inning. The last inning there will be no run limit.

29. Extra Innings and Tie Games

For all Pool Play Games, if a game is tied after the time limit expires, the game shall be recorded as a tie. If the time limit has not expired, 1 extra inning can be played.

For Bracket Play Games, if a game is tied after the time limit expires or when the regulation innings have been completed, the following tiebreaker will be used. In the first extra inning and every $\frac{1}{2}$ inning

thereafter, each team will start bases loaded and 1 out. The base runners will be the last 4 batters appearing before the batter that is due up that inning. Each batter will start with a 0-0 count. The game will continue in this format until a winner is determined.

30. Intentional Walks

There will be no pitches thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.

31. Courtesy Runners

Courtesy runners are optional at any time for the pitcher and catcher. The courtesy runner shall be a player not currently in the lineup. If a team is batting their entire roster, the courtesy runner shall be the last out. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning. If this situation arises in the first inning and no outs have been recorded, the courtesy runner shall be the player farthest away in the batting order that is available. The same player can be used twice in the same inning if they meet the criteria for courtesy runner both times.

32. Ejections

If a coach is ejected from a game, he will be suspended for the remainder of the game and for the next game the team plays. If a player is ejected during a game, he will be suspended for the remainder of the game. If a team is batting their entire lineup and/or no substitutes are available, the name of the ejected player will remain in the batting order and count as an out when the batting order reaches that player.

33. Injuries and Early Departures

If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped with no penalty unless the team has a legal/available substitute. Once an

injured player leaves the batting order, he is done for the remainder of play that day.

34. Game Called Due to Weather or Field Conditions

A game will be considered complete if weather, darkness or field conditions prevent the game from being completed:

6-inning game = 3 innings or 2 ½ if home team is leading, will constitute a completed game.

7-inning game = 4 innings or 3 ½ if home team is leading, will determine a completed game.

If a game is not official as described above, the Tournament Director will either:

(a) suspend the game and arrange to have it resumed where it left off, or

(b) cancel the game such that it does not count toward tournament standings.

Should a Championship game be interrupted by weather, darkness or unplayable field conditions, and is not an official game per the above Rule, then the Championship team will be determined by the score at the end of the last full completed inning. If the score was tied at the end of the last completed inning or if the first inning of the game is not completed, the higher seed shall be named Champion.

35. Game Schedules

108 Series will release the Official Schedule for each event on the Monday prior to the event by midnight or sooner if possible. Teams must be prepared to play in any of the time slots for the scheduled days of the event. Schedule requests will be considered on a timestamped basis by email to admin@108series.com Note that a

request for “no friday game will automatically schedule you first thing saturday morning”. Schedule requests are in no way guaranteed, but an effort will be made to accommodate.

36. Honor The Game

108 Series Events management emphasizes that the primary purpose of all tournament events is to create positive competition experiences and lifelong memories for the participants. All adults (coaches, parents, officials) should conduct themselves with this fundamental notion in mind. Compromising the integrity of the game or making a travesty of the game are unacceptable and will be grounds for disqualification.

37. Refund Policy

Once an entry fee is paid for an event, no cash, check or credit card refunds will be issued for any reason whatsoever, unless 108 Series Events cancels the event in advance of the event weekend due to insufficient enrollment. If a team registers and subsequently is unable to participate, the following refund/credit policy applies:

- For teams who withdraw 30 or more days prior to the start of the event, 108 Series Events will provide a full refund of the registration fee.
- For teams who withdraw within 30 days but more than 15 days prior to the event, 108 Series Events will provide a refund of the registration fee minus a \$100 admin fee.
- Tournament withdrawals within 15 days prior to the start of the event will forfeit all tournament fees.

If an event is canceled at any time or shortened due to inclement weather or field conditions, 108 Series Events will issue credits as follows:

- 0 Games: 100% credit toward a future 108 Series Events tournament either later in 2026 or 2027.

- 1 game started: 50% credit toward a future 108 Series Events event either later in 2026 or 2027.
- 2 or more games started: No credits due.

38. Electronic Communication Devices

The use of exclusively one-way electronic communication devices that transmit signals for the purpose of relaying the pitch or play call information from the dugout to the field (to the pitcher or other defensive or offensive players) is permitted.