**EHT RULES CHEATSHEET & XTREME RULES CLARIFICATIONS/MODIFICATIONS**

* **ALL UMPIRES SHOULD RECEIVE LINE-UP CARDS FROM EACH TEAM DURING CONFERENCE. ALL UMPIRES ARE REQUIRED TO KEEP SCORE CARDS AND TURN THEM IN TO THE TOURNAMENT UIC AT CONCLUSION OF THE GAME.**
* **TEAMS MUST START WITH 9 PLAYERS. IF INJURY AND NO SUBSTITUTIONS AVAILABLE, THE GAME WILL CONTINUE WITH 1 LESS PLAYER. IF CONTINUING THE GAME WITH ONLY 8 PLAYERS THEN THE VACANT SPOT IN THE LINE-UP WILL BE AUTOMATIC OUT. HOWEVER, WITH 2 OUTS IF THE BATTER BEFORE THE VACANT LINE-UP SPOT IS WALKED, THE AUTOMATIC OUT IS SKIPPED AND THE NEXT BATTER IN THE LINE-UP WILL BAT.**
* **FIRST INNING THE PITCHER GETS NO MORE THAN 5 WARM-UP PITCHES. SUBSEQUENT INNINGS SAME PITCHER ALLOWED NO MORE THAN 3 WARM-UP PITCHES.**
* **ALL BATTING HELMETS MUST HAVE FACE GUARD FOR ALL AGES (RULE 1.63)**
* **MERCY RULE IF THE HOME TEAM IS AHEAD BY:
-HOME TEAM LEADS BY 15 RUNS AFTER 2 ½ INNINGS OR VISITING TEAM LEADS BY 15 RUNS AFTER 3 INNINGS.
-HOME TEAM LEADS BY 10 RUNS AFTER 3 ½ INNINGS OR VISITING TEAM LEADS BY 10 RUNS AFTER 4 INNINGS.
-HOME TEAM LEADS BY 8 RUNS AFTER 4 ½ INNINGS OR VISITING TEAM LEADS BY 8 RUNS AFTER 5 INNINGS.**
* **TEAM ONLY GRANTED 3 CHARGED DEFENSIVE CONFERENCES PER GAME, THIS INCLUDES REQUEST FROM COACH, PLAYER, OR BENCH PERSONNEL. NO CONFERENCE WILL BE CHARGED WHEN THE PITCHER IS BEING REMOVED AS THE PITCHER
PENALTY – ON THE FOURTH CHARGED CONFERENCE IN A REGULATION GAME OR FOR ANY CHARGED CONFERENCEIN EXCESS OF ONE IN EACH XTRA INNING, THE PITCHER SHALL BE REMOVED AS PITCHER FOR DURATION OF THE GAME.**
* **TEAM ONLY GRANTED 1 CHARGED OFFENSIVE CONFERENCE PER INNING
PENALTY – THE UMPIRE SHALL DENY ANY SUBSEQUENUT REQUEST FOR A CONFERENCE.
\*NOTE- WHEN EITHER TEAM HAS A CHARGED CONFERENCE; THE OTHER TEAM MAY ALSO HAVE A CONFERENCE WHICH IN UNCHARGED BUT MUST CONCLUDE WHEN THE OPPOSING TEAMS CHARGED CONFERENCE CONCLUDES.**
* **PROTESTED GAMES – IF A PROTEST IS ANNOUNCED BY A MANAGER, THE FIELD UIC (HOME PLATE UMPIRE) WILL IMMEDIATELY COLLECT $50 CASH & STOP CLOCK THEN CALL FOR THE TOURNAMENT UIC. AT THAT TIME THE FIELD UIC AND BASE UMPIRE(S) WILL STAY ON FIELD (STEP ASIDE) AND REFRAIN FROM ANY FURTHER COMMUNICATION WITH THE TEAMS UNTIL PROTEST IN RESOLVED.**
* **RULE 3.34 MODIFICATION – TEAMS WILL BE ALLOWED TO BAT EITHER 9 OR UP TO THEIR ENTIRE LINEUP.**
* **COURTESY RUNNER(S) – A COURTESY RUNNER MAY RUN FOR THE PITCHER AND/OR CATCHER SHOULD THEY REACH BASE SAFELY. THE COURTESY RUNNER MUST BE THE LAST BATTED OUT FROM EITHER THE CURRENT INNING OR IF IN THE BEGINNING OF INNING AND NO OUTS HAVE OCCURRED THE RUNNER WILL BE THE LAST BATTED OUT FROM THE INNING PRIOR, UNLESS YOU HAVE SUB PLAYERS ON THE BENCH THAN YOU MUST USE SUB PLAYERS FIRST.**

**SPECIAL NOTES:
-INNINGS FOR ALL GAMES 12U= 6 INNINGS / 14U-18U= 7 INNINGS
-METAL CLEATS ARE ALLOWED FOR LEVELS 14U AND ABOVE
-NO JEWELRY AT ANY LEVEL

SATURDAY GAMES (POOL PLAY)
1) HOME TEAM WILL BE DETERMINED BY COIN FLIP DURING MANAGERS PRE-GAME CONFERENCE WITH HOME PLATE UMPIRE
2) GAMES WILL BE 1HR & 20 MINUTES FINISH THE INNING (HP UMPIRE IS TIMEKEEPER)
3) GAMES MAY END IN A TIE

SUNDAY GAMES (BRACKET PLAY & FINALS)
1) HIGHER SEED WILL HAVE CHOICE OF HOME OR AWAY
2) GAMES WILL BE 1HR & 30 MINUTES FINISH THE INNING (HP UMPIRE IS TIMEKEEPER)
\*\*FINALS FULL INNINGS NO TIME LIMIT**