



# 2023/2024 HCYP TOURNAMENT RULES

**Sponsored by Howard County Youth Program (HCYP)**

**KIWANIS WALLAS PARK  
3300 NORBERTS WAY  
ELLCOTT CITY, MD 21042**

**Tournament Websites:**

<https://hcyp.teamsnapsites.com/travel-raiders-summer-clash/>  
<https://hcyp.teamsnapsites.com/travel-raiders-brawl-in-the-fall>





## Tournament Check-in:

No Check-in is required for this Tournament, however, Manager's must carry a copy of their roster and official Birth Certificates or State Identification cards for each of their players.

For the 2023 Fall and 2024 Spring/Summer Season the following cutoff dates are in effect:

- 8U – Birth Date – 5/1/2015 or younger**
- 9U – Birth Date – 5/1/2014 or younger**
- 10U – Birth Date – 5/1/2013 or younger**
- 11U – Birth Date – 5/1/2012 or younger**
- 12U – Birth Date – 5/1/2011 or younger**
- 13U – Birth Date – 5/1/2010 or younger**
- 14U – Birth Date – 5/1/2009 or younger**
- 15/16U – Birth Date – 5/1/2007 or younger**
- 18U – Birth Date – 5/1/2005 or younger**
- 17+ - no age cutoff**

Age cutoffs for subsequent seasons will increment by 1 year for each calendar year.

The players', managers', coaches', and fans' actions at all times must be beyond reproach. Poor sportsmanship is grounds for ejection and removal from the rest of the tournament.

Music is allowed; however it must not be excessively loud nor contain inappropriate lyrics.

Please ensure that you bring a copy of your Insurance with you to the Tournament. If you haven't provided your Certificate of Insurance, your team will not be able to participate in the Tournament. Please make sure it has been turned into the Age Group Coordinators or Tournament Director via e-mail prior to the Tournament.

## Contact Information

**Joel Zolnier**  
**Tournament Director**  
**Email:** [jzhcyp@gmail.com](mailto:jzhcyp@gmail.com)  
**(443) 803-7888**

**Brendon Johnston**  
**Tournament Co-Director**  
**Email:** [johnston181@hotmail.com](mailto:johnston181@hotmail.com)  
**(301) 343-9757**





## **UMPIRES:**

- **8U – 10U - 1 Umpire for Pool games and 2 Umpires for all elimination games.**
- **11U – 18U – 2 Umpires all games**

**INSURANCE CERTIFICATE:** All teams must supply a Certificate of Insurance prior to playing their 1<sup>st</sup> Game in the Tournament. If this is not supplied prior to the start time of your first game you will be forced to Forfeit all games until it is presented. Certificate Holder Block should say:

**Howard County Youth Program, Inc.  
PO Box 6441  
Ellicott City, MD 21042**

Similarly, before playing games, all teams must submit a waiver sheet signed by parents/guardians of all rostered players. The signed waiver also serves as the official roster.

## **TOURNAMENT FORMAT:**

8U – 18U 2 Pool Play Games on Friday night and Saturday. Home and Away Game Status for Pool Play is already determined by the Game Schedule.

8U – All teams play 2 Pool games. Pool game matchups were determined by a blind draw. Results are used to seed the Championship Bracket of 8 teams, with the remaining teams playing consolation games.

9U – All teams play 2 Pool games. Pool game matchups were determined by a blind draw. Results are used to seed the Championship Bracket of 8 teams, with the remaining teams playing consolation games.

10U – All teams play 2 Pool games. Pool game matchups were determined by a blind draw. Results are used to seed the Championship Bracket of 8 teams, with the remaining teams playing consolation games.

11U – All teams play 2 Pool games. Pool game matchups were determined by a blind draw. Results are used to seed the Championship Bracket of 8 teams, with the remaining teams playing consolation games.

12U – All teams play 2 Pool games. Pool game matchups were determined by a blind draw. Results are used to seed the Gold Championship Bracket of 8 teams and the Silver Championship Bracket of 8 teams, with the remaining teams playing consolation games.

13U – All teams play 2 Pool games. Pool game matchups were determined by a blind draw. Results are used to seed the Gold Championship Bracket of 8 teams and the Silver Championship Bracket of 8 teams, with the remaining teams playing consolation games.

14U – All teams play 2 Pool games. Pool game matchups were determined by a blind draw. Results are used to seed the Championship Bracket of 8 teams, with the remaining teams playing consolation games.





16U – All teams play 2 Pool games. Pool game matchups were determined by a blind draw. Results are used to seed the Championship Bracket of 8 teams, with the remaining teams playing consolation games.

18U/17+ – All teams play 2 Pool games. Pool game matchups were determined by a blind draw. Results are used to seed the Championship Bracket of 8 teams, with the remaining teams playing consolation games.

**Champions and Finalists of each Age Group will receive a Tournament Trophy and the players will receive individual awards which identifies them as Champions.**

**Note: Tournament format will be adjusted based upon the number of teams in each age group.**

## **Game Locations (not all fields used for all tournaments):**

8U - KIWANIS WALLAS PARK – Fields #2, #4 and #12

9U/10U - KIWANIS WALLAS PARK – Fields #3, #4, and #5

11U/12U - KIWANIS WALLAS PARK – Fields #1, #6, and #8

13U-18U -- KIWANIS WALLAS PARK – Field #11

13U-18U -- Blandair Regional Park (5750 Oakland Mills Rd, Columbia, MD 21045)

13U-18U -- Buckshot Field (5082 Green Bridge Road Dayton, Maryland 21036)

13U-18U – Glenleg Country School (12793 Folly Quarter Road, Ellicott City, MD 21042)

13U-18U – Rockburn Branch Park (5400 Landing Road, Elkridge, MD 21075)

13U-18U – Schooley Mill Park (12975 Hall Shop Rd, Highland, MD 20777)

13U-18U – Alpha Ridge Park (11685 Old Frederick Rd, Marriottsville, MD 21104)

13U-18U – Meadowbrook Park (5001 Meadowbrook Lane, Ellicott City, MD 21043)

13U-18U – Cedar Lane Park (5081 Cedar Ln, Columbia, MD 21044)

13U-18U – Centennial High School (4300 Centennial Lane, Ellicott City, MD 21042)

13U-18U – Mt. Hebron High School (9440 Old Frederick Rd, Ellicott City, MD 21042)

13U-18U – Marriott's Ridge High School (12100 Woodford Dr, Marriottsville, MD 21104)

13U-18U – Howard High School (8700 Old Annapolis Rd, Ellicott City, MD 21043)

## **Metal Cleats**

As of 8/1/2019, metal cleats are prohibited at Blandair Regional Park.

## **Batting Cages and Warm Up**

Please be prepared to start at the designated start time. Batting cages are first come/first served but are limited to 20 minutes per team. Except for Blandair Park, no infield use in pre-game is permitted. **Do not use vacant fields for warm ups – doing so could result in tournament disqualification.**





## Tournament Seeding For Elimination Rounds

The tournament will consist of 2 pool play games from which seeding will be determined for Championship and Consolation play on Sunday. Seeding will be based on:

1. Record
2. Head-to-head record (Only used when two teams are tied. Does not apply when 3 or more teams are tied)
3. Runs allowed
4. Runs scored
5. Least runs allowed in a single game
6. Coin toss

Time Limits for Pool and Elimination games are included in the Age Group specific divisions. Extra Innings are permitted until the time limit is reached. An inning is considered complete when the final out is recorded. Ties are permitted in Pool play. In elimination play, after the time limit is reached, international rules will be used to decide tie games. The last batted out from the previous inning will be placed on 2<sup>nd</sup> Base for each team in the inning after the time limit is reached.

Teams will need to be flexible. We have open fields so we may move games to open fields if one field is running behind.

## Inclement Weather and Refund Policy

### **Tournament Withdrawal:**

Full refund will be issued to any registered team that needs to withdraw from the tournament up until 30 days prior to the start of the tournament. Any team withdrawing within 30 days of the start of the tournament will forfeit their registration fees.

### **Refund policy in the case of weather:**

Play 0 Games – Return registration fees minus \$50 Tournament administration fee

Play 1 Game – Return 50% of the registration fee

Play 2 or more games – No refund

In the event of weather, we may have to modify the tournament games times, lengths, and schedule. The Tournament Director will make these decisions, update the schedules on the web site and announce those changes via e-mail.





In the event that the Elimination round cannot be played or cannot be completed due to weather, the highest remaining seed (determined by pool play) will be the Age division champion.

In the event that some pool games are cancelled, seeding will be determined by the pool games completed. If one round of pool games has not been completed, seeding for the Elimination round will be determined by a blind draw.

Note: For the Brawl in the Fall, there may be some constraints on how late games can be moved if there are weather delays. We will do our best to play to completion within these constraints.

We will try to announce weather delays at least 2 hours before official game start times. We use the Teamsnap Tournament App to communicate changes in field status due to inclement weather or other issues via email. Please download the Teamsnap Tournaments App (not the same as the standard Teamsnap App), search for the Raiders Summer Clash or Raiders Brawl in the Fall, and follow the weekend you are playing. Please also have your players/parents download the app and follow the tournament.

## Rules and Format

If not specified herein, all games will follow MLB Official Baseball Rules (no pitch clock or defensive shift rule is enforced).

**General:** All teams are required to carry with them a copy of their official roster, a copy of each player's birth certificate or official state ID, and a copy of their insurance. In the event of a player's age challenge play will halt and the manager of that player must present proof of age to the umpire. A player's age is determined by ages listed above. If a player is found to be ineligible the player will be removed from the tournament and the team would forfeit all games that the ineligible player played in. In the event of an age challenge, the tournament director will be notified immediately.

**Rosters:** Rosters will be limited to 15 players through 16U, 16 players for 18U, and 18 players for 17+.

**Line-ups:** Our intent is to encourage coaches to play as many players as possible and provide each coach with options. The coach must determine prior to the game how many batters they want in the starting line-up and this must be communicated to the umpire and the opposing coach/scorekeeper. Defense and Offense are not coupled, and coaches may freely substitute players on defense without regard to the batting lineup.

**Line-ups – Offense:** Teams may bat nine (9), the entire roster or any number in-between. However, once the number of batters is established, it must remain the same throughout the game. A substitute is defined as any player not placed in the original batting line-up to begin the game. As soon as a substitute bats or runs for another player, the substitute and the original starter are locked into that batting line-up slot and either one





may bat or run at any time (in that line-up position only). If no substitutes are available, an out will be recorded each time that spot in the line-up is scheduled to bat with two exceptions:

**Exception 1:** A player may leave the game early if, before the first pitch of the game, the player's manager (or his scorekeeper) informs the opposing manager (or scorekeeper) and the official scorekeeper that the player must leave early, and of the appointed time the player must leave. Upon such notification, and upon penalty of forfeit, the player may not bat or play in the field after his appointed time of leaving. Conversely, should the player be removed from the game prior to his appointed time of leaving, for whatever reason, that player is considered an out during his next one scheduled plate appearance, unless Exception 2, below, applies. To prevent potential protest situations, please sign the official scorebook prior to the game with details of the player's departure.

**Exception 2:** A player who is injured on the field of play, and who is immediately and permanently removed from the game, will not be considered an out in subsequent plate scheduled appearances if he is unable to complete his next at-bat. Injured: Exception 2 applies only to players who are injured during play, not to players who may become ill, or need to be removed from the game for any reason other than injury. - 6 - Immediately: A player is considered to have been removed immediately after injury only if he is removed from the game prior to the next pitch.

**Permanently:** A player is considered to have been permanently removed from the game if he does not, following removal from the game, play in any defensive or offensive capacity for the remainder of the game following his removal. A team may play with 8 players, but must start the game with 9. A team with only 8 players must take an out each time the missing player(s) is/are scheduled to bat. If an injury occurs to a base runner and no substitute is available, the last batted out may take his place on the bases. Defense Any player on the roster may assume any defensive position in the field at any time throughout the game with one exception. A player once removed from the pitcher position may not return to pitch later in the same game. Coaches/managers are responsible for tracking/policing the substitution rules.

**Home/Visitor:** Home team will be determined by the posted schedule on the web site for Pool Play for all age groups. In Seeded games, higher seeds will have choice of Home/Away.

**Dugouts:** Dugouts are first come first serve except for when there is a hosting team in a pool play game. Hosting teams (e.g. HCYP Raiders or partners) have their choice of Dugouts. In many cases teams may have back to back games on a field in which case they can remain in their dugout even though they may be Away in the first game and Home in the second.

**Intentional time delays:** The umpire and tournament director reserve the right to eject any player, coach or fan for intentionally delaying a game and a forfeit may be enforced at the tournament director's discretion.





Umpires will allow 8 Pitches for New pitchers and 5 Pitches for returning pitchers to get warm between innings. Coaches are asked to use courtesy runners with 2 outs for Pitchers/Catchers to keep the time between innings to a minimum.

**Protests:** No protests! Judgment calls are final. A coach may politely ask the umpire who made the call to clarify a rules interpretation. The umpires on the field will make a final decision on the field. The tournament director can clarify rules but the final decision will rest with the umpire.

**Score Reporting:** The home team will be the official scorebook. Immediately following the conclusion of each preliminary round game on Friday, Saturday (or Sunday, if games get pushed back), BOTH winning and losing teams are responsible for submitting scores by texting results to the tournament officials. We want to be certain that we record an accurate score because runs allowed and scored matter for seeding purposes. For elimination round games, only the winning team turns in the scores. If there are any ejections, for ALL games the winning and losing teams should report the ejections by text.

Note: For Pool Play games, failure on the part of the winning team to communicate the game result within one hour of the completion of a game will result in the game being declared a tie and the runs allowed by the team that actually won the game on the field will be increased to the same number of runs allowed by the losing team. If a losing team fails to submit scores, the results turned in by the winning team will be considered official.

1. The winning team is responsible for Texting the result of the game to both 443-803-7888 & 301-343-9757.
2. Text Format: Age Division, Field Name, Winning Team Name & Score – Losing Team Name & Score (e.g. 8U, Field 2, HCYP Raiders Blue – 12 HCYP Raiders White 6)

Seeding for Sunday elimination round play will be posted approximately 1 hour or so following the completion of the last game(s) played on Saturday if all goes well and all games get played as scheduled. When the schedule for Sunday for your age division bracket is completed, the Teamsnap Tournament App will be updated with all the seeds posted. This can be a tedious process at times, so be patient. Please do not call to ask where and when you are playing on Sunday. Phone call interruptions only serve to slow down the process.

**Run Limits:** For 8U ONLY there is a 5 Run per Inning Run Limit for Innings 1 through 5. Innings 6 and beyond are unlimited runs.

**Mercy Rule:** All age groups: 15 runs after 3 Innings (2 ½ if the Home team is ahead); 10 Runs after 4 innings (3 ½ if home team is ahead); 8 runs after 5 innings (4 ½ if home team is ahead).

**Pitching:** There are no limits on amount of innings pitched by a pitcher but coaches should use their best judgment. Please reference Pitch Smart guidelines found here: <https://www.mlb.com/pitch-smart/pitching-guidelines>. Any egregious overuse of a pitcher may be reviewed by HCYP officials. Once a pitcher is removed from the mound they may not return to pitch in the same game.







**8U/9U/10U Bat Rules:** All bats that comply with the 2019 USA Bat Standard are allowed (this includes 2 1/4", 2 3/4", and 2 5/8" barrels). If the bat does not meet the new 2019 USA Bat Standard then it must meet the USSSA BPF 1.15 standard (no double wall).

**Courtesy Runners:** All age groups allow a courtesy runner pitcher or catcher with 2 outs. If batting the LINE UP then the last batted out would be the courtesy runner. If not batting the lineup then a player on the bench would be the runner. This allows the opportunity for the bench to be involved in the game (if you have one).

**Head first Slides:** For ages 8U-12U there are no head first slides into a base except they are allowed when going back to a base. For 13U and up, headfirst slides are allowed everywhere.

**Ejections:** Coaches and fans ejected from a game must exit the park immediately and not return for the rest of the tournament. Players may stay with their respective teams in the bleacher area (not bench) but may not participate in the rest of the game plus the next game. In the event this rule is not followed, the associate team will forfeit the rest of the tournament.

**Start of Game:** All teams are expected to be at the fields ready to play ½ hour before game time. Please be prepared to start games early if the field and umpire are ready to play. Teams may start the game with 8 players, but an out will be taken in the 9th spot. Players arriving late may be added to the bottom of the lineup.

**Weather Delays:** In case of weather delays immediately before or during a game, the following procedures will be followed:

- 1) If the maximum number of innings for a complete game has been reached by the original time limit, the game will be considered complete.
- 2) If the maximum number of innings have not been reached by the original time limit, the game will continue up to the required innings for a complete game or until the hard stop time.
- 3) If a game is delayed in the top of an inning and cannot be resumed, the score will revert to that of the completion of the last full inning played.

The condition and availability of fields, along with the weather forecast may cause the tournament director to adjust these procedures as necessary, including adjusting time limits and advancing the higher seeded team of a game that cannot be completed due to weather, field, or schedule constraints.





## Tournament Rules: Playing MLB Rules with the following Exceptions:

	<b>8U</b>	<b>9U//10U</b>
Field Dimensions	Basepaths 60'; Pitching Mound 40'	Basepaths 60'; Pitching Mound 46'
Game Length	6 Innings	6 Innings
Complete Game	3 Innings	3 Innings
Time Limit Pool and Elimination Play	No New Inning after 1:45 Minutes	No New Inning after 1:45 Minutes
Time Limit Championship Game	No Time Limit	No Time Limit
Leads	No	No
Stealing Bases	No Stealing	Yes – After Pitch Crosses Home Plate
Stealing Home	No	Yes
Dropped 3 <sup>rd</sup> Strike	No	No
Courtesy Runner	Yes – Pitcher/Catcher after 2 Outs. Runner is the last batted out or sub if applicable	
Run Limit per Inning	5 Runs for Innings 1 to 5; No Limit Innings 6 and beyond	None
Mercy Rule	15 Runs after 3 innings; 10 Runs after 4 Innings; 8 Runs after 5 Innings	15 Runs after 3 innings; 10 Runs after 4 Innings; 8 Runs after 5 Innings
Home/Visitor	Pool Play - by schedule Seed Play - higher seed selects	Pool Play - by schedule Seed Play - higher seed selects
Batting	Must Declare # of Offensive Hitters at Plate Conference	Must Declare # of Offensive Hitters at Plate Conference
Defense	Free Defensive substitutions (Except pitchers cannot return to the Mound after being removed from the game).	Free Defensive substitutions (Except pitchers cannot return to the Mound after being removed from the game).
Pitching Limitations	None – Recommended to follow Pitch Smart guidance	None – Recommended to follow Pitch Smart guidance
Balks	None	None
Cleats	Rubber	Rubber
Bat Restrictions	2019 USA Bat Standard are allowed (this includes 2 1/4", 2 3/4", and 2 5/8" barrels). If the bat does not meet the new 2019 USA Bat Standard then it must meet the USSSA BPF 1.15 standard (no double wall).	
Infield Fly	NO	NO
Tie Breakers	Head to Head (Only for two Teams tied) Runs Allowed Runs Scored Lowest Runs Allowed in a Single Game Coin Flip	Head to Head (Only for two Teams tied) Runs Allowed Runs Scored Lowest Runs Allowed in a Single Game Coin Flip





## Tournament Rules: Playing MLB Rules with the following Exceptions:

	<b>11U/12U</b>	<b>13U</b>
<b>Field Dimensions</b>	<b>Basepaths 70'; Pitching Mound 50'</b>	<b>Basepaths 90'; Pitching Mound 60' 6"</b>
<b>Game Length</b>	<b>6 Innings</b>	<b>7 Innings</b>
<b>Complete Game</b>	<b>3 Innings</b>	<b>4 Innings</b>
<b>Time Limit Pool and Elimination Play</b>	<b>No New Inning after 1:45 Minutes</b>	<b>No New Inning after 1:50 Minutes</b>
<b>Time Limit Championship Game</b>	<b>No Time Limit</b>	<b>No Time Limit</b>
<b>Leads</b>	<b>Yes</b>	<b>Yes</b>
<b>Stealing Bases</b>	<b>Yes</b>	<b>Yes</b>
<b>Stealing Home</b>	<b>Yes</b>	<b>Yes</b>
<b>Dropped 3<sup>rd</sup> Strike</b>	<b>Yes</b>	<b>Yes</b>
<b>Courtesy Runner</b>	<b>Yes – Pitcher/Catcher after 2 Outs. Runner is the last batted out or sub if applicable</b>	
<b>Mercy Rule</b>	<b>15 Runs after 3 innings; 10 Runs after 4 Innings; 8 Runs after 5 Innings</b>	<b>15 Runs after 3 innings; 10 Runs after 4 Innings; 8 Runs after 5 Innings</b>
<b>Home/Visitor</b>	<b>Pool Play - Home team is determined by schedule</b>  <b>Seed Play - higher seed selects Home/Away.</b>	<b>Pool Play - Home team is determined by schedule</b>  <b>Seed Play - higher seed selects Home/Away.</b>
<b>Batting</b>	<b>Must Declare # of Offensive Hitters at Plate Conference</b>	<b>Must Declare # of Offensive Hitters at Plate Conference</b>
<b>Defense</b>	<b>Free Defensive substitutions (Except pitchers cannot return to the Mound after being removed from the game).</b>	<b>Free Defensive substitutions (Except pitchers cannot return to the Mound after being removed from the game).</b>
<b>Pitching Limitations</b>	<b>None – Recommended to follow Pitch Smart guidance</b>	<b>None – Recommended to follow Pitch Smart guidance</b>
<b>Balks</b>	<b>Yes – 1 Warning Per Pitcher</b>	<b>Yes – No Warnings</b>
<b>Cleats</b>	<b>Rubber</b>	<b>Rubber or Metal (no metal at Blandair Park)</b>
<b>Bat Restrictions</b>	<b>2 1/4", 2 3/4", 2 5/8" barrel No Double Wall</b>	<b>2 1/4", 2 3/4", 2 5/8" barrel No Double Wall</b>
<b>Infield Fly</b>	<b>Yes</b>	<b>Yes</b>
<b>Tie Breakers</b>	<b>Head to Head (Only for two Teams tied) Runs Allowed Runs Scored Lowest Runs Allowed in a Single Game Coin Flip</b>	<b>Head to Head (Only for two Teams tied) Runs Allowed Runs Scored Lowest Runs Allowed in a Single Game Coin Flip</b>

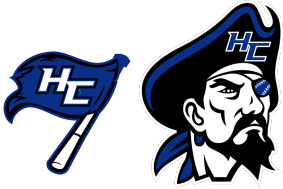




## Tournament Rules: Playing MLB Rules with the following Exceptions:

	<b>14U-18U, 17+</b>
<b>Field Dimensions</b>	<b>Basepaths 90'; Pitching Mound 60' 6"</b>
<b>Game Length</b>	<b>7 Innings</b>
<b>Complete Game</b>	<b>4 Innings</b>
<b>Time Limit Pool and Elimination Play</b>	<b>No New Inning after 1:50 Minutes</b>
<b>Time Limit Championship Game</b>	<b>No Time Limit</b>
<b>Leads</b>	<b>Yes</b>
<b>Stealing Bases</b>	<b>Yes</b>
<b>Stealing Home</b>	<b>Yes</b>
<b>Dropped 3<sup>rd</sup> Strike</b>	<b>Yes</b>
<b>Courtesy Runner</b>	<b>Yes – Pitcher/Catcher after 2 Outs. Runner is the last batted out or sub if applicable</b>
<b>Mercy Rule</b>	<b>15 Runs after 3 innings; 10 Runs after 4 Innings; 8 Runs after 5 Innings</b>
<b>Home/Visitor</b>	<b>Pool Play - Home team is determined by schedule Seed Play - higher seed selects Home/Away.</b>
<b>Batting</b>	<b>Must Declare # of Offensive Hitters at Plate Conference</b>
<b>Defense</b>	<b>Free Defensive substitutions (Except pitchers cannot return to the Mound after being removed from the game).</b>
<b>Pitching Limitations</b>	<b>None – Recommended to follow Pitch Smart guidance</b>
<b>Balks</b>	<b>Yes – No Warnings</b>
<b>Cleats</b>	<b>Rubber or Metal (no metal at Blandair Park)</b>
<b>Bat Restrictions</b>	<b>2 5/8" barrel, -3 weight restriction BBCOR Certified</b>
<b>Infield Fly</b>	<b>Yes</b>
<b>Tie Breakers</b>	<b>Head to Head (Only for two Teams tied) Runs Allowed Runs Scored Lowest Runs Allowed in a Single Game Coin Flip</b>





## Additional Notes

1. Baseballs will be provided for each game. For a team's first pool play game, the manager will be provided 2 new baseballs, and then for the second pool play game and subsequent elimination games an additional new baseball will be provided. New baseballs will be provided for championship games. It is expected to reuse game balls from previous games in subsequent games. Field Marshalls will be on hand to handle situations where baseballs may become damaged.
2. Game scores will be posted on the tournament Teamsnap Site as soon as possible after the conclusion of each game.
3. In the event of weather we may have to modify the tournament games times, lengths, and schedule. We will try to announce weather delays at least 2 hours before official game start times. Notifications will be sent through the Teamsnap Tournaments App.

