



## Rules and Regulations

### General Policies and Procedures

- 1) **Game Schedules:** GNT Management will release the Official Schedule for each event on the Tuesday 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.
  - a. Teams shall arrive on site a minimum of 45 minutes before the scheduled start time, as games may start prior to published times in the event of pending weather and/or to keep the tournament on schedule.
  - b. 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 or playing with a 1-1 count if games get backed up.
- 2) **Honor the Game:** GNT 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.
- 3) **Refund Policy:** Once an entry fee is paid for an event, no cash, check, or credit card refunds will be issued for any reason, unless the event is cancelled in advance of the event weekend due to insufficient participation.
  - a. If a team registers and subsequently is unable to participate, provided reasonable notification in writing the team can receive a full credit at the consideration of the Tournament Director.
  - b. If an event is cancelled at any time or shortened due to inclement weather or field conditions, GNT Tournament will issue credits as follows:
    - i. 0 games: 100% credit toward a future GNT Tournament
    - ii. 1 game: 50% credit toward a future GNT Tournament
    - iii. 2nd game started: 25% credit toward a future GNT Tournament
    - iv. 2 or more games completed: No credits due.
- 4) **Admission/Parking Fees:** There will NOT be spectator admission fees or parking fees for the event. However, please be mindful of where you park and be sure that the parking space is legal. Gladiators Baseball, GNT, the local municipality, and facility owners are not responsible for any damage to vehicles caused by normal play. Park at your own risk.
- 5) **Park Policies/Local Ordinances:** All teams are required to adhere to local park policies and ordinances. The Head Coach shall be ultimately responsible and accountable for the conduct of his players, assistant coaches, and spectators.
- 6) **Alcohol/Tobacco:** Alcohol and/or tobacco shall not be brought into the confines of the tournament venues. Again, the Head Coach shall be ultimately responsible and accountable for the conduct of his players, assistant coaches, and spectators.



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- 7) **Questions/Disputes:** Gladiators Nation Tournaments (GNT) Management will make every effort to treat all teams with fairness. If questions or disputes arise about policies and/or 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.
- 8) **Umpires:** Professional umpires have been assigned to each game. Coaches should treat them with respect. Regarding on-field calls, the decision of the umpires shall be final.
- 9) **Rosters:** All teams must submit a roster as directed by GNT Management. All teams must check in upon arrival to verify and approve their Official Roster and receive an information packet. Once a roster is verified, it is frozen for that tournament. Teams cannot begin tournament play until their roster is submitted and verified. Teams who fail to submit a roster may be subject to a forfeit.
- a. A player may only be on one roster in any given age group.
  - b. 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.
  - c. 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.
  - d. 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 GNT Management. 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:
    - i. 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.
    - ii. A \$100 cash challenge fee should be posted at the time of the challenge. The purpose of the fee is to minimize unsubstantiated challenges.
    - iii. Provided this process is followed, the Tournament Director or his/her designee will investigate.
      1. If the player is ruled eligible, the \$100 cash challenge fee shall be forfeited.
      2. 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.
      3. 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. Again, any forfeited game will result in the team's ineligibility to play in a semi-final or championship game.
      4. If any player eligibility challenge is valid and upheld, the \$100 cash challenge fee shall be promptly returned.
      5. Again, any forfeited game will result in the team's ineligibility to play in a semi-final or championship game.



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- 10) **Home/Away:** 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 bracket play.
- 11) **Dugouts:** Teams should fill first and third base dugouts on a first come, first served basis, irrespective of home and away designation. Teams should clear the dugout as soon as the game is finished, removing all trash and debris. 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, equipment, etc.
- 12) **Practice:** There will be no infield practice. Teams can play catch and warm-up in the outfield area if the time allows. Never do flip drills into fences or step on foul lines.
- 13) **Scores/Results:** 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. The event staff will provide scorecards in your informational packet to turn in after each game. Teams who fail to turn in a scorecard within 2 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. Due to COVID-19 restrictions GNT reserves the right to request scores to be text messaged to the onsite scoring records keeper. The HOME team is the OFFICIAL scorebook, so please verify accuracy before submitting and indicate the home team.
  - a. Scores and Results will be posted online throughout the event. Teams should check regularly in case changes are made that impact standings, seeds, or brackets. If an error is identified, please notify our volunteers, POLITELY, so that it can be resolved appropriately.
- 14) **Tiebreaker:** If a tiebreaker is needed to determine playoff teams (wildcards, etc.)
  - a. The following tiebreakers shall be used:
    - i. Overall won-lost record
    - ii. Head-to-head (only applies when two teams are involved)
    - iii. Least number of runs allowed throughout the tournament
    - iv. Total runs scored
    - v. Coin flip.

\*\*In the event of a forfeit, a score of 7-0 will be used to determine tie breaker. Any team forfeiting a game will be prohibited from playing in a semi-final or championship game.)



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- 15) **Time Limits:** The game start time shall begin with the first warm up pitch for 9U and up, and delivery of first pitch for 8U. 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 40-minute time limit, except the championship game. Expiration of the time limit shall be ruled upon at the moment the final out in a half inning is recorded. 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.
- a. *Pool games* may end in a tie, if a game ends in a tie prior to the end of the time limit, the following tiebreaker will be used. In the first extra inning and every  $\frac{1}{2}$  inning thereafter, each team will start with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. The game will continue in this format until a winner is determined or the time limit expires. Likewise, if weather or darkness prevents a tie game from being completed, then the game shall be recorded as a tie.
  - b. *Bracket play* games may not end in a tie. If a bracket play 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 with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. The game will continue in this format until a winner is determined. Bracket play games must have a winner. Should a bracket play game be interrupted by weather, darkness, or unplayable field conditions, and is not an official game per the above rules, then the winning 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 advance. This includes championship games.
- 16) **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:
- a. 6-inning game = 3 innings or 2  $\frac{1}{2}$  if home team is leading, will constitute a completed game. If a game is not official as described above, the Tournament Director will either:
    - i. Suspend the game and arrange to have it resumed where it left off, or
    - ii. Cancel the game such that it does not count toward tournament standings.
  - b. 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 score was tied at end of last completed inning or if the first inning of the game is not completed, the higher seed shall be named Champion.



## Rules and Regulations

- 17) **Contact/Interference:** Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgement, there is intentional contact, that umpire may call the runner out on that play. If the contact is judged as intentional and malicious, that umpire may also eject the player from the game. On force out situations, if the runner slides, they must slide directly into the base. A slide that is not directly into the base is grounds for an interference call (umpire's judgment) and the runner could be declared out. In this instance, the batter/runner could also be declared out if the fielder was attempting to make a play on that batter/runner. It is important to note that if the runner makes a legal slide directly into the base and contact is made with the fielder, interference will not be called.
- 18) **Ejections:** In the event that the umpire ejects a player or a coach from a game, they will not be allowed to coach or play in the next game. A spectator that is ejected shall be removed from the park for the remainder of the day and may return the following day. 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.
- 19) **Rulings:** No Protests – Umpire ruling will stand. The tournament director(s) shall have final decision on all tournament questions. The tournament committee's interpretation of the rules and regulations shall be final. The tournament committee reserves the right to decide all tournament matters
- 20) **Bat Restrictions:** Bats must be stamped either 1.15 BPF or USSSA, 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. In the case that a bat is deemed illegal and unsafe for use by various governing bodies, the GNT TOURNAMENT MANAGEMENT will convene to decide on the player's status. All models of Demarini Zen bats for year 2017 are banned from tournament use.
- 21) **Courtesy Runners:** Courtesy runners are optional at any time for the pitcher and catcher. The courtesy runner shall be the last out. Since all teams bat 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 pitcher or catcher shall remain on base until an out is recorded.
- 22) **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. Once an injured player leaves the batting order, he is done for the remainder of that game.



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23) **Pitching:** Tournament management will not be involved in counting pitches or regulating pitching during tournament events except for the 4 inning per game rule. The ultimate responsibility of managing pitch counts rests with each team's Head Coach.

The Gladiators Nation Tournaments (GNT) Management 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:**

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

**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](http://PitchSmart.org).

Twitter: [@MLBPitchSmart](https://twitter.com/MLBPitchSmart)

Instagram: [PitchSmart](https://www.instagram.com/PitchSmart)

Facebook: [Facebook.com/PitchSmart](https://www.facebook.com/PitchSmart)



## Rules and Regulations

### 8U Specific Rules

Tournament will follow the Current High School Rule Book with the following additions:

- 1) Home team is determined by coin flip. Games time starts on delivery of first pitch. Home team is responsible for keeping the official score. Both teams shall confer and agree with scoring on a regular basis during the game.
- 2) Games will be coach pitch. Each batter will get a maximum of 5 pitches.
  - a. Batter is out after 5 pitches
  - b. 3 swinging strikes is an out.
  - c. If the batter fouls off the 5<sup>th</sup> pitch, it will be treated as a 3<sup>rd</sup> strike foul and the batter will get another pitch unless the foul ball is caught.
  - d. Coaches must pitch from within an 8-foot circle around the mound at a distance of 42 feet.
  - e. If a coach that is pitching is hit by a batted ball, the ball will be "dead." Runners do not advance, and the batter will assume previous count (strike is not counted). If the umpire rules coach purposely let the ball hit him, then the batter will be out.
- 3) Teams must play with 10 players, 4 being outfielders. Outfield is determined by being on the grass or by determined line in playing field.
- 4) Player pitcher must wear a helmet.
- 5) There will be a mid-point line between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, and 3<sup>rd</sup> and Home. If a runner has not passed the line before the defense has control of the ball on the infield, the runner will have to return to the last base occupied.
- 6) Play will stop when throw to pitching circle is made by an infielder. Play is considered dead when the ball reaches the pitching circle. Pitching coaches are to make every effort to catch the balls thrown by infielder to the pitching circle. If a throw by an infielder is not caught but the position pitcher or pitching coach the MUST be an obvious attempt to the circle for play to stop. Pitching Coaches are to not catch throws made to the circle from an outfield position player. If a throw from the outfield position player is made to the circle it must be caught by position pitcher or player. Play will then stop when throw to pitching coach is made.
- 7) Time Limit: 1 hour 30 minutes, or 6 innings. Game is considered officially completed when a minimum of 3 innings is complete. The championship game shall have no time limit.
- 8) Minimum of 9 batters or an out must be taken for each batter less than 9.
- 9) Maximum of 8 runs per inning are allowed except during the last inning where unlimited runs are allowed.
- 10) No walks or base on balls allowed.
- 11) Injury Rule: If a player is injured while using round robin batting his turn in order will be skipped.
- 12) No metal spikes.



## Rules and Regulations

### 9u/10u Specific Rules

Tournament will follow the Current High School Rule Book with the following additions:

- 1) Home team is determined by coin flip. Game times starts on delivery of first warm up pitch. Home team is responsible for keeping the official score. Both teams shall confer and agree with scoring on a regular basis during the game.
- 2) Pitching distance is 46 feet. Base paths are 65 feet.
- 3) Teams may play with 10 players: 4 being outfielders. Outfield is determined by being on the grass or by determined line in playing field.
- 4) Pitchers maximum 4 innings per game – must be consecutive (1 pitch constitutes an inning). Pitchers may not re-enter game as pitcher. There is not a maximum tournament pitch limit; it is up to the coaches to be responsible and take into consideration the health of the player.
- 5) Time Limit: 1 hour 40 minutes, or 6 innings. Game is considered officially completed when a minimum of 3 innings is complete. The championship game shall have no time limit.
- 6) Minimum of 9 batters or an out must be taken for each batter less than nine.
- 7) Courtesy runner for pitchers and catchers at any time, but mandatory after 2 outs. Runner shall be last out.
- 8) Stealing rule:
  - 10U – Leading off and stealing is allowed, and high school rules apply.
  - 9U – Runners are not allowed to lead off. Runners may steal after the ball crosses home plate. Runner on 3<sup>rd</sup> base may advance home only on a batted ball or defensive play at 3<sup>rd</sup> base.
- 9) Injury Rule: If a player is injured while using round robin batting his turn in order will be skipped.
- 10) No metal spikes.





## Rules and Regulations

### 11u & 12 Specific Rules

Tournament will follow the Current High School Rule Book with the following additions:

- 1) Home team is determined by coin flip. Game time starts on delivery of first warm up pitch. Home team is responsible for keeping the official score. Both teams shall confer and agree with scoring on a regular basis during the game.
- 2) Pitching distance is 50 feet 6 inches. Base paths are 70 feet.
- 3) Pitchers maximum 4 innings per game – must be consecutive (1 pitch constitutes an inning). Pitchers may not re-enter game as pitcher. There is not a maximum tournament pitch limit; it is up to the coaches to be responsible and take into consideration the health of the player.
- 4) Time Limit: 1 hour 40 minutes, or 6 innings. Game is considered officially completed when a minimum of 3 innings is complete. The championship game shall have no time limit.
- 5) Minimum of 9 batters or an out must be taken for each batter less than nine.
- 6) Courtesy runner for pitchers and catchers at any time, but mandatory after 2 outs. Runner shall be last out.
- 7) Bat Rule: Bat is unlimited with 1.15 BPF stamp. The use of non-approved bat shall be cause for ejection.
- 8) Injury Rule: If a player is injured while using round robin batting his turn in order will be skipped.
- 9) No metal spikes.

### 13u Specific Rules

Tournament will follow the Current High School Rule Book with the following additions:

- 1) Home team is determined by coin flip. Game time starts on the delivery of the first warm up pitch. Home team is responsible for keeping the official score. Both teams shall confer and agree with scoring on a regular basis during the game.
- 2) Pitching distance is 54 feet 6 inches. Base paths are 80 feet.
- 3) Pitchers maximum 4 innings per game – must be consecutive (1 pitch constitutes an inning). Pitchers may not re-enter game as pitcher. There is not a maximum tournament pitch limit; it is up to the coaches to be responsible and take into consideration the health of the player.
- 4) Time Limit: 1 hour 40 minutes, or 6 innings. Game is considered officially completed when a minimum of 3 innings is complete. The championship game shall have no time limit.
- 5) Minimum of 9 batters or an out must be taken for each batter less than nine.
- 6) Courtesy runner for pitchers and catchers at any time, but mandatory after 2 outs. Runner shall be last out.
- 7) Bat Rule: Bat is unlimited with 1.15 BPF stamp. Minimum -8 for this age group. The use of non-approved bat shall be cause for ejection.
- 8) Injury Rule: If a player is injured while using round robin batting his turn in order will be skipped.
- 9) Metal spikes allowed.



# Rules and Regulations

## 1) Age Specific Rules:

|                                   | 8U                                     | 9U                                    | 10U                                   | 11U                                   | 12U                                   | 13U                                   |
|-----------------------------------|--|---------------------------------------|---------------------------------------|---------------------------------------|---------------------------------------|---------------------------------------|
| <b>BASE DISTANCE</b>              | 60'                                    | 65'                                   | 65'                                   | 70'                                   | 70'                                   | 80'                                   |
| <b>PITCHING DISTANCE</b>          | COACH PITCH                            | 46'                                   | 46'                                   | 50'                                   | 50'                                   | 54'                                   |
| <b>GAME LENGTH</b>                | 6 INNINGS                              | 6 INNINGS                             | 6 INNINGS                             | 6 INNINGS                             | 6 INNINGS                             | 6 INNINGS                             |
| <b>TIE-BREAKER*</b>               | Gameday USA*                           | Gameday USA*                          | Gameday USA*                          | Gameday USA*                          | Gameday USA*                          | Gameday USA*                          |
| <b>TIME LIMITS</b>                | 1:30                                   | 1:40                                  | 1:40                                  | 1:40                                  | 1:40                                  | 1:40                                  |
| <b>MERCY RULE</b>                 | 15 after 3<br>12 after 4<br>10 after 5 | 12 after 3<br>10 after 4<br>8 after 5 | 12 after 3<br>10 after 4<br>8 after 5 | 12 after 3<br>10 after 4<br>8 after 5 | 12 after 3<br>10 after 4<br>8 after 5 | 12 after 3<br>10 after 4<br>8 after 5 |
| <b>PER INNING MERCY RULE</b>      | 8<br><br>(no limit in last inning)     | NONE                                  | NONE                                  | NONE                                  | NONE                                  | NONE                                  |
| <b>LEADOFFS</b>                   | NO                                     | NO                                    | YES                                   | YES                                   | YES                                   | YES                                   |
| <b>STEALING</b>                   | NO                                     | AFTER BALL<br>CROSSES PLATE           | YES                                   | YES                                   | YES                                   | YES                                   |
| <b>BALKS</b>                      | N/A                                    | N/A                                   | YES, 1<br>WARNING PER<br>PITCHER      | YES, 1<br>WARNING PER<br>PITCHER      | YES, NO<br>WARNINGS                   | YES, NO<br>WARNINGS                   |
| <b>INFIELD FLY RULE</b>           | NO                                     | NO                                    | NO                                    | YES                                   | YES                                   | YES                                   |
| <b>DROPPED 3RD STRIKE</b>         | NO                                     | NO                                    | YES                                   | YES                                   | YES                                   | YES                                   |
| <b>BATS</b>                       | 1.15 BPF, USSSA,<br>USA, BBCOR         | 1.15 BPF,<br>USSSA, USA,<br>BBCOR     | 1.15 BPF,<br>USSSA, USA,<br>BBCOR     | 1.15 BPF,<br>USSSA, USA,<br>BBCOR     | 1.15 BPF,<br>USSSA, USA,<br>BBCOR     | 1.15 BPF,<br>USSSA, USA,<br>BBCOR, -8 |
| <b>CLEATS</b>                     | RUBBER                                 | RUBBER                                | RUBBER                                | RUBBER                                | RUBBER                                | Rubber or<br>Metal                    |
| <b>PITCHERS</b>                   | COACH PITCH                            | 4 innings<br>Per Game                 | 4 innings<br>Per Game                 | 4 innings<br>Per Game                 | 4 innings<br>Per Game                 | 4 innings<br>Per Game                 |
| <b>FIELDERS /<br/>OUTFIELDERS</b> | 10 / 4                                 | 10 / 4                                | 10 / 4                                | 9/3                                   | 9/3                                   | 9/3                                   |
| <b>BATTING ORDER</b>              | Continuous/<br>Round Robin             | Continuous/<br>Round Robin            | Continuous/<br>Round Robin            | Continuous/<br>Round Robin            | Continuous/<br>Round Robin            | Continuous/<br>Round Robin            |
| <b>BUNTING</b>                    | No                                     | No                                    | Yes                                   | Yes                                   | Yes                                   | Yes                                   |

*\*\*Pool games* may end in a tie, if a game ends in a tie prior to the end of the time limit, the following tiebreaker will be used. In the first extra inning and every ½ inning thereafter, each team will start with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. The game will continue in this format until a winner is determined or the time limit expires. Likewise, if weather or darkness prevents a tie game from being completed, then the game shall be recorded as a tie.

*Bracket play* games may not end in a tie. If a bracket play 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 ½ inning thereafter, each team will start with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. The game will continue in this format until a winner is determined. Bracket play games must have a winner. Should a bracket play game be interrupted by weather, darkness, or unplayable field conditions, and is not an official game per the above rules, then the winning team will be determined by the score at the end of the last full completed inning. If score was tied at end of last completed inning or if the first inning of the game is not completed, the higher seed shall advance. This includes championship games.