



## **2012 East Ridge Athletic Association (ERAA) Invitational Baseball Tournament Tournament Rules**

### **All Levels of Play**

**National Federation of High School rules shall govern play, except where modified in this document. These rules are in accordance with MBT State Tournament Rules.**

1. Coaches, as the representatives of the team and their home City, will be *required to sign a Code of Conduct agreement* to be in place for the duration of the tournament. Failure to abide by the Code of Conduct by any player or coach of a team will result in the forfeiture of the game in progress and the team will be removed from the tournament.
2. The official schedule is the pool/bracket posted at the Bielenberg concession stand. It is the responsibility of the coach to know the schedule and field assignments.
3. Age Divisions:
  - a. 10U: Born on or after May 1, 2001
  - b. 11u: Born on or after May 1, 2000
  - c. 12u: Born on or after May 1, 1999
  - d. 13u: Born on or after May 1, 1998
  - e. 14u: Born on or after May 1, 1997
  - f. 15u: Born on or after May 1, 1996
4. **Teams shall supply game balls, including (1) new ball per game.**
5. No protests are allowed on subjective calls. Umpire decisions are final.
6. We reserve the right to re-schedule and/or shorten games should inclement weather be pending, or interfere with play.
7. A game that is suspended due to inclement weather (or for any other reason) may be resumed from the exact point of suspension. If any portion of the tournament is deemed unplayable, the tournament director reserves the right to do whatever necessary to complete the tournament, including changing format, shortening or eliminating games, etc. For games shortened by inclement weather, revert back to the last completed inning which did not end in a tie for bracket play and the last complete inning for pool play regardless of score.
8. If the tournament has to be canceled due to unforeseen circumstances (i.e. weather, etc.) AND a team has played less than 2 complete games, a portion of your entry fee will be returned.

9. If a tournament is canceled, with no games played, due to any of the above reasons, teams will be refunded their entry fee.
10. Weather sirens: teams will vacate fields immediately and seek protection. Teams should wait for Tournament Director to visit the field with directions. Tournament Director will determine when play can resume if possible in that session.
11. Lightening appearing to be threatening will cause **immediate** suspension of play to vacate fields and benches for everyone's safety. Umpire or Tournament Director can call suspension for lightening. It is the discretion of the Tournament Director to call games in progress as final at that point (revert back to last full inning regardless of top or bottom of inning or number of innings complete) or call 15 minute game suspension period. If lightening is witnessed near end of 15 minute mark, games will be called as final.
12. Home team will be determined by a coin toss prior to each pool game.
13. Home team in bracket play will be top seeded team (best seeded number).
14. A 10 minute grace period shall be allowed before a forfeit is declared. Forfeiting teams may NOT advance from pool play.
15. 10-run rule is in effect throughout the entire tournament. Games shall end at the conclusion of 4 ½ innings (home team) or 5 innings (visiting team) if the score differential is 10 or more.
16. Pitching Rules:
  - a. Pool Play:
    - i. 10u-11u: 3 innings/game, 6 innings total/pool play.
    - ii. 12u: 3 innings/game, 6 innings total/pool play
    - iii. 13u: 4 innings/game, 8 innings total/pool play.
    - iv. 14u, 15u: 7 innings/game, 10 inning total/pool play.
  - b. Bracket Play:
    - i. 10u-11u: 3 innings/game, 6 innings total for bracket play
    - ii. 12u: 3 innings/game, 8 innings total for bracket play
    - iii. 13u: 4 innings/game, 8 innings total for bracket play.
    - iv. 14u, 15u: 7 innings/game, 10 inning total for bracket play.
  - c. One pitch in an inning constitutes an inning pitched.
  - d. For 10u – 11u: Fastballs, straight change-ups, palm balls, and knuckle balls are legal. All other pitches, including but not limited to curve balls, sliders, etc., shall be considered illegal. 1<sup>st</sup> offense: warning; 2<sup>nd</sup> offense: pitcher and coach are disqualified for the remainder of the game.
  - e. For 12u - 15u: High school rules apply for legal pitch types.
  - f. Tournament per Pool and Tournament per Bracket Pitching Restrictions are waived and do not apply for the Championship and 3<sup>rd</sup> Place Game. Pitching Limits per game still apply.
  - g. Balks: a balk will not be called in the 10u – 11u age groups unless the umpire judges the pitcher is being intentionally deceptive. A fake pitch will be considered a balk resulting in a dead ball with all runners advancing one base. High school rules apply for 14u age groups.

- h. Trips to the Mound: Two trips to the mound are allowed PER PITCHER PER GAME for 10u – 13u. On the second trip the pitcher must be removed from the pitcher position. High school rules will apply for the 14u – 15u age group.
- i. Violation of innings pitched restrictions will result in forfeiture of the game in progress. Teams must keep track of innings pitched during each game and verify with the opposing coach and umpire immediately following the game. Tournament Director will have score cards that may be reviewed if called upon.

**17. Distances:**

- a. Pitching:
  - i. 10u: 46'
  - ii. 11u: 46'
  - iii. 12u: 52'
  - iv. 13u: 54'
  - v. 14u, 15u: 60'-6"
- b. Bases:
  - i. 10u: 60'
  - ii. 11u: 65'
  - iii. 12u: 75'
  - iv. 13u: 75'
  - v. 14u, 15u: 90'

**18. Equipment:**

- a. Decisions made by the umpire regarding equipment are final.
- b. Metal Spikes:
  - i. 10u-12u: not allowed
  - ii. 13u-15u: allowed in accordance with High School rules
- c. Proper helmets must be worn while in the on-deck circle, batting, base running, catching (in accordance with High School rules).
- d. Bat restrictions:
 

All bats in the 10 – 14 year old age group, big barrel bats must have the NEW USSSA Approved 1.15 BPF stamp on its taper, Babe Ruth Approved 1.15 BPF stamp or BBCOR stamp. For small barrel bats (2 1/4") use all of the above stamps or you can also use bats that have the old approved USSSA mark. 15 year olds must use a BBCOR bat (Batted Ball Coefficient or Restitution). See link below.

<http://www.ussa.com/ussa/ussageneral/NewUSSABaseballBatMarks.pdf>

  - i. 10u: 2 1/4" or smaller- no weight restriction
  - ii. 11u-13u: 2 1/4" or smaller- no weight restriction  
2 1/2"-2 3/4", differential needs to be 10 or less (-10)
  - iii. 14u (including 14/15 A): 2 3/4" or smaller, differential 5 or less. (-5)
  - iv. 15u: 2 5/8" or smaller, differential 3 or less (-3)
  - v. Differential is the difference between length and weight.
  - vi. Wood bats allowed if they meet the age requirements of length/weight.
- e. Teams must supply their own first-aid kits. Hosts do not provide training equipment, supplies, or personnel.

- f. All teams must wear numbered jerseys of identical color. Tape numbers are not acceptable. Coaches/managers do not have to be in uniform. Illegally uniformed players must be withheld from competition until they become legal. (Rule Subject to Tournament Directors final ruling).

**19. Base Running Rules:**

- a. **10u:** Stealing is permitted at all bases; however, runners may not leave the base until the ball crosses the plate. If the runner leaves too soon- dead ball, runner is out. Dropped 3<sup>rd</sup> strike- batter is out, runner(s) may advance at their own risk, and ball is live.
- b. **11u:** Stealing is permitted at all bases; however, runners may not leave the base until the ball leaves the pitcher's hand. If the runner leaves too soon- dead ball, runner is out. Dropped 3<sup>rd</sup> strike- batter is out, runner(s) may advance at their own risk, and ball is live.
- c. **12-15u:** High School rules apply to leading off, stealing, dropped 3<sup>rd</sup> strike, etc.
- d. Runners at all ages must avoid contact with defensive players. Head first slides are allowed.
- e. Head first slides allowed at all ages. Runner must always avoid deliberate contact (all ages) at home plate. Runner will be declared out if contact is direct and intentional.

**20. Game Length- Time Limits:**

- a. **10u-12u:** 6 innings max/ 1:50 limit. No new inning shall begin after 1:50 (4 innings minimum)
- b. **13u-15u:** 7 innings max/ 2:00 limit. No new inning shall begin after 2:00 (5 innings minimum)
- c. Umpires should announce the time the game starts, but are not required to give notice that time limit may occur during a subsequent inning. Umpire's time is official time.
- d. If the home team is ahead when the time limit has been reached and the visiting team has completed its at bat, the game is over. The home team does not get the option to bat.
- e. There is no time limit for 1<sup>st</sup>/2<sup>nd</sup> or 3<sup>rd</sup>/4<sup>th</sup> final games on Sunday. However, if required and due to City requirements for us to vacate fields by 5 p.m., if either team deliberately stalls or slows the game, umpire will invoke 20 second rule after first warning (ball or strike called against offending team).
- f. 4 warm up pitches allowed on field for pitchers after inning 3. Coach accordingly.
- g. Completed pool games that are tied before the time limit is reached will continue. Once the time limit is reached, no new inning may start and the game will be counted as a tie. When the time limit is reached after an inning has started, the game will end immediately if the home team is ahead or scores the go ahead run in the bottom half of the inning or when the inning is completed.

**21. 10u-13u** must use free substitution and must bat the entire bench. Pitchers in 10u may only re-enter a game as a pitcher once.

**22. 14u/15u:** Will be governed by High School rules regarding designated hitter and re-entry. Teams will play 9-man baseball with no option of continuous batting. If a team bats in

continuous manner, game is forfeited. **Starting Players:** Any of the starting players may withdraw and re-enter once, including a player who was the designated hitter, provided that player occupies the same batting position whenever they are in the lineup. A substitute who is withdrawn may not re-enter. **Exception:** Replacement of injured players and/or courtesy runners. If an active player sustains an injury that requires them to leave the game and their team has used all of its available substitute players, the coach may substitute for the injured player with the first player on the bench who had previously lost their eligibility via the re-entry rule.

23. Courtesy runners are allowed for the current catcher in all divisions. The catcher must be the current catcher and catch the next inning (must use the player recorded as making the last out.)  
14u/15u- Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners until all players have participated. If all players have participated, then the courtesy runner will be the last player that made an out.
24. Teams must start the game with 9 players. If due to injury or illness, a team may finish a game with 8 players. A team reduced to less than 9 players due to an ejection shall be disqualified from the tournament.
25. If a team is disqualified from the tournament, it only affects the results of their last game.
26. Any player, coach or spectator ejected from a game will also be suspended from their team's next game. A second game disqualification will result in suspension from the remainder of the team's tournament games.
27. **It is the responsibility of each coach to determine if their team advances past pool play and when they play in the bracket portion in the tournament. Tournament staff will not be contacting coaches.**
26. Method of advancing from pool play to bracket play determined upon number of teams at the time of the tournament
  - a. Pool size may be 3 or 4 teams.
  - b. Teams will be guaranteed 3 games weather permitting.
  - c. We will use game formats recommended by Metro Baseball League as best as possible and as determined by number of teams.
28. Forfeited games not begun award 0 runs allowed and 6 runs scored (10U-12U) or 7 runs scored (13U-15U) to team awarded the win.
28. **Pool Tie/Seeding Tie Breaker Rules**
  1. Head to head
  2. Least number of runs allowed against tied teams
  3. Run differential against tied teams (maximum plus or minus 10 run)
  4. Least number of runs allowed in total pool play
  5. Run differential in total pool play (maximum plus or minus 10 run)
  6. Coin toss

If more than 2 teams are tied, please use examples below:

*Example #1:* If no teams are tied AFTER applying tie breaker #2 as in Team A = 8 runs allowed, Team B = 10 runs allowed, Team C = 11 runs allowed. Then Team A is a #1 seed in the pool, Team B is #2, and Team C is #3.

*Example #2:* If two teams are tied AFTER applying the tie breaker #2

and determining the #1 Seed as in Team A = 8 runs allowed, Team B = 12 runs allowed, Team C = 12 runs allowed. Thus team A is #1 seed and the #2 seed is determined by the head to head between Team B and Team C.

*Example #3:* If two teams are still tied AFTER applying the tie breaker #2 and determining the # 3 Seed as in Team A = 11 runs allowed Team B = 10 runs allowed Team C = 10 runs allowed. Thus team A is #3 seed and the #1 seed is determined by the head to head between Team B and Team C.

**\*\* NOTE:** won-loss-tie record is always the first method to differentiating Teams. **\*\***  
*Win = 2 points*  
*Loss = 0 points*  
*Tie = 1 point*

**29. Alcohol and tobacco are not permitted on the premises. This includes parking lots.**