

PBBL ALL-STAR TOURNAMENT RULES

Divisions are based upon a player's age as of the 2014 League Age date (April 30th, 2013). Players may play up in age but may not play down. The 2014 season runs from Aug. 1, 2013 to July 31, 2014.

TEAM CHECK-IN, INSURANCE & BIRTH CERTIFICATES: All teams must have proof of insurance and birth certificates. Keep all items on hand along with payment and you will be contacted by a director on Saturday to collect payment and roster.

SCOREKEEPING: Each team is responsible for their own scorekeeping.

DICKS'S \$100 GIFT CARDS: Gift cards will be delivered to you before your playoff game on Sunday.

GENESIS BAT HOME RUN DERBY: On Sunday we will host a home run derby in all divisions at PBBL STREAMLAND PARK. The cost is \$5 per player, the prize is a gorgeous Genesis Wood trophy bat. We will have flyers with time and price available on Saturday for your team.

GENESIS BAT MVP AWARD: We will have a MVP Genesis Wood Bat award presented at the conclusion of championship games. 12U division will only have MVP in gold bracket championship.

Major League Baseball's Sporting News rules shall apply, along with those listed on this page.

Pitching

Pitching restrictions for the Spring Training League and championship bracket are

- 7U, 8U 9U, 10U, 11U, 12U: 6 innings in a day, 9 for the championship tournament

Once a pitcher is removed from the mound, he may not pitch again in that game. Umpires show leniency on balks in 9U and below. Violation of pitching restrictions will result in the automatic ejection of the offending Manager and player.

Pitching Distances are as follows:

7U - 8U: 40 ft mound, 60 foot bases

9U - 10U: 46 ft mound, 65 ft bases

11U - 12U: 50 ft mound 70 ft bases

To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are thrown.

Base Running

8U divisions home plate is open. Runners may steal after the ball crosses home plate. Bunting is allowed. The ball is dead when the pitcher has the ball in area of mound. The infield fly rule is in effect. Courtesy runners will be allowed for the pitcher or catcher at any time. The courtesy runner must be a player not currently in the game or if the team has no players on bench, the last out. A courtesy runner may only run one time per inning. It is the base runner's responsibility to avoid contact with the fielder when he has the ball. Slide or avoid is in effect at all times when fielder is in possession of ball. Intentionally running into a fielder who is in possession of the ball is grounds for ejection.

Hitting

Teams may elect to bat 9 players AND/OR bat 10 players with the 10th player being an EH. The EH is considered a defensive player and may switch in and out defensively. Teams may also bat their entire roster. If a team bats entire roster or has no subs when a starter is injured, an out is recorded each time the injured player's spot comes up to bat. Once a player is removed from a game due to injury, he may not return. Starters may re-enter only one time only in their original spot on the line-up. Only 15U divisions and up may use the DH, but only if they are not using the EH. Teams may play with 8 players with an out being taken for each time the 9th spot comes up.

Length of Game

6U and younger: Play 5 innings with no new inning 1 hour 15 minutes

8U: Play 6 innings with no new inning after 1 hour 25 minutes

10U: Play 6 innings with no new inning after 1 hour 35 minutes

12U: Play 6 innings with no new inning after 1 hour 40 minutes

PBBL reserves the right to modify the length of games due to issues involving limited visibility or park curfew. Every effort will be made to finish the tournament but in cases of rain, darkness or other acts of God, the tournament director reserves the right to shorten games or modify schedules in order to finish the event.

Requirements for a Mercy rule are as follows:

7 inning game:

15 run lead after 3 innings

12 run lead after 4 innings

8 run lead after 5 innings

6 inning game:

20 runs after 1 inning

15 runs after 2 innings

12 runs after 3 innings

8 runs after 4 innings

Rainout/Tournament Cancellation Policy

In the event of tournament being cancelled by weather or any other unpreventable occurrence, every effort will be made to complete the tournament. The tournament director has the right to alter schedules, adjust time limits, or adjust the number of playoff participants in order to complete the tournament.

Miscellaneous

- Home team will be determined by a coin flip.

- In the playoffs, the higher seeded team will be the Home team including the championship game.

- Each team must provide a score keeper. All pitching changes must go through the home plate umpire.

- All conversations with an umpire should be conducted after a time-out has been called and be handled in a calm and professional manner. Verbal abuse of the umpire will not be tolerated and may result in ejection from the game. Any manager or coach ejected from the game is required to sit out the next game also. After being ejected, a manager or coach must vacate the premises of the current game and the next game in which he is suspended. Any manager caught continuing to coach after being ejected or suspended will be suspended for an additional period of time. Any player ejected from a game is subject to a one game suspension at the tournament director's discretion.

Managers are responsible for the conduct of his players and fans at all times. Managers are subject to ejection if his players or fans are out of control. To protest a game, the umpire must be informed that the game is being played under protest. Once the protest has been made, you must get a ruling from a tournament director immediately. Do not continue the game under any circumstances. Once the next pitch is thrown, both teams have lost the

right to protest.

Any team forfeiting a game may not advance to playoff round if it is determined that it is beneficial to that team with regards to runs allowed/differential etc.

6U rules

6u - Entirely of league age 6 year old players or any combination of 5 and 6 year old players. Distance between bases is 50 feet. Coaches shall pitch from a pitchers plate 35 feet from the point of home plate.

6u - Pitching Coach The pitching coach will be allowed to pitch on one knee, but their front foot must be in contact with the pitching rubber and the knee on the ground will be behind the rubber.

- a) The player fielding the pitchers position shall take position always to the rear of the pitchers rubber on the left or right side of the coach-pitcher
- b) If a batted ball strikes the coach-pitcher, the ball is dead, the pitch counts and no runners shall advance.
- c) The coach-pitcher shall not give instructions or in any way interfere with the defensive play once the ball is in play.
- d) On a thrown or batted ball that is put into play the coach-pitcher must move into foul territory.

6u - Playing Rules Game play shall be (5) innings, unless the score is tied. In this event the game will be played to it's conclusion, if time permits. Free defensive substitutions.

- a) All players listed on roster will bat.
- b) A batted ball becomes dead when an infielder within the baselines or at a base and has possession of the ball and holds the ball above their head and in the umpires judgement is not attempting to make a play on a base runner. The baselines between 1st and 2nd , 2nd and 3rd, 3rd and home there is a line running between the middle of each base. The umpire will either move the runner to the next base or send him back once an infielder has possession of the ball.
- c) 5 runs max per inning for the 1st 4 innings. In the 5th and final inning it is an open inning and the batting team shall bat until 3 outs are made

6u - Defense Minimum of 9 players shall be used defensively with a maximum of 10

- a) There cannot be more than six players in the infield stationed at normal infield positions. The extra player must be used as an outfielder.
- b) All outfielders must be stationed not less than 15ft behind the baseline when the coach pitches the ball.

6u - Batters Are not permitted to bunt or swing easy at the ball. (penalty : the batter shall be called back to the plate, the swing is a foul strike, the ball is dead and no runners shall advance)

- a) Batted ball must travel past a 10ft arch in front of home plate or it will be a foul ball.
- b) The batter is out if after failing to hit a fair ball after three swings or five pitches by the coach.

6u - Runners Are not permitted to steal or lead off and shall remain in contact with the base until the ball is hit (penalty: 1st warning, 2nd out)

- a) On a batted ball, runners may advance until an infielder has control of the ball between the bases. This is a judgment call of the umpire. At that point the ball becomes dead. The umpire will determine where to place the runner based on the halfway line between the bases. If a player advanced beyond the halfway line they will advance to the next base. If not they will return to the prior base.
- b) No infield fly

Bat Regulations

All bats must have the new 1.15 BPF permanent stamp on its taper.

If caught using an illegal bat before the ball is put in play, the batter will be allowed to switch out the bat. If the infraction is caught after the ball is put in play the batter will be called out.