

GAME 7 BASEBALL

2015 Tournament Rules

All Teams must be BPA sanctioned to be eligible to participate in Game 7 Tournaments

All Teams **must** submit their team roster online at www.playbpa.com and bring a printed copy with signatures to the tournament. All teams must provide a copy of team insurance to participate in any BPA sanctioned event. ***All Game 7 Baseball Tournaments will follow the Baseball Players Association (BPA) Official Rulebook (except as noted).***

Game 7 Baseball has the right to refuse entry of any team for any reason.

Notice of withdrawal from any tournament must be received in writing at least 3 weeks prior to the start of the tournament to be eligible for a refund (minus \$30 administrative fee). If you withdraw from a tournament within 3 weeks of the start of the tournament, you will forfeit the entire entry fee.

PAID Entries secure your spot in a tournament

****There is a \$50 fee for any returned checks****

All Entry Fees must be paid in full 2 weeks prior to the start of the tournament if paying by check. All entries received within 2 weeks of the start of the tournament, must be paid online with a credit card.

TEAM CHECK IN: ALL Teams MUST check in at least 30 minutes before their first game with a copy of their BPA roster with signatures and a copy of team insurance. **Line-up cards will be provided at check-in. Only Game 7/BPA Line-up cards will be accepted at ground rules - NO EXCEPTIONS!!**

PROOF OF AGE: It is the Managers responsibility to have his players birth certificates or accepted proof of age in the case of any question regarding the age of his players. If questioned, failure to produce birth certificates will result in a forfeit.

RAIN OUT / REFUND POLICY:

0 games played = 100% refund (minus \$30 administrative fee)

1 game completed = 50% refund (minus \$30 administrative fee)

2 games completed = No Refund

Note: \$30 administrative fee will be waived if you choose to play in another Game 7 tournament that you haven't already registered for.

All Refund checks are issued within 7-14 business days from the last day of the scheduled tournament.

GAME TIME LIMITS:

<u>Age Division</u>	<u>Time Limit</u>	<u>Game Length</u>
8U MP & KP	1 hr. 20 min.	6 innings
9U – 12U	1 hr. 40 min.	6 innings
13U – 18U	1 hr. 45 min.	7 innings

No new inning may start after the time limit has elapsed. A new inning automatically begins after the 3rd out is recorded in the bottom half of the previous inning.

The official game time starts at the conclusion of ground rules and will be announced by the umpire. Championship games have a 2 hour time limit (9U-18U). 1 hour 30 minutes (7U & 8U). Run rules are still in effect.

In Championship games and in Bracket play games, if the score is tied after all regulation innings have been played or time has expired, the game will proceed as follows until there is a winner. The last batted out will be put on 2nd base to start each inning, with 0 outs.

Game 7 Baseball reserves the right to alter, change or abbreviate tournament formats, when necessary, in order to complete the tournament.

Due to some field availability and weather conditions, ALL teams must be prepared to start 15 minutes prior to their scheduled start time.

RUN RULES:

12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.

HOME TEAM: In pool play, the Home team will be determined by coin toss. The highest seeded team will be the Home team during Bracket Play and the Championship Game.

CLEATS: Metal cleats are allowed in the 13U-18U divisions. **NO metal cleats on portable pitching mounds.**

LINE-UP CARDS: Each team **MUST** prepare a written line-up, listing first and last names and numbers of all players/subs prior to each game. Line-ups must be given to the home plate umpire at ground rules. **Line-up cards will be provided at check-in. Only Game 7/BPA Line-up cards will be accepted at ground rules - NO EXCEPTIONS!**

TIE BREAKERS: In Pool Play, if all regulation innings have been played or the imposed time limit has expired and the score is tied, the game will end in a tie.

Pool Play / Tie Breaker Criteria:

- Head to Head (only when 2 teams are tied)
Note: When 3 or more teams are tied, the tie breaker becomes Runs Allowed, and cannot revert back to the previous criteria of Head to Head
- Runs Allowed
- Runs Scored
- BPA Point System
- Coin Toss

PITCHING LIMITATIONS: There will be NO pitching limitations in Game 7 tournaments.(with the exception of the BPA State Tournament & BPA World Series)

BASEBALLS: Game 7 will provide 4 baseballs for each game. We ask that teams chase down foul balls and balls out of play. Failure to do so, may result in teams needing to provide additional game balls.

PITCHING AND BASE DISTANCES:

<u>Age Division</u>	<u>Bases</u>	<u>Pitching</u>
7U & 8U-MP	60 feet	42 feet
8U-KP	60 feet	40 feet
9U-10U	65 feet	46 feet
11U-12U	70 feet	50 feet
13U, 14U*	80 feet	54 feet
14U-18U	90 feet	60'6"

* some 14U divisions will be played at 54' 80'

7U & 8U MACHINE PITCH RULES:

- Maximum runs per half inning = 7
- Machine Speed: 7U (37-39mph), 8U (40-42mph)
- Ten (10) defensive players shall play in the field with four (4) outfielders
- Batter shall receive six (6) pitches or three (3) swinging strikes. If the sixth (6th) pitch is a foul ball, the batter shall receive an additional pitch or pitches until the ball is hit fair or the batter's turn at bat is completed.
- No Bunting
- No infield fly rule
- No lead-offs or stealing, runners must hold their base until the ball is hit.
- Umpire will operate the pitching machine at all times
- During play, the umpire will call "Time" and declare the ball dead when the ball is controlled by an infielder within the base path. Runners will be sent back to last touched base if the umpire determines the runners were not more than halfway to the next base. This is a judgment call by the umpire.
- Player assuming the pitcher's position must have 1 foot inside the pitching circle at the time of each pitch.
- Whenever a batted ball hits any part of the pitching machine or the umpire operating the pitching machine, the ball is dead, the batter is awarded first base (1st) base and all runners shall advance one (1) base.
- Teams may **start** a game with 9 players without taking an out for the 10th player, but if teams start a game with 10 players and a player leaves the game and cannot return, teams will take an out for that player every time he is due to bat.

9U DIVISION (Bronze & Silver Divisions):

- Pitching distance = 46 feet
- Runners may steal second and third
- No Stealing Home – Base Runners may advance Home on any **attempt** to any base by the defensive team. They cannot advance Home on a wild pitch, passed ball or an overthrow back to the pitcher
- No dropped third strike, No infield fly rule
- Balks: 1 warning
- Maximum runs per half inning = 7

Pre-game infield practice will not be allowed in an effort to keep on schedule. NO pre-game pitching practice on any ball field pitching mound.

SPORTSMANSHIP:

All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Remember, rule interpretations may be disputed. Judgment calls, especially balls and strikes may NOT be disputed. All ejections will result in banishment from that game and may also result in banishment of the tournament. This is youth baseball, bad sportsmanship will not be tolerated.

Thank You for choosing Game 7 Baseball & Midwest BPA!

Dave Schmidt & Dave Penning
Game 7 Baseball