

Bullpen Baseball Tournament Rules

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Tournament Format:

Age Group	8u	9u	10u	11u	12u	13u	14u
Base Dimensions	60'	65'	65'	70'	70'	80'	90'
Mound Distance	NA	46'	46'	50'	50'	54'	60'6"
Time Limit	1 hour 30 min	1 hour 45 min	1 hour 45 min	1 hour 45 min	1 hour 45 min	2 hours (see event)	2 hours (see event)

Coin Flip: In Pool Play home team is determined by a coin flip. Higher Seed will determine home/away during tournament play. The home team will be the official book and will record. Announced by umpire.

- **Teams need to be prepared to play 15 minutes before their scheduled game time.** **Age Restrictions:** Your age is determined by the May 1st date of that year or your high school grade.



1. If the team is found with an illegal player, that team will be **KICKED OUT** of the tournament and will forfeit all games with a score, 7-0.



2. If the player is found legal, the coach protesting will lose their \$100.00.

Tie Breaker and Advancement Rules:

1. Win Loss Record
2. Head to Head (does not apply with 3 or more teams tied)
3. Runs Allowed
4. Runs Scored
5. Runs allowed in games against teams tied with
6. Runs Scored in games against teams tied with
7. Coin Flip

Wild Card Determinations: If an event has a Wild Card selection we will use these Tie Breakers. (Pool seed will have no barring on who advances)

1. Record
2. Runs Scored
3. Runs Allowed
4. Runs Allowed in Losses
5. Runs Scored in Losses
6. Coin Flip

Game Play: Bats: (See Banned Bats) Starting June 5th Bullpen will adhere to the following bat rules: In age bracket 9u to 12u, there will be bat restrictions to BPF 1.15. In age bracket 13u to 17u, there will be bat restrictions to BBCOR 1.1. All bats must have stamp proving BPF 1.15 or BBCOR on it. There is length to weight ratio maximum of -8 (8 ounces). In the 14u to 17u age brackets, metal bats need to be BBCOR.

1. Illegal Bat Penalty

1. It is the responsibility of each team's head coach to monitor bats that are in play. If a player uses an illegal bat. The umpire must be notified prior to the first pitch before all defensive players leave fair territory.
2. If the bat is found illegal, the batter will be ruled out and runners will not be allowed to advance.
3. If a team has three illegal bat rule infractions the Head Coach will be ejected for the rest of the tournament.

Balks/Dropped Third Strike: Balks will be called. The dropped third strike rule will be in play. Both will operate under the NFHS rule book. **Mercy Rules:** A. 15 runs after 3 innings C. 8 Runs after 5 innings **In bracket play, Run Rules will remain in effect Through the Finals. Championship will have same run rule as Always (15 after 3, 10 after 4, 8 after 5)**

Walks: Head Coach needs to inform the umpire of the intentional walk and the hitter will be awarded First Base. **Courtesy Runner:** Courtesy runner is optional for pitcher and catcher. Courtesy runner must be a legal sub or the last batted out if you are batting a continuous lineup. The courtesy runner will **never** be mandatory. Slashing: Is legal. Head first strike: Is legal. **Number of Players:** A game can start with either 8 or 9. However if a team drops to seven or less the game will be automatic forfeit. **Batting Lineups:** You will have three

1. Hit 9 hitters with a DH or no DH. We will honor the High School DH Rule.
2. Use one EH and hit 10 with or without a DH
3. Hit a continuous lineup with free substitution. See ejections and injuries rules to see what happens when losing a player.



In the situations 1 and 2 you will have to follow high school substitution rules. USA PITCH SMART GUIDELINES: Bullpen will not police these, they are simply guide arms. ak

Age	Daily Max	0 Days	1 Day	2 Days	3 Days
7-8	50	1-20	21-35	36-50	-
9-10	75	1-20	21-35	36-50	51-65
11-12	85	1-20	21-35	36-50	51-65
13-14	95	1-20	21-35	36-50	51-65
15-16	95	1-30	31-45	46-60	61-75
17-18	105	1-30	31-45	46-60	61-75

Ejections:

1. If a coach is ejected,
 1. He/She will be suspended for the rest of that game and the teams next played game **if determined by the tournament committee**. If a coach is ejected from a the park and must exit to the parking lot. If coach chooses to remain in park his team will be rewarded a forfeit loss determined by tournament committee.
2. If a player is ejected,
 1. The player shall be suspended for the remainder of the game. If team is hitting a continuous lineup, the player will remain in batting order and his/her team w out. If it is deemed to be malicious contact, or if the player performed in act with intent to injure the penalty will be determined by the tournament committee

Injuries: If a team is hitting a continuous lineup and a player gets injured and can not continue to play, his spot in the batting order will be skipped with no penalty. Once a pl order is skipped, the player is out for the remainder of the game and can not come back into play. **Complete Games and Extra Innings:**

1. If rain or weather suspends a game. 4 (3 1/2 innings if home team is winning) innings could be considered a complete game in a 6 inning game. Or 5 (4 1/2 innings if ho innings in a 7 inning game
2. If a game is tied after 6/7 innings and time remains you will be allowed to play one extra inning. After the 7/8th inning if the game is tied it will end in a tie even if time

