

## 2019 Whiteford Baseball Tournament Rules

Please respect the park and fields. Please put all trash in the trash cans. Players and fans should clean up their dugout and stands after their game.

**Paperwork:** The following is required at check-in. (1) Proof of Insurance. (2) Birth Certificate for every player. (3) Team roster.

**Check-In:** All required paperwork must be submitted at check-in. Teams must check-in at least 30 minutes before your first scheduled game. Check-in location will be at the concession stand or in the area directly in front.

**Eligible Players:** Players who are not older than the age level registered based on their age as of April 30, 2019. Players must be registered with the participating team's league.

**Rosters:** Teams may carry a maximum roster of 15 eligible players and a minimum of 10. Once your roster has been submitted, no additions or changes may be made. Each team is limited to four adults (nonplayers) in the team dugout as managers/coaches.

### **Tie Breaker:**

1. Won-Loss record
2. Head-to-head record
3. Least total runs allowed (all games)
4. Greatest total run differential (all games, max 12 runs per game)
5. Most runs scored (all games)
6. Coin flip

**Home-Visitor:** A coin flip will determine the home team during pool play; the higher seed will be the home team during the finals.

**Game rules:** Playing rules will be applied in the following order:

- ☐ Tournament rules supersede
- ☐ Rules of Pony Baseball supersede
- ☐ Rules of Major League Baseball

**Starting the Game:** Each team must have a minimum of 9 players to start a game. If 9 are not ready to play 15 minutes after the scheduled starting time (by the umpires watch), a forfeit is declared. The final score shall be 6-0 (8u-10u) 7-0 (11u and up).

**Time Limit:** No inning shall start later than 2 hours from the start of the game. Please confirm the time of the first pitch of the game with the umpire and the opposing manager. The umpire will keep the official time. In case of a tie in pool play, play will continue provided the time has

not expired. If the time has expired, the game will end in a tie. There will not be a time limit in championship games.

**Equipment:** Protective athletic cup must be worn by all players. Metal cleats may not be worn except for 13 & 14 yr old levels. For other equipment requirements, refer to Pony Baseball Rules.

**Bats:** All tournament bats must comply with Pony Baseball rules and be stamped with the USA stamp. No BPF 1.15 bats or 2 3/4" barrel bats will be allowed. (13U and 14U can use any bats except 2 3/4").

**Continuous Batting Order:** All players at the game shall be listed in the order and will bat, whether or not they played in the field the prior inning. If you anticipate a player being tardy, you must list him during the exchange of lineups with your opponent. Additions may not be made after the game begins if notifications have not been made. No penalty will be enforced for a player leaving the game due to injury or illness unless the team has less than 9 players. A team can continue with 8 players but an out will be recorded when the 9<sup>th</sup> spot is reached.

**Batting out of Order:** If batting out of order occurs, the violating team may insert the rightful player at bat, replacing the improper batter at any time of the at bat. The rightful player will keep whatever count the improper batter had. If a valid protest is to be made against a team batting out of order, it must be done immediately after the improper batter has finished his at bat. At that time, the improper batter will be called out and any advancing runners will return to the bases they occupied prior to the improper batter. After the first pitch to the next batter, a valid protest will not be heard and play will move on.

**Defensive Substitutions:** Free substitution at any time (note Pony Rule restriction on pitchers). All listed batters must play at least 2 innings in the field on defense.

**10 Run Slaughter Rule:** If the home team takes a lead of 10 or more runs at any time in the bottom of the 4<sup>th</sup> or 5<sup>th</sup> inning (5<sup>th</sup> or 6<sup>th</sup> for 11u and up), the game is over. If the visiting team leads by 10 or more runs at the end of the 4<sup>th</sup> or 5<sup>th</sup> inning (5<sup>th</sup> or 6<sup>th</sup> for 11u and up), the game is over.

**15 Run Slaughter Rule:** If the home team takes a lead of 15 or more runs at any time in the bottom of the 3<sup>rd</sup> inning (4<sup>th</sup> for 11u and up), the game is over. If the visiting team leads by 15 or more runs at the end of the 3<sup>rd</sup> inning (4<sup>th</sup> for 11u and up), the game is over.

**Official Scorer:** If no official scorer is present, the home team will keep the official score book. To avoid discrepancies, teams are required to verify the score at the end of each half inning.

**Catcher Speed-Up Rule:** Running for the catcher is optional. If a player is going into the catcher position when his team is going back on the field, the last batter making an out may run

for him after 2 outs (or at any time if agreed by both teams during ground rules). The replaced catcher must catch the next inning.

**Sliding:** Runners are obligated to avoid contact (defensive players must be out of the base path / off the bases if they are not part of the defensive play). Collisions may occur on a wild throw and if in the judgment of the umpire the runner did not have the opportunity to avoid contact, no foul.

☐ No contact, no foul

☐ Any contact, even slight, which causes a ball to be dropped because the runner did not slide, results in the runner being called out and any other runners returned to the base they were at last at the time the contact was made.

☐ Slides must be directly to the base.

☐ Malicious contact is called for rolling slides, leading with a shoulder or elbow, sliding with spikes at or above the fielder's knees. In these instances, the runner is out and ejected from the game.

**Chanting:** No chanting allowed.

### Tournament Specifics:

	7u, 8u	9u, 10u	11u, 12u	13u, 14u
Innings Played	6	6	7	7
Base Distances	50'	60'	70'	80'
Mound Distance	40'	46'	50'	54'
Infield Fly Rule	No	Yes	Yes	Yes
Drop 3 <sup>rd</sup> Strike	No	Yes	Yes	Yes
Base Stealing	Yes	Yes	Yes	Yes
Lead Off	No	Yes	Yes	Yes
Bunting	No	Yes	Yes	Yes
Balks	No	*Yes	Yes	Yes

*\* One warning per each new pitcher prior to issuing a balk 9u/10u only.*

<b>Pitching Rules:</b>	7u, 8u	9u, 10u	11u, 12u	13u, 14u
Innings per Day	3	4	7	7
Next Day Off After	3	4	4	4
Tournament Total	8	10	12	14

Any portion of an inning pitched is counted as a full inning. A pitcher removed from the mound may not return that same game to pitch.

**Pitching Record:** All pitching innings must be accurately recorded. Managers must have this information available for inspection by an opponent or tournament directors at all times. Record

dates, the players name and jersey #, total innings pitched per game, that games opponent and verification of the information by the opposing manager on the provided pitching record or in the team scorebook. Pitching record or scorebook must be initialed by other team's manager.

**Sportsmanship:** Use of profanity (by players, coaches or fans), throwing of equipment or any type of abuse will not be tolerated and will lead to an automatic ejection. Once an individual is ejected, they must leave the ballpark entirely. Failure to comply will result in the forfeit of that game. **Managers are responsible for the conduct of their fans.** Tournament fees are non refundable. Alcoholic beverages are not permitted on Whiteford property. Managers will please let fans know there are NO PETS ALLOWED anywhere on Whiteford property (you will be asked to leave the park).

**Tournament Directors:** If weather or time constraints dictate, we reserve the right to reschedule game days and or times, institute game tie breaker, set game limits, schedule multiple games per day, or institute any other rules necessary to complete the tournament in as timely and equitable manner as possible. Also, in the event of rain, a game is considered official if four innings are complete. If rain comes up after the game is considered official, the score shall revert back to the last complete inning if the visitor takes the lead and the home team cannot complete their at-bat due to the rain. Time constraints may cause cancellation of pre-game infield. Umpires have been instructed to start games promptly. Pitchers should warm up on the sidelines not on the mound. When a following game is scheduled, please leave your dugouts promptly and conduct your post game talk outside the field.

Lighting delays are 15 minutes  
Game time stops during this time

**Protests:**

- ☐ Protest of a rule must be made before a pitch is thrown to the next batter after the play in question.
- ☐ Protests must be made by the Manager to the home plate umpire.
- ☐ Protests will be resolved at that point by a member of the decision committee, before play continues.
- ☐ Only the applications of a rule may be protested, never umpire judgment may be protested (i.e. balls, strikes, safe, out, fair, foul, tag, no tag, etc.).

**Additional Rules for 7u and 8u Only:**

**Pitching:** The maximum innings a player can pitch is two innings per game, three innings in a day. Any pitcher, who hits two batters in an inning or three in one game, must be removed. A pitcher must be removed on the second visit to the mound in an inning. Once a pitcher has been

removed from the mound, he cannot return as a pitcher later in the game (innings must be consecutive).

**Stealing:** Stealing will be allowed only when the catcher has total control of the ball (A player cannot leave the base until the catcher has total control of the ball). No stealing on pass balls or dropped balls by the catcher. No stealing once the catcher is throwing the ball back to the pitcher. Runners may not advance on an overthrow to any base on a steal attempt.

**Advancement:** Runners may not advance once the pitcher has control of the ball with at least one foot on the dirt of the mound. If runners were past the previous base prior to pitcher having control of the ball, they may advance to the next base at their own risk. Otherwise, the runner(s) will be sent back to the appropriate base once play has stopped.

**Maximum runs in Innings 1-5:** 7

**Maximum runs in Innings 6 & on:** Unlimited