



2018
AYRA Fall Classic
Tournament

10U – 13U divisions

Sponsored by
Atholton Youth Recreation Association (AYRA) Baseball

Games to be played at:

Hammond Middle School (10u)
8110 Aladdin Drive
Laurel, MD 20723

Hammond Park (11u / 12u)
10700 Glen Hannah Drive
Laurel, MD 20723

Schooley Mill Park (10u / 11u / 12u)
12975 Hall Shop Road
Highland, MD 20777

Savage Park (13u)
8400 Fair Street
Savage, MD 20763

Hammond High School (13u)
8800 Guilford Road
Columbia, MD 21046

Player eligibility:

Teams must carry a copy of their roster and official Birth Certificates or State Identification cards for each of their players, and be able to provide upon request.

For this event, we will be using cutoff dates for the 2019 Spring Season:

10U – Birth Date – 5/1/2008 or younger

11U – Birth Date – 5/1/2007 or younger

12U – Birth Date – 5/1/2006 or younger

13U – Birth Date – 5/1/2005 or younger

Insurance:

Teams must provide a copy of their insurance certificate prior to beginning play. If not provided prior to the start time of your first game, team will forfeit all games until presented.

AYRA must be listed as an additional insurer:

**AYRA Baseball, INC.
PO Box 226
Simpsonville, MD 21150**

Contact Information:

Jim Futrell (10u)
(301) 537-3972

Frank Byrns (11u)
(240) 695-3473

James Walls (12u)
(301) 633-3983

Brian Pakulla (13u)
(410) 340-8666

Umpires:

10u-12u – one umpire for all games; two umpires for semi-finals & championship games

13u – two umpires for all games

Tournament Format:

3 game minimum.

All teams play 2 pool games on Saturday, October 20; matchups predetermined by blind draw. Pool play matchups will be released no later than Monday, October 15. Pool play results are used to seed teams for Championship Bracket play on Sunday, October 21.

Champions and runner-up of each age group will receive a Tournament Trophy.

Note: Tournament organizers retain the right to adjust tournament format due to number of registered teams and / or weather / field conditions.

Tournament Seeding:

At the conclusion of pool play, teams will be seeded for bracket play based on pool play results. Ties will be broken as follows:

- 1- Record (ties are permitted in pool play)
- 2- Head to head (when applicable – will only be used when two teams have same record)
- 3- Runs allowed
- 4- Runs scored
- 5- Least runs allowed in any one game
- 6- Coin toss

NOTE: Seed protection may be used, moving teams up / down one seed line to avoid a first round rematch from Saturday pool play.

NOTE: In the event that some pool play games are cancelled for inclement weather, bracket seeding will be determined by games completed.

Inclement Weather and Refund Policy

Tournament Withdrawal:

Full refund will be issued to any registered team that needs to withdraw from the tournament up until October 6, 2018 (two weeks before the start of the tournament). Any team withdrawing after October 6 will forfeit their registration fees.

Refund policy in the case of weather:

- 0 Games played – Return registration fees minus \$100 Tournament administration fee
- 1 Game played – Return 50% of the registration fee
- 2+ Games played – No refund

Note: Tournament directors reserve the right to adjust game times, lengths, and locations for weather-related issues.

Pre-Game:

There are two batting cages available at Schooley Mill Park (next to fields #1 and #3) that are available for warmup. We ask that you are courteous, quick, and efficient, to allow as many teams to use as possible.

No infield warmup prior to games, to allow our crews time and space to prep the field for the next game. All warm-ups should be conducted in the outfield grass.

On-field Rules:

Unless otherwise specified here, all games will be played under established MABA rules, a copy of which is available here:

<https://www.leaguelineup.com/handouts.asp?url=maba>

Ineligible players:

In the event of a player's age challenge, game will halt and the manager of that player must present proof of age to the umpire. If a player is found to be ineligible the player will be removed from the tournament and the team would forfeit all games that the ineligible player played in. In the event of an age challenge, the tournament director will be notified immediately.

Rosters:

Rosters will be limited to 14 players for all divisions.

Line-Up Options:

Teams cannot start a game with eight players. Teams may finish a game with eight, but must start with nine players. If less than nine players are available at the start of the game, the result is a forfeit.

All teams have the option of the following lineups:

- Teams may bat 9 batters
- Teams may bat 10 batters, utilizing an Extra Hitter. An (EH) may be used in the batting lineup. If you start with an (EH) you must finish with an (EH), or take an out at that at-bat.
- Teams may bat entire roster. When batting their entire lineup, if a player is unable to bat at any time solely due to an on-field injury, then no out will be called but the player is no longer eligible to play in the rest of the game, offensively or defensively. If a player arrives late, he may be added to the bottom of the order with no penalty. If the batter is skipped due to any other reason other than injury, the team will take one out the first time that player's at-bat returns in the lineup. No out will be called thereafter.

NOTE: Each team must announce their options when exchanging line-ups with other team at pregame conference with umpire.

Injuries/Substitutions:

If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty. If an injury occurs during an at-bat and the player cannot continue the at-bat (*i.e. a foul ball off the foot*), the next batter in the lineup will take over that at-bat and assume the existing count. If an injury occurs while on the base paths and there are no substitutes available, the player that made the last recorded out will take the place of the injured player on the bases.

Re-Entry / Defensive Substitutions:

Teams may substitute for defensive positions (except pitcher) as many times as they wish, as long as the batting order remains the same. A player does not have to play the field in order to bat. Conversely, a player does not have to bat to play the field. A substitute is anyone not placed in the batting order. Once a substitution bats or runs for a player, the sub and the original starter are locked into that batting position and either one may bat or run in that position **ONLY**. These players are in other words married to one another offensively.

Pitching:

- 10u – 3 innings per game
- 11u / 12u – 4 innings per game
- 13u – none

Once a pitcher is removed from the mound they may not return to pitch in the same game. In 11U, each pitcher is allowed 1 balk warning per game.

Note: There are no per-tournament inning limits.

It is the responsibility of the manager, coaching staff and parents/guardians to monitor the pitch counts and mechanics of players to ensure they are pitching safely. There are significant resources available to all that provide recommendations on pitch limits and rest periods across all age groups. We highly recommend all teams and parents review those recommendations and follow them for the safety of all.

Home / Away:

A coin toss will be held pregame for pool play; winning team will select home or away. In bracket play, the higher seed has the choice of home or away.

Dugouts:

Dugouts are first come first serve, with no distinction for home or away team.

Intentional time delays:

The umpire and tournament director reserve the right to eject any player, coach or fan for intentionally delaying a game.

Courtesy runners:

Coaches are encouraged to use courtesy runners at any time for Pitchers/Catchers to keep the time between innings to a minimum. Courtesy runner is for the Pitcher/Catcher of record. When batting the lineup, the courtesy runner is the player who made the last batted out. When batting less than the lineup, the courtesy runner should be a player not currently in the lineup.

No Protests:

Judgment calls are final. A coach may politely ask the umpire who made the call to clarify a rules interpretation. The umpires on the field will make a final decision on the field. The tournament director can clarify rules but the final decision will rest with the umpire.

Score Reporting:

The home team will be the official scorebook. Immediately following the conclusion of each pool play game, BOTH winning and losing teams are responsible for submitting a Game Summary Sheet to the tournament site official at the location of the game. If only one team turns a sheet in, that sheet becomes the official score of record. For elimination round games, only the winning team turns in the sheet. If you forget to print them the Tournament official will have blank forms for you to complete and turn in.

Mercy Rule:

All age groups: 15 runs after 3 Innings (2 ½ if the Home team is ahead); 10 Runs after 4 innings (3 ½ if home team is ahead); 8 runs after 5 innings (4 ½ if home team is ahead).

Headfirst Slides:

Head first slides are allowed to any base (but not recommended) except home plate. Runner is out on a head first slide into home (for player safety). Returning to base on a pick-off attempt is not considered a head first slide.

Ejections:

Coaches and fans ejected from a game must exit the park immediately and not return for the rest of the tournament. Players may stay with their respective teams in the bleacher area (not bench) but may not participate in the rest of the game plus the next game. In the event this rule is not followed, the associate team will forfeit the rest of the tournament.

Start of Game: All teams are expected to be at the fields ready to play ½ hour before game time. Please be prepared to start games early if the field and umpire are ready to play.

Field Dimensions:

10u: 46-60

11u / 12u: 50-70

13u: 60-90

Game Length:

10u: 6 innings

11u / 12u / 13u: 7 innings

No extra innings in pool play. Pool play games can end in a tie.

Complete Game:

Weather-shortened games must complete 3 innings.

Time Limit Pool Play / Bracket Games (other than championships):

No new inning will start after 1 hour and 50 minutes.

Time Limit Championship Game:

None (but may be shortened for darkness).

Leads:

10u: No

11u / 12u / 13u: Yes

Stealing Bases:

10u: Once ball has crossed home plate.

11u / 12u / 13u: Yes

Dropped 3rd Strike:

10u: No

11u / 12u / 13u: Yes

Infield Fly Rule:

All ages: Yes

Run Limit per Inning:

All ages: No

Balks:

10u: No

11u: One warning per pitcher

12u / 13u: Yes

Cleats:

10u-12u: Rubber

13u: Rubber/metal

Bats:

All bats must be stamped with either the BBCOR, 2018 USA Bat Standard, or USSSA BPF 1.15 standard. There are no other weight or diameter restrictions.