

AURORA BASEBALL LEAGUE
TOURNAMENT RULES - 9U, 10U, 11U, 12U, 13U, 14U

General Rules

1. When not covered by specific Aurora Baseball League (ABL) amendments in this document, High School (NFHS) Rules apply. The ABL reserves the right to modify rules prior to the start of the tournament if any item is misrepresented within this document.
2. All teams are required to have Insurance when they register for the tournament. Insurance is a requirement for participation.
3. Teams shall be at the field 30 minutes before the scheduled time of the game. Umpires may start games up to 30 minutes early. Unprepared teams risk possible forfeiture by a 7-0 score. Teams can start a game with a minimum of eight (8) players.
4. In pool play games the home team shall be declared by flip of a coin. The home team will be responsible for keeping the official score book. For all playoff games, the home team shall be the highest seeded team.
5. There is no infield practice before the start of a game. Teams may take ground balls in foul territory along the 1st and 3rd base lines.
6. All protests shall be made to the umpire before the next pitch. The head umpire for that game shall have the final ruling.
7. Any player, coach, parent, or fan that is ejected from a game by an umpire must leave the field and will not be permitted to play in or be at the field for the team's next game.
8. All games must start on time and are on a 1 hour 50 minute time limit.
 - a. No inning will start after 1 hour and 50 minutes.
 - b. Time shall begin at the conclusion of ground rules. Umpire will announce time to coaches and the home team will note it in their scorebook.
 - c. If the home team is in the lead and at bat when time expires, then the home team is declared the winner and the game is over.
 - d. Pool games can end in a tie if the time limit is met.
 - e. There is no time limit on championship games.
9. Any game that is not an official game because of inclement weather or other unforeseen developments shall be a suspended game and shall be resumed from the point of suspension.

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General Guidelines

	9U	10U	11U	12U	13U	14U
Base/Pitching Distance	65/46 ft.	65/46 ft.	70/50 ft.	70/50 ft.	80/54 ft.	90/60.5 ft.
Complete Game (innings)	6	6	6	7	7	7
Official Game (innings)	4	4	4	4	4	4
Pitching (max innings/game)	4	4	4	4	5	5
Mercy Rule (runs - inning)	8 after 5 10 after 4	8 after 5 10 after 4	8 after 5 10 after 4	8 after 5 10 after 4	8 after 5 10 after 4	8 after 5 10 after 4
Stealing	Yes*	Yes	Yes	Yes	Yes	Yes
Lead-offs	No	Yes	Yes	Yes	Yes	Yes
Dropped 3rd Strikes	No	Yes	Yes	Yes	Yes	Yes
Head First Slide Allowed	No	No	No	Yes	Yes	Yes
Bat Restrictions	None	None	None	None	None	-5
Metal Spikes	No	No	No	No	Yes	Yes

* only after the ball has crossed home plate

Player Roster

1. Age requirement cut off date is May 1st. A player's age as of May 1st will dictate which Age Group Division he will play in. Birth certificates must be available prior to the start of each game.
2. Rosters are limited to 15 players. A roster must be turned in to the tournament director prior to the start of a team's first game at aurorabaseballleague@gmail.com.
3. All players on a team must be from their community league or team's regular roster. The ABL reserves the right to refuse entry of non-community affiliated teams. A player cannot be on the roster of two different teams in the same age division.

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Batting/Base-running

1. The dropped third strike rule shall be in effect in all divisions (except 9U - batter out, runners may advance).
2. The infield fly rule shall be in effect in all divisions.
3. If a player squares around to bunt they are NOT allowed to take a full swing. If a player squares to bunt and takes a swing, the batter will immediately be called out. If the ball is put in play, it will be immediately called as a dead ball and players return to their original base.
4. Teams have the option of batting 9 players, 10 players (one AH), or their entire roster. The "Additional Hitter" (AH) can be substituted for and the re-entry rule will apply. The AH can play the field. All divisions will play with nine position players in the field. Starters may re-enter the game at the original position in the batting order. Substitutes may not re-enter a game once they are removed.
5. Any attempt to knock down or roll block a defensive player will result in the base runner being called out and ejected from the game. All slides must be legal slides according to NFHS rules or the runner will be called out. NOTE: Head-first slides ARE allowed in 12U and up.
6. Courtesy runners are allowed for catchers with two outs to speed up the game. The runner must be a player who is not currently in the game. If there are no additional players, the runner will be the player who made the last batted out (last out if roster batting). The runner being substituted for must catch the next inning.
7. If a team is roster batting and the batter due up is unavailable to bat due to injury or illness, the batter will be skipped and no out recorded. The player may NOT return to the game. If the player was ejected or left the game for any reason other than illness or injury an out will be recorded each time that player is due up to bat.

Pitching

1. Maximum Pitching
9U, 10U, 11U: 4 innings (12 outs) per game
12U: 4 innings (12 outs) per game
13U, 14U: 5 innings (15 outs) per game
2. Home team is responsible for the official scorebook and tracking innings (outs) pitched per pitcher. If a team is playing 2 games in a day they must share their pitcher inning totals from the previous game with the umpire and opposing team.
3. There are no overall tournament innings pitched limits. Coaches are strongly encouraged, however, to follow MLB Pitch Smart guidelines for pitches thrown.
<https://www.mlb.com/pitch-smart/pitching-guidelines>
4. Coaches are responsible for alerting the umpire if they feel a pitching limit is violated or about to be violated. It is strongly encouraged to notify an umpire before the violation

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occurs (e.g. at the beginning of an inning). If a limit is exceeded, that pitcher must be replaced immediately once the umpire is notified. There is no other consequence to the offending team.

5. When the coach goes to the mound to talk with the same pitcher for the second time in an inning, the pitcher must be removed from pitching, but may remain in the game at another position.
6. Once a pitcher is removed from the game as a pitcher, he may NOT re-enter the game at pitcher.
7. For pitching purposes, 3 outs constitute one (1) inning pitched. A new pitcher must pitch to at least one (1) batter unless an injury occurs after he starts throwing warm-up pitches.
8. There are no balks in 9U. In 10U, 11U, and 12U, each pitcher will receive one warning before a balk is called. There are no balk warnings in the 13U and 14U age groups.

Miscellaneous

1. Winning team will text the game score to the Tournament Director (216.288.8831 and 440.679.1326) immediately following the game and give the game score to a tournament Field Director. Please include Age Division, Teams, and Score in text message.
2. The playoffs will be determined as follows:
 - a. 12 Team Format - three pools of 4 teams. Three pool winners and one wild card enter a single elimination playoff on Sunday. The wild card team will not play a team within their own pool in the Sunday semi-final game (if necessary, tie breakers will be used to determine wild card opponent).
 - b. 8 Team Format - two pools of 4 teams. The two pool winners and two 2nd place teams enter a single elimination playoff on Sunday.
 - c. The Tournament Director will modify the pool play and playoffs if the number of teams is neither 8 nor 12.
3. Any pool game ending in a tie due to the time limit that is an "official game" will stand as a tie. Any playoff game ending in a tie must be played until there is a winner.
4. In the event of a tie in team won/loss record, Tie Breaker guidelines are as follows:
 - 1) Head to head record (only if two teams are involved)
 - 2) Fewest runs allowed
 - 3) Run differential (max +8/game)
 - 4) Total runs scored
 - 5) Coin toss

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NOTE - the Tournament Director may adjust these for special considerations like forfeits.

NOTE - if three or more teams are tied in pool play, head to head is NOT used to determine the order of finish. Where multiple teams are to be selected, such as a 3 team tie for the pool winner and runner-up, all tied teams shall be ordered per steps #2 - #5 above and the teams selected based on that order (as opposed to choosing one team and then starting the process over or using head to head among the remaining teams).

5. Profanity by ANY participant (including coaches) is subject to immediate ejection from the tournament.
6. The insurance carried by the ABL does not cover outside teams that are participating in the tournament.
7. The Tournament Director or his appointed representative shall be the sole judge as to the playing condition of the field and is responsible to make a decision for termination of play. In the event of bad weather, the ABL reserves the right to modify the tournament format. In the event the tournament is canceled due to weather and only 1 game is played, refund is 50%. If only 2 games are played, refund is 0.
8. Should rain delay the pool play on Thursday, Friday, or Saturday and force make-up games on Sunday, generally all semi-final games (where there are no wild-cards) will be cancelled and we will proceed directly to the championship games where 1st place in Pool 1 will play 1st place in Pool 2. NOTE - Tournament Director discretion applies.
9. If there is visible lightning and/or thunder (including seeing the flash, not necessarily seeing a lightning bolt) before, during, or after a game, players, coaches, and umpires are to leave the playing field immediately and move to a safe location and wait until 20 minutes has elapsed from the time of the last visible lightning and/or thunder.