



## ***Tournament Rules***

### **9U-13U**

#### **1. Uniforms**

All players need to be dressed in a full baseball uniform. Duplicate numbers are not allowed. Metal spikes are only allowed in 13U.

#### **2. Bat Restrictions**

9/10u = USA Bat

11u/13u = No Restriction

#### **3. Pre-game Meeting**

Head coaches must attend the pre-game meeting to discuss sportsmanship, ground rules, exchange line-ups, review home-away team, and establish the "official start time" for the game

POOL PLAY: Home team is pre-determined by the pool play schedule.

BRACKET PLAY: Home team will be the higher seeded team

#### **4. Official Game**

Four (4) innings will constitute an official game –or– three and one half (3 ½) innings if the home team is winning.

Games called due to the time limit are considered an official game regardless of the number of innings that are completed.

Games stopped for any reason (weather, lightning, darkness, emergency injury, etc.) before the game is official, will be suspended and resumed, if possible, from the point of the stoppage. a time scheduled by the Tournament Director. In the event that no feasible time can be established, the Tournament Field Director will deem the game complete at the end of the last fully completed inning and the team that is winning at that point will be the winner.

## **5. Time Limits**

There will be a 1 hour and 50 minute time limit on all games(Not Drop Dead) with the exception of the Championship Game. You may not begin a new inning after 1 hour 50 minutes. The official game start time will be noted at the home plate meeting with the umpire and head coaches. Teams are expected to hustle on and off the field at all times to keep the games moving.

Pool play and consolation games may end in a tie – no extra innings in pool play games. In the event the time limit has been reached during bracket play, a winner must be declared and extra innings will be played until a winner is declared.

Teams need to be at their designated field and ready to start playing a minimum of thirty (30) minutes prior to the game's originally scheduled start time.

## **6. Protests**

No protests will be allowed. The umpire possesses complete control over the game and all decisions made on the field during play by the umpire will be deemed final. The only exception will be to protest the use of an ineligible player outlined below.

## **7. Player Eligibility**

The age cutoff date is April 30.

## **8. Ineligibility Player Protests**

If a coach questions the eligibility of a particular player(s), he must notify the Tournament Field Director during the game or within in ten (10) minutes following the game. The player protest fee of \$50 (cash) must be paid in order to initiate an investigation.

If the player is found eligible, the fee will be deposited in the tournament treasury.

If the player(s) is found ineligible, the \$50 fee will be returned.

If a player is found ineligible and the player has not participated in any games, the game will simply be played without the ineligible player and the head coach will be permitted to remain with his team.

If a player is found ineligible and has played in a game, any games (including any game in progress) will immediately be forfeited to the opposing team. In addition, the ineligible player and head coach will be removed from the remainder of the tournament. The team (without player and head coach) may continue to play in the tournament.

## **9. Rosters / Birth Certificates / Team Insurance**

Teams will be required to register their team with the Tournament Field Director prior to their first game. At that time, coaches will need to have copies of all players' birth certificates on hand and available to be inspected upon request during the tournament.

Each team is required to carry its own insurance and should ensure that the

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is listed as an 'Additional Insured' on their certificate. A copy of this certificate will need to be given to the Tournament Field Director when the team checks in prior to their first game.

## **10. Inclement Weather Policy**

The Tournament Committee will make all decisions regarding playing conditions prior each game and will make their best effort to get fields playable. After a game starts, the umpire will be responsible for stop/starts related to weather.

If the entire weekend is canceled due to weather then the tournament refund policy will apply. If the first day is canceled then the Tournament Director has the right to modify the tournament format and schedules to complete the tournament in one day.

In the event of weather cancellations, the three (3) game guarantee is considered waived, but the Tournament Director will make all efforts to get all teams three (3) games.

If the first day of games is completed and the second day or a portion of the second day is canceled, then the tournament champion and runner up will be based off each team's tournament record from the first day and tie breaker criteria.

## **11. Tournament Payment Policy**

Your spot will be guaranteed once your payment is received, as long as the tournament is not full at the time the payment is received.

## **12. Tournament Refund Policy**

The following scenarios will apply to refunds should weather impact the tournament:

One (1) game played on Saturday or Sunday, no refund will be given.

Should the entire tournament be canceled due to weather prior to any games being played, 75% of the registration fee will be refunded. The remaining fees will go towards offsetting the many fixed tournament expenses already incurred (trophies, umpires, field rentals, porta-pots, etc...).

### **13. Tournament Team Cancellation Policy**

A \$100.00 fee will be charged to any team that withdraws more 30 days from the Tournament start date. There will be no refunds for any cancellations within 30 days of the Tournament start date.

### **14. Concessions**

Concessions will be available on site .

**\*\* Team are not permitted to bring their own grills to Cousler Park**

### **15. Game Results Reporting**

Immediately following the completion of each game, each coach will sign the Game Summary Card, which will indicate the Winning/Losing Team, Final Score and Pitcher's used [including innings pitched].

**\*\*Game results will be posted on Tourny Machine. The app can be downloaded via Apple or Android**

### **16. Umpires**

9U -12U– One (1) umpire will be scheduled for all games, except the Championship Game

13U – Two (2) umpires will be scheduled for all games.

Games may be played with 1 umpire in case of emergencies or if not available.

All umpire fees are included in your registration fee.

### **17. Awards**

A Championship Trophy will be awarded to the winner of each age division. Individual Championship and Runner-Up Trophies will be awarded to players.

A maximum of 14 trophies will be awarded per team

### **18. Parking and Admission**

Parking and admission are free.

### **19. First Aid**

Each team is required to carry a first aid kit at all times.

### **20. Baseballs**

The tournament will provide new baseballs for each game. Each team is required to have 1 (one) used baseball in good shape to serve as back up if needed. All Games Balls should be returned to the Umpires upon completion of the game.

## **21. Mercy Rule**

Games may end early do to the mercy rule.

15 runs after 3 innings

10 runs after 4 innings

8 runs after 5 innings

The Mercy Rule is in effect for all games including the Championship Game.

## **22. Length of Game**

12 and Under = 6 innings      13U=7 innings

## **23. Forfeited Games**

The final score of any forfeited games will be recorded as 10-0.

## **24. Game Format/Tie Breaker Criteria**

The tournament format will be based on the number of registered teams in each division. All teams will be guaranteed 3 games (weather permitting) in all formats.

The following criteria will be used for tie breakers:

1. Win-Loss Record
2. Head to Head (If only 2 teams are tied and have played each other)
3. Total runs allowed
4. Run differential for all games
5. Blind Draw

## **25. Collision Rule**

All runners must slide or otherwise attempt to avoid a fielder who has possession of the ball and is waiting to make a tag. If in the judgment of the umpire the collision is intentional, the offending player is called out and may be ejected from the game. If a runner does not slide but does not impact the play and is called safe, then the runner remains safe.

## **26. Courtesy Runners**

Courtesy runners are allowed for pitcher and catcher of record with two (2) outs in an inning. The player that made the last batted out will be used as the courtesy runner.

## **27. Intentional Delays**

Intentional delaying a game to achieve victory through time limit is considered unsportsmanlike conduct and will not be tolerated. The umpire and/or Tournament Field Director reserve the right to eject a coach or player for intentionally delaying a game and have the discretion to declare a forfeit against the offending team.

## **28. Number of Players**

The "Official Start Time" is at the conclusion of the home plate meeting between the umpires and head coaches. Teams must start the game with 9 players. If a team does not have 9 players at the Official Start Time, the game will be declared a forfeit. There is no 15 minute grace period.

Teams may finish games with 8 players due to injury or ejection but will take an out each at bat for the lost player.

## **29. Ejection**

Any player or coach that is ejected for a game will not be able to play in the following game even if it is a championship game.

## **30. Pitching Rules - 13U No Restrictions**

9u / 10u = Pitchers are allowed to pitch three (3) innings per game

12u = Pitchers are allowed to pitch a maximum of (6) innings per day

**NOTE: 1 pitch in an innings constitutes 1 inning pitched**

**PENALTY: Any team that violates this rule, the game will be deemed a forfeit.**

**PROTESTS: Discovery MUST be made to the home plate umpire AND done before the final out of the game is recorded.**

**Discovery after the fact will result in no penalty being assessed.**

## **31. Leading / Stealing**

9U-10U: Runners may lead off and/or steal once the ball crosses the plate. If the umpire deems the runner left his base early, he shall be declared out. No warnings will be given.

12/13U: Leading is allowed.

### **32. Bunting / Infield Fly / Dropped 3<sup>rd</sup> Strikes / Balks**

#### **Bunting**

ALLOWED in all divisions

**\*\* Fake Bunt AND Swinging is not allowed in any division and will result in an out**

Teams will be given a warning and any subsequent offenses, the player will be ejected

#### **Infield Fly Rule:**

NOT in effect for 9U-10U

ALLOWED for 12/13 U

#### **Dropped 3<sup>rd</sup> Strike Rule**

NOT in effect for 9U-10U

ALLOWED for the 12/13 division

#### **Balks**

NOT in effect for 9U-10U

ALLOWED for both the 12U-13U divisions **\*\***

One (1) Balk warning per pitcher (12U)

All balks will be an immediate dead ball and  
runners advance 1 base

### **33. Defense**

There will be free defensive substitutions throughout the entire game.

Defensive players are in no way tied to the batting lineup.

### **34. Batting**

Teams may bat anywhere from 9 to the entire roster. The batting lineup is locked at the conclusion of the pre-game meeting. Any player not in the starting batting lineup may substitute for another player in the starting batting lineup. However, once the substitution occurs, these two players are then locked into the same spot of the batting lineup and MAY NOT bat in any other spot. Either player may bat in this spot of the order for the duration of the game.

### **35. Mound Visits**

Coaches will be allowed (1) mound visit per pitcher per inning.

A 2<sup>nd</sup> mound visit per pitcher during an inning, will require that pitcher be removed.

