

## All Star Baseball Academy Tournament Series Rules

### 9u-18u Championship Style Tournaments

#### 1. **Format**

Each registering team will play 2 pool games (weather permitting). At the conclusion of Day 2, teams will be re-seeded for bracket play on Day 2 or placed into a consolation bracket. Pool games may end in a tie.

In bracket play, Day 2 will be a single elimination format. Winners will move on and play until there is a winner for the tournament. In the consolation bracket, winning teams will NOT move on to play. Consolation games may end in a tie.

- 13u-18u will play on 90' base path fields and 60'6" mound distances.
- 11u-12u will play on 70' base path fields and 50' mound distances.
- 9u-10u will play on 60' base path fields and 46' mound distances.

#### 2. **Infield/ Outfield:**

Infield/Outfield is not permitted between games to allow the staff time to prep the field for the next game. Teams are permitted to hit fly balls and/or ground balls in the OF area to prepare their players for the game.

#### 3. **Tie Breakers**

After pool play, teams will be reseeded by the following criteria.

- a. Head to Head (if only 2 teams are tied - if more than 2 teams and move on to next tie breaker)
- b. Runs Against
- c. Runs Scored
- d. Run Differential
- e. Common Opponent's Runs Against
- f. Common Opponent's Runs Scored
- g. Coin flip

If there are multiple pools of teams, the winners of each pool will advance into bracket play. Pool winners will then be reseeded using the following criteria.

- a. Record
- b. Runs Against
- c. Runs Scored
- d. Run Differential

#### 4. **Extra Innings Play**

During bracket play, there must be a winner. In the case a bracket game enters extra innings, International Tie Breaker Rules will be in effect. Each half inning will begin with baserunners on FIRST and SECOND bases with NO OUT. Innings will play out until there is a winner.

- Last batter of previous inning is placed at FIRST BASE
- 2<sup>nd</sup> to last batter of previous inning is placed at SECOND BASE.
- Each half inning begins with ZERO OUTS.
- Game will end when there is a winner

## 5. Rules

All Star Tournament Series will play High School Federation Rules for baserunning and balks. Teams must bat a minimum of 9 batters in their lineup, bat their entire lineup or anything in between. Lineups with more than 9 batters, those extra batters/players are considered an EH/XH. EH and XH are like positions on the field. Those players may enter and exit the game at any time, but must remain in that batting position. Teams may use a DH if they choose. The DH has to bat for a player on the field.

Speed up rule is in effect. You can run for the PITCHER and CATCHER at any time. That baserunner can only be a player that is NOT in the game! If the team is batting the entire lineup, the last out of the previous inning is the pinch runner.

### **Batting:**

- Batting out of order will result in an out.
- If a player is hurt and cannot participate, the player's spot in the lineup will be skipped without penalty. **The next batter will inherit the count of the injured player.**
- If there are less than 9 batters remaining, the spot will result in an out. Each time that player's spot in the lineup comes up, that position in the lineup will result in an out for the remainder of the game.
- If a player is deemed hurt, he will not be permitted to re-enter the game at any time.

### **Balks:**

- 11u
  - Each pitcher will receive one (1) warning during their time on the mound. After that player has received his warning, a balk will be called each time thereafter he commits a balk and each base runner will be awarded the next base.
- 12u-18u
  - No warnings will be issued to pitchers. Balks will result in a dead ball and base runners will move up one base.

### **Leads:**

- 9u-10u
  - Players are not permitted to leave the occupied base until the pitched ball crosses home plate. At that time, base runners may attempt to advance to the next base
  - If a player is leaving the base too early, the umpire will issue one (1) warning to the player. If the player subsequently leaves the base too early again, the umpire will deem the base runner out.
- 11u-18u
  - Players are permitted to lead off an occupied base at his own peril.

### **Steals:**

- 9u-10u
  - Players are permitted to attempt advancing to the next base only after the ball has crossed home plate.
  - If a player is leaving the base too early, the umpire will issue one (1) warning to the player. If the player subsequently leaves the base too early again, the umpire will deem the base runner out.

- 11u-18u
  - Players are permitted to attempt advancing to the next base at his own peril at any time, except when time has been called and granted by the umpires.

**Dropped Third Strikes:**

- 9u-10u
  - Batters are not permitted to advance to 1B on a dropped 3<sup>rd</sup> strike from the catcher. The batter is automatically out.
- 11u-18u
  - Batters are permitted to attempt to advance to 1B on a dropped 3<sup>rd</sup> strike from a catcher or a ball in the dirt that the umpire has called a strike.
    - The batter is automatically out if first base is occupied and there are less than two (2) outs.
    - If there are two (2) outs and 1B is either occupied or unoccupied, the batter may attempt to advance to first base.

6. **Rosters:**

**Birth Certificates:** (If applicable) It is the responsibility of the coaching staff to carry documentation of birth for all of the players on their roster at all times during the tournament.

- Birth certificates, passports, or any other government issued documents are sufficient. (must list full name and birth date)
- Coaches may protest the ages of players on another team, only before or during a game.
- If a coach decides to protest the age of another team's player(s) the coach must provide a **\$100-protest fee (cash only)** to the tournament director, who will then request the birth certificates from the team in question. Parents cannot protest the ages of other players. **If for what ever reason, the coach cannot produce proof of age, they will have until 8pm that evening to provide documentation to the tournament director (POOL PLAY).**
- If the team is unable to provide sufficient documentation by 8pm, the team will forfeit the current game with a score of 7-0 (7 innings) or 6-0 (6 innings) and will not be permitted to start another game without the appropriate documentation. If the team forfeits the game/s, seedings and game results will be adjusted for the playoff round.
- **If the protest occurs during a playoff game the coach will have until the completion of the game to produce proper documentation. If the player is deemed ineligible, and the team will forfeit the game with a score of 7-0 (7 inning game) or 6-0 (6 inning game).**
- In the case of a successful protest (players are not age eligible or proper documentation cannot be produced), the tournament director will return the protest fee to protesting coach.
- In the case of an unsuccessful protest (documentation is provided, and players are age eligible) the protest fee will be lost.
- The ASBA Tournament Director may request for documentation of a player's age at any time.
- **\*If a team is found to be using an illegal player (not age eligible) the team will be *EJECTED* from the tournament immediately. All previously played games will be reverted to a forfeit with score of 7-0 or 6-0. **NO CREDITS OR REFUNDS WILL BE GIVEN TO THE EJECTED TEAM.****

## 7. Lineups:

- Lineups are required to be submitted to the ASBA Staff member on site for game data. Any substitutions must be presented to the opposition and the scorer.
- Each player on a team should have a unique number displayed on their jersey.
- **It is the responsibility of the opposing team to verify the accuracy of the other team's lineup prior to the start of each game.**
  - Managers must bring any issues to the attention of an ASBA Tournament Director before the game.
  - If a lineup issue is discovered during the game, the ruling will be that the lineup is corrected at that point for the rest of the game. If it is brought to our staff's attention after the game- there will be no penalty. There will not be a forfeit in this situation since the opposing team is responsible for verifying the other team's lineup prior to the start of the game.
- Players must be on the roster at the beginning of the tournament. Any game that a player participates, that is not on the original roster, will result in forfeiture of that game (7-0 for 7 inning game, 6-0 for 6 inning game).

## 8. Substitutions:

- Mound visitations will be covered by NFHS rules.
- If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty (unless when there are less than 9 players remaining, then that spot will become an out). If an injury occurs during an at-bat and the player can't continue the at-bat, the next batter in the lineup, will take over that at-bat and assume the 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.

\*\*In the event that a player will be late to the game, there are two options to utilize the player in the game.

- The player can be placed in the starting lineup, but if he is unavailable for any of his at-bats, an out will be recorded for each time he is due up. Whenever the player arrives and is available, he can assume his spot in the lineup.
  - The player can be listed as a substitute, and whenever he arrives or is available, he can enter the lineup according to our substitution rules.

### **Re-Entry:**

- If a team does not bat the entire lineup and substitutes are available, we use the standard NFHS re-entry rule. Starters may be re-entered once (including the DH for 15u-18u), as long as the player occupies their original position in the batting order.

### **Pitcher RE-Entry:**

- If a pitcher is removed after throwing a pitch and goes to another defensive position, they may not return as a pitcher in the game. In other words, as soon as another pitcher throws a warm-up pitch (becoming the new pitcher of record), the previous pitcher is no longer able to pitch in that game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the 'pitcher of record' and can continue to pitch in the game.

### **Pitcher of Record:**

- Once a pitcher throws a warm-up pitch, they must face at least one batter. If the pitcher is hurt during their warm-up pitches, another player may come in to pitch. The previous pitcher of record will not be allowed to re-enter back onto the mound after a pitcher has thrown a warm-up pitch.

9. **Home/Visitor**

- In pool play, the **AWAY team will be listed first and the HOME team will be listed second**. In bracket play, the team with the higher rank will be deemed the home team. The Home team is the book of record for the game.

10. **Time Limit**

- There is a 1 hour and 50-minute time limit on each game in pool play. No new inning will begin after the time limit. If the bottom of an inning is completed before the time limit, the new inning will begin. There is no time limit in the Championship Game.
- If the home team is up to bat, WINNING and the 1:50 mark is reached (no new inning), the home team WILL continue to bat until the game time of 2 hours is reached. In championship style tournaments, runs for and against matter, therefore, the game is played until the time limit is reached. After the 2-hour limit has been reached, we will finish the current at bat and the game will then be deemed complete.

11. **Mercy Rule**

- 10u-12u
  - Mercy rule is in effect. If a team is winning by 15 or more runs after the completion of the 3<sup>rd</sup> inning, the game will be deemed complete. If a team is winning by 10 or more runs after the 4<sup>th</sup> inning, the game will be deemed complete. If a team is winning by 8 or more runs after the 5<sup>th</sup> inning, the game will be deemed complete.
- 13u-18u
  - Mercy rule is in effect. If a team is winning by 15 or more runs after the completion of the 3<sup>rd</sup> inning, the game will be deemed complete. If a team is winning by 12 or more runs after the 4<sup>th</sup> inning, the game will be deemed complete. If a team is winning by 8 or more runs after the 5<sup>th</sup> inning, the game will be deemed complete.

12. **Bats**

**Bat Restrictions:** Coaches are responsible for checking all of their player's bats before playing in the tournament. Please make sure all bats meet the guidelines below.

- **9u-13u:** All bats must have either the BPF 1.15, USA Baseball or BBCOR designation displayed on the bat. **For the 13u age group, the maximum drop can be -5 (length to weight).**  
There are no other bat restrictions for age groups 9u to 12u. Coach Pitch bats not permitted in any age group.
- **14u-15u:** BBCOR designated bats with a -3 differential (length to weight) only.
  - All Star Baseball Academy Starz Tournament Series (14u-15u) will only use BBCOR approved bats and -3 drop. Any bat that is deemed illegal by the umpire, the batter will be OUT if the ball is put in play. Any baserunners will be returned to the base of origin prior to the ball being put in play.
  - If the ILLEGAL bat is used in the game again, the HEAD COACH will be ejected from the game and will be suspended for the team's next game. If that game is on a separate day, the ejected coach will not be permitted to coach.
- **16u-18u:** WOOD bat only

13. **Ejections**

- Any player, coach, parent or team representative that is ejected from a game must leave the premises immediately. Failure to do so will result in automatic forfeiture of that game. Any team that forfeits a game, the opposing team will be awarded a 7-0 win.
- If a player, coach, parent or team representative is ejected, that person will not be permitted to coach/play/attend that team's next game.

## **Ejection/Suspension Policy:**

### ➤ **Managers/Coaches:**

- Managers or coaches (or scorekeepers or anyone else that is in the dugout or on the field during a game) that are ejected from a game (either by an umpire or by a Tournament Director) must leave the facility immediately and will automatically be suspended for 1 additional game. The Tournament Director may also lengthen the suspension to more games or expulsion from the facility for a period of time. If a manager or coach is ejected from a game twice during the same tournament, they will be suspended for the remainder of the tournament.

### ➤ **Players:**

- If a player is ejected from a game, they may face further suspension.

### ➤ **Parents/Fans:**

- If a fan or parent is ejected from a game (either by an umpire or a tournament director), they must leave the facility immediately and will be suspended for the remainder of the event.

## 14. **Forfeits**

- If a team chooses to forfeit a pool play game, they are not eligible for the championship round and face suspension in future ASBA tournaments. The final score of the forfeited game will be based on the team giving up a run per inning for a complete game (e.g.) for a 6-inning game the score would be 6-0; for a 7-inning game the score would be 7-0).
  - If a team chooses for forfeit a consolation or elimination game, they face suspension in future ASBA tournaments.
  - If a team chooses to forfeit a championship game, they are not eligible for tournament awards.
  - ASBA will attempt to replace a forfeited team in an elimination game if possible.
  - If a game becomes a forfeit after it has started due to a team having less than the required 7 available players, the official score of that game still follows the guidelines above no matter what the score was at the time of the forfeit.

## 15. **Balls**

- Balls will be provided by All Star Baseball Academy for each event of A1030 or better quality. We ask that each dugout help with foul balls on 1B, 3B and behind home plate. Five (5) game balls will be provided for each game. Please do not take game balls at the conclusion of the game.

## 16. **Inclement Weather**

In the event of rain, we will do everything within our power to stay as close to game schedule as possible. However, because of limited field availability we may have to deviate from the printed schedule. If and when we need to alter the schedule, we use the following procedures/priorities as our guide:

1. Our first priority will always be to make sure that each team plays its minimum number of games.
2. We will try to maintain the original schedule as much as possible
3. In the event of weather/darkness, it may not be possible to accommodate schedule requests.
4. ASBA reserves the right to alter the format of a tournament at any moment due to extraordinary circumstances. In the case of rain, the day 2 schedule may be adjusted.

**Example:**

**In the event that all teams do not play the minimum number of pool games, the seedings for the playoff format will be based on the pool play standings.**

In the event of a delay for weather or lightning, the game clock **WILL NOT** stop and will continue to run. All Star Baseball Academy will make every attempt to complete games within the timeframe allotted. It is important that all games stay on time in fairness to all the participants.

If a delay occurs, continuance of the delayed game will be at the sole discretion of the All Star Baseball Academy staff member.

For example: If there is a delay for 30 minutes in the middle of the game and there is only 20 minutes remaining on the running clock, the game could be deemed complete, so the next game can be started on time and give other teams a chance to play.

**17. Lightning Policy**

- When a lightning storm approaches within 8-20 miles, ASBA staff will continuously monitor the storm activity and prepare for a possible suspension of games.
- When lightning is detected within 8 miles, all games will be suspended. At that time, players, coaches, and spectators should exit the facility to the safety of their vehicles or another building structure available.
- Games will be resumed once the lightning has moved outside of the 8-mile radius from the complex for a period of 15 minutes.
- It should be noted that lightning could be visible (usually in the clouds) over 20 miles away. These observations should obviously alert everyone that a storm may be approaching; however, it does not necessitate the suspension of play.

**18. Suspended/Regulation Games Policy**

Games that do not make it to regulation (4 complete innings for a 6-inning game or 5 complete innings for a 7 inning game) due to weather/ darkness will be considered a suspended game and will be resumed (if possible) from the point of suspension at the earliest time available. If there is not enough time to resume a suspended game, it will be considered complete and official at the end of the last completed inning.

- **Pool play/Consolation games:**
  - If a game is suspended prior to being official and there is not enough time to resume-the game would be considered complete and the score would revert back to the last completed inning.
    - If tied at the end of the last completed inning, the game would stand as a tie.