

# MAPLEZONE SPORTS INSTITUTE

## - BASEBALL TOURNAMENTS -

MSI Sports Complex  
4881 Chichester Ave.  
Aston, PA 19014

### Tournament Rules and Park Policies

(Updated 04/23/2019)



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# **TOURNAMENT INFORMATION**

## **CHECK IN**

Coaches must show up at least an hour prior to their first game of the tournament to check their team in. All managers must be prepared with all of their proper documents including, but not limited to, roster, insurance and birth certificates. This will allow things to be efficient and run smoothly. All of the required information can be found on our website: <http://maplezonesportsinstitute.com/>, or call at (610) 248-9131.

## **ADMISSION**

As of March 1, 2019, admission for the parents and fans for the MSI Tournaments is \$5.00 per adult. Children under the age of 18 are admitted free of charge. Admission fees are subject to change without notice.

## **PARKING**

Parking is free and there is plenty of space to park your vehicle for the MSI tournaments. Please drive all the way to the end of the entrance road and proceed into the parking lot. Please do not park or drop off on the entrance road. Cars that are parked in the fire lanes and or the grass are subject to towing at the owner's expense. Buses and RV's are required to park in the back of the parking lot. No overnight parking is permitted.

## **FACILITY RULES**

- No Smoking
- No Alcohol on MSI property
- No Tobacco Use
- Pets are allowed, but must be on a leash and controlled by their owners.
- Coolers are permitted and are subject to be inspected for banned items.
- Gum, Seeds, and any other shell product are not allowed.

## **INSURANCE**

Each team is required to have proof of insurance with them at all times. Proof must also be provided to MSI prior to the tournament. The insurance certificate must have no less than \$2,000,000 General Aggregate and \$1,000,000 Each Occurrence coverage. Insurance certificate must have "Maplezone Bat Works" listed as the certificate holder and additionally insured.

## ROSTERS

The roster size can be unlimited for the number of players on the team. There will be no more than 4 coaches (1 manager, 2 coaches, and a scorekeeper) allowed in the tournament. A team can add to their roster up to their first game. A player can be on rosters for two different age groups, but not on multiple teams within a single age group. If a player's name shows up on multiple rosters, he/she must designate which team he/she is officially on before the player's first game. Anyone who plays games for more than one team in an age group will be declared an "illegal player" for all but one team (the Tournament Committee will decide which is the "legal" team) and penalties will be enforced per NFHS rules.

**ROSTERS MAY ONLY BE SUBMITTED BY USING ONE OF THESE TWO LINKS:**

<http://maplezonesportsinstitute.com/tournaments/msi-9u-15u-roster-submission/>

<http://maplezonesportsinstitute.com/tournaments/msi-16u-18u-roster-submission/>

## UMPIRES

All games played in MSI tournaments will have two umpires assigned for each game.

## BASEBALLS / EQUIPMENT

Game balls will be provided by MSI for all games. Teams are to bring their own practice balls for use in batting cages and for warm up. Teams also should bring helmets, bats, gloves, catcher's gear, first aid and other equipment that may be needed for the team. **Metal cleats may not be worn on any TURF fields used for the tournament.** See details below.

## UNIFORMS/CLEATS

Teams are to be in full uniform once they are on the field. All players must have a uniform number.

**NO METAL CLEATS MAY BE WORN AT MSI OR ANY OFFSITE TURF FIELDS!**

**For games at Ramp Park, only the pitcher can wear metal cleats and only while pitching. PLAYERS MUST WEAR TURFS, PLASTIC MOLDED CLEATS, OR SNEAKERS.**

However, we recommend that all pitchers bring their metal cleats with them in case the Tournament Committee gives permission to wear them due to weather related conditions. Coaches are not required to wear full uniform during games. However, MSI does expect coaches to dress appropriately on the field. Coaches do not need to wear helmets while coaching 1<sup>st</sup> or 3<sup>rd</sup> base, however, players need to wear helmets if they coach 1<sup>st</sup> or 3<sup>rd</sup> base.

## **BATTING CAGES/PRE-GAME WARMUP**

Use of batting cages will be on first come first served basis. MSI currently offers 4 turf batting cages behind field "E" on the left field side. Please use only one cage and be respectful of other teams waiting to use the cage.

## **DUGOUTS**

All dugouts at MSI have protective fencing in front. However, foul balls can get into the dugouts through the doorways. Players and coaches should be aware of foul balls at all times. Coaches are responsible for the players in the dugouts.

## **FIRST AID**

There will be general first aid equipment on site for all tournaments. A local first aid squad is on call in the event of a serious injury. Crozer-Chester Medical Center is located at 1 Medical Center Boulevard Upland, PA 19013. Take RT95N to exit 5 in PA. The Medical Center is about 10 minutes from the Maplezone Complex.

## **FOUL BALLS**

All players, coaches, fans and parents need to be aware of foul balls at all times. There will be more than one game going on at a time, and foul balls can come from different fields. Please return all foul balls to the umpire or a staff member.

## **TOURNAMENT PHOTOGRAPHY SERVICE**

MSI has partnered with Studio One Action Shots to be available on selected weekends. The photography office is located in the main building at MSI. For more info: [http:// www.studioneactionshots.com/](http://www.studioneactionshots.com/)

## **AWARDS**

A team trophy will be presented to the top 2 finishers in each age group.

## **PROTESTS**

Protests must be submitted to the home plate umpire before the next pitch or play. If a protest results from the final play of a game, it must be submitted prior to the umpires leaving the field.

Protests will be heard and ruled on by the Tournament Committee. The team protesting a playing rule must submit a cash deposit of \$100 at the time of the protest. If the protest is ruled in the protesting team's favor, the \$100 deposit will be refunded. The ruling made by the Tournament Committee will be final.

## **EJECTION/FIGHTING**

Any player or coach that is ejected from a game must leave the playing area for the remainder of the game. Unaccompanied minors may remain in the stands but may not disrupt game play in any manner. Any player or coach that participates in a fight will be suspended for the rest of the tournament. Any coach or player that makes physical contact with an umpire or MSI staff will be suspended for the rest of the tournament. Individuals who are suspended for the rest of the tournament are not allowed to enter the complex or any offsite locations being used for the tournament.

## **SPRING AND SUMMER AGE GROUPS**

- 18u Born on or after May 1, 2000
- 17u Born on or after May 1, 2001
- 16u Born on or after May 1, 2002
- 15u Born on or after May 1, 2003
- 14u Born on or after May 1, 2004
- 13u Born on or after May 1, 2005
- 12u Born on or after May 1, 2006
- 11u Born on or after May 1, 2007
- 10u Born on or after May 1, 2008
- 9u Born on or after May 1, 2009

## **FALL AGE GROUPS START LABOR DAY WEEKEND**

- 9U- 2029 Graduate or Younger
- 10U- 2028 Graduate or Younger
- 11U- 2027 Graduate or Younger
- 12U- 2026 Graduate or Younger
- 13U- 2025 Graduate or Younger
- 14U- 2024 Graduate or Younger
- 15U- 2023 Graduate or Younger
- 16U - 2022 Graduate or Younger
- 17U - 2021 Graduate or Younger
- 18U - 2020 Graduate or Younger

## **PAYMENT POLICY**

MSI requires each team registering for a tournament to make a non-refundable deposit payment in the amount of \$350. Payment in full for all events is due 45 days prior to the start of the event. Your final payment will be automatically billed to the method of payment used for your deposit. Visa, MasterCard, and Discover are accepted online and by phone. Checks can be sent to: MapleZone, 4881 Chichester Avenue, Aston, PA 19014.

## CANCELLATION POLICY

No refunds will be issued at any time after payments are made. However, MSI will hold a credit for a future event if notice of cancellation is given at least three weeks prior to the start date. **Credits may not be transferred to another organization and any credit must be used within 1 year. ABSOLUTELY NO EXCEPTIONS TO THIS POLICY.** Teams who are on the waiting list for a tournament will be contacted as soon as a slot has opened. MSI encourages waiting teams to provide a credit card number on their registration form to speed up the process should a slot open.

## INCLEMENT WEATHER

If rain comes into play, we will do everything we can to stay close to the original game schedule. Our turf fields will limit rain outs and delays. If we need to change the schedule because of the inclement weather, we will do our best to try to maintain the original tournament format schedule. However, some rained out games may not be made up depending on time constraints.

In case of scheduling changes, it is the team's responsibility, not the Tournament Committee, to make sure they are aware of the new schedule. This information will be posted at the complex field house and on our website.

## REFUND POLICY- Weather Related

For 3 game minimum tournaments:

Play 0 Games- 100% credit (no refund)

Play 1 game –70% credit (no refund)

Play 2 games – \$100 credit only (no refund)

For 4 game minimum tournaments:

Play 0 games- 100% credit (no refund)

Play 1 game –70% credit (no refund)

Play 2 games – 50% credit (no refund)

Play 3 games – \$100 credit only (no refund)

## MSI TOURNAMENT: PLAYING RULES

***Coaches: Be sure you are aware of all rules and rule changes. MSI reserves the right to amend these rules at any time for specific tournament play. National High School Federation Baseball Rules will be enforced with the following exceptions:***

**Footwear Restrictions: NO METAL CLEATS ARE ALLOWED ON TURF FIELDS!** Players MUST wear baseball turfs, molded plastic cleats, or sneakers on our TURF baseball fields. However, we recommend that all players also bring their metal cleats to have them with them in case the Tournament Director or Site Director gives permission to wear them during inclement weather. If a player is seen wearing metal cleats on Turf fields, he will be forced to remove them and both teams will receive a warning. If any player...after the warning... is found wearing metal cleats, he will be ejected and his head coach will be restricted to the bench.

**Please note: Some off-site fields are dirt/grass and metal cleats are allowed on those surfaces without special permission.**

## IMPORTANT RULES AND INFORMATION

- 1. POOL PLAY TIME LIMIT:** All games will be played with a strict one hour and 50 minute time limit. This means no new inning will start after the one hour and 50 minute mark. Official time will be kept by the umpires. The time will start immediately after the conclusion of the pregame meeting. For each team's pool play games, the home team will be determined by a coin flip at the plate meeting. If the home team is batting and is ahead as the time limit is reached, the game will end immediately (player at-bat can finish his at-bat). Warm-up Pitches: Pitchers are allowed 8 pitches before their initial inning and 5 pitches before additional innings.
- 2. BETWEEN INNINGS...ALL games... 120-SECOND TIME LIMIT**  
Between innings, teams have 120 seconds to be ready for the first pitch... pitcher holding the ball and touching the pitcher's plate, and a batter standing in the batter's box ready to hit. The 120-second clock shall start when the last out is made and stops when the umpire calls "Play" for the first pitch to the first batter of the next half-inning. If there are unusual circumstances that prevent either team from getting on or off the field, other common sense delays such as ceremonies or field maintenance not the fault of the teams, or an injury, the time clock is delayed until players have had an opportunity to begin to move to their positions. Either team may use one of its charged conferences to avoid a 120-second clock penalty. If the offensive team is not ready within the 120-second time limit, the umpire shall call a strike. If the defense is not ready, a ball shall be awarded to the first batter.

**3. INNINGS:** 9U-12U will play 6 inning games, and 13U-18U will play 7 inning games, if the 1 hour 50 minute time limit permits.

**4. TIE GAMES:** All pool games that are tied after 6/7 innings or the time limit will be recorded as a tie. No extra innings will be played in pool games even if it is under the time limit after 6/7 innings.

**5. FORFEITS:** All forfeits that occur before the start of the game will result in 6-0 win (9-12u) or 7-0 win (13-18u). All forfeits or concessions that occur while the game is in progress will end the game immediately and the score will stand as-is at the time of the forfeit/concession. If any forfeit is deemed to be intentionally unsportsmanlike (ruled on by the Tournament Committee), the forfeiting team may become subject to additional penalties.

**6. MERCY RULES:** Games will end if the run difference is: 12 runs after 3 innings; 10 runs after 4 innings; and 8 runs after 5 innings.

**7. PITCHING RESTRICTIONS:** There are no pitching restrictions for our MSI tournaments. Please see the Pitch Count Limits and Required Rest Recommendations that was created by major league baseball.  
<https://www.mlb.com/pitch-smart/pitching-guidelines>

**8. TRIPS TO THE MOUND 9U-13U:** Second visit to the mound per inning with the same pitcher will result in removal of that pitcher. Once a pitcher has been removed from the mound, he may re-enter only once and pitch after one batter has completed his time at bat or a play has been completed.

**9. TRIPS TO THE MOUND/DEFENSIVE CONFERENCES 14U-18U:** Maximum of (6) free defensive conferences without a pitching change. One extra conference is granted for an extra inning game. A player leaving his position to confer with the pitcher, including a pitcher leaving the mound to confer with a player, is charged with a defensive conference. Brief incidental communications that do not delay the game are not considered charged conferences. This is a pace of play rule and a way to stop intentional game delays. A pitching change is required if a coach makes a second trip to the same pitcher in the same inning. Once a pitcher has been removed from the the mound, he may re-enter only once and pitch after one batter has completed his time at bat or a play has been completed.



**10. OFFENSIVE CONFERENCES:** 9U-13U, One offensive conference per inning. 14U-18, Maximum of (6) offensive conferences per game. One extra conference is granted for an extra inning game. 14U-18U... an offensive conference is charged if a batter or runner leaves their position during a defensive charged conference. 14U-18U... during a pitching change, the current batter, the on deck batter and any runners are allowed to leave their positions to meet with a coach but they are to return before the last warmup pitch so the game can be started promptly or risk being charged with an offensive conference.

**11. BALKS:** 9u-10u... no balks. 11u-12u... one warning per pitcher. 13u-18u... dead ball, no warnings.

**12. INFIELD FLY RULE:** There will be NO infield fly rule for 9u-10u. Regular rules apply for 11u-18u.

**13. CATCHER DROPPED 3<sup>RD</sup> STRIKE:** 9u-10u... the batter is automatically out. 11u-18u... regular baseball rules.

**14. STARTING THE GAME:** All games must be started with at least 8 players. If a team does not have at least 8 players at the start of the game, they forfeit the game. If a team starts with 8 players, an automatic out will be called every time the 9<sup>th</sup> slot in the batting lineup comes up. If a 9<sup>th</sup> player arrives at any time during the game, that player is to be inserted immediately into the lineup in the 9<sup>th</sup> spot and placed into the game (even if the team is on defense). Any other player(s) that arrive after the 9<sup>th</sup> player can only be used as a legal substitute. NOTE: All teams should be prepared to start their game 15 minutes prior to the scheduled start time.

**15. HITTING LINE UP:** In all age groups... teams can bat 9, 10, or 11(DH, EH, XH) or they can bat their entire lineup. At the pre-game plate conference, the team representative must inform the umpires who is the Head Coach. The representative must also inform the other coach and the plate umpire at the pre-game plate conference how he intends on batting his players. It is the team's responsibility to verify the accuracy of the opposing team's lineup prior to the first pitch of the game. Head Coach must bring up any issues to the attention of the Tournament Director or Tournament Committee. The DH can bat anywhere in the lineup and can hit for anyone. If the pitcher leaves the mound but stays in the game then that player hits and the DH is eliminated for the remainder of the game. The EH and XH may bat anywhere in the lineup. The EH and XH are considered defensive positions for substitution purposes. If a team chooses to bat the entire lineup they will be granted free defensive substitution. If one of your players gets hurt while batting the entire lineup, that player's spot becomes an automatic out. Any protests on the hitting lineup must be brought to the Tournament Director or Tournament Committee's attention at the time it occurs.

**16. RE-ENTRY RULE:** A starter who is replaced may re-enter the game only once and must re-enter in the same spot in the lineup. If a substitute is replaced by a starter, that substitute cannot re-enter. The re-entry rule also applies for the DH, EH and XH.

**17. COURTESY RUNNER:** Pitcher and catcher only. May be at any time. If you have substitutes, use them as your courtesy runner(s). If you don't, then use the player(s) who made the last out(s).

**18. INTENTIONAL WALK:** In all ages... the coach can call for an intentional walk (do not need to throw/ball is dead).

**19. OFFICIAL GAME:** 9-12u games called due to the weather by the umpires or the Tournament Director that cannot be resumed will be considered complete after 4 innings or 3 1/2 innings if the home team is ahead. If after 4 complete innings there is a tie score, then it will remain a tie score if in pool play. 13-18u games called due to the weather by the umpires or the Tournament Director that cannot be resumed will be considered complete after 5 innings or 4 1/2 innings if the home team is ahead. If after 5 complete innings there is a tie score, then it will remain a tie score if in pool play. At times the Tournament Committee may suspend/cancel games due to weather. Umpires may temporarily halt play, but only the Tournament Committee has the authority to suspend/cancel games. NOTE: No special request will be honored if rescheduling becomes necessary. All coaches should make sure they have the tournament phone numbers to call for information. If non-playoff games are cancelled, playoff qualifications will be determined by the tie breaker procedures (listed below). If a Championship game is stopped due to weather or darkness, CO-Champions will be awarded.

**20. SCORING:** We recommend that all teams (home and visitors) keep a scorebook. The official scorer of the game will be the plate umpire. It is the team's responsibility to check every inning with the umpires to confirm the score.

**21. BAT RESTRICTIONS:** 9u-12u: Any bat with USA or 1.15 BPF Certification unless listed in link. 13u-16u: Must be -3 BBCOR. 17u-18u: Wood bat tournaments can only be played with single-solid wood (NO WOOD COMPOSITES, NO DEMARINIS, NO BAMBOO, NO BAUM BATS, NO BRETT BROS).

***Disallowed 2019 bats 9-12u:*** <http://www.ussa.com/baseball/baseball-withdrawn-and-or-non-compliant-baseball-bat-models>

**22. LEADING/STEALING:** 9u-10u must wait until the ball crosses the plate to leave the base (46' 60). First violation is a warning and after that they will be called out. 11u-18u regular leading and stealing rules apply.

**23. DUGOUT RULE:** All players and coaches must be completely inside the dugout. No players are permitted to sit on the concrete blocks. Coaches are responsible for their player's safety around the dugout area. Only one player may be in the one-deck area. Players must stay on their respective sides when on deck. No buckets or chairs are permitted on the turf.

**24. JEWELRY:** No metal jewelry is permitted to be worn during the game. No stickers may be worn on any part of the helmet. Non-metal necklaces and bracelets may be worn, but pitchers are not permitted to wear necklaces or bracelets when pitching.

**25. NOT COVERED IN THE RULES:** In the event any issue is not covered in the playing rules, the Tournament Committee will make the fairest possible ruling and that ruling will be final.

### **SEEDING/ POOL PLAY TIE BREAKER RULES**

1. Overall Pool play record
2. If two teams are tied...Head to Head results
3. If three teams are tied...If one team has defeated both other teams, then that team advances. If not go to #4
4. Total runs allowed in pool play
5. If still tied... Total runs scored in pool play
6. If still tied... Coin flip

It is possible for two teams to go undefeated in larger pools. Both teams would advance to the playoffs and be seeded based on the tiebreaker rules.

If a pool has teams that don't play the same amount of games, the first tie breaker will be winning percentage.

#### **IF THERE IS A CASE WHERE TWO TEAMS ADVANCE OUT OF POOL PLAY AND DO NOT PLAY ALL COMMON OPPONENTS**

1. Overall record
2. Head to Head (if teams did not play each other then go to rule #3).
3. Total runs in pool play
4. Total runs scored in pool play
5. If still tied coin flip

If there is a case where teams have not played the same number of pool play games, seeding will be based on their winning percentage. If multiple teams have 100% winning percentage but a different number of wins, the team with the most wins will be seeded higher than the other team(s). For example: 3-0 will be seeded higher than 2-0.

## **PLAYOFF & CHAMPIONSHIP TIME LIMITS**

If a game is tied after 6 innings for 9-12u, or 7 innings for 13-18u, or the 1 hour and 50 minute time limit, the two teams will go into tie- break rules:

Base runners will be placed as follows:

- Last batter from previous inning @ 1<sup>st</sup> Base
- Second to last batter @ 2<sup>nd</sup> Base
- Third to last batter @ 3<sup>rd</sup> Base
- Normal substitution rules apply to these runners.  
The hitting team will start the inning with one out.
- Play continues until one team is ahead at the end of an inning.

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## **OFFSITE LOCATIONS**

In addition to the Maplezone Sports Complex, tournament games may be held at the following locations:

- Neumann University D3(Grass/Dirt)
  - 1 Neumann Dr, Aston, Pennsylvania 19014
- Ramp Park (Turf)
  - 3399 Stanwood St, Philadelphia, PA 19136
- Widener University D3(Grass/Dirt)
  - 715 e19th St., Chester, PA
- Villanova University at Plymouth Meeting D1(Turf)
  - 800 Lancaster Ave, Villanova, PA
- West Chester East High School (Grass/Dirt)
  - 500 Ellis Lane, West Chester, PA