

2020
AYRA Fall Classic
Tournament

9U – 18U divisions



Sponsored by
Atholton Youth Recreation Association (AYRA) Baseball

Games to be played at:

Western Regional Park
14800 Carrs Mill Road
Woodbine, MD 21797

Hammond Park
10700 Glen Hannah Drive
Laurel, MD 20723

Schooley Mill Park
12975 Hall Shop Road
Highland, MD 20777

Blandair Park
5750 Oakland Mills Road
Columbia, MD 21045

Rockburn Branch Park
(Use Landing Road Entrance)
5400 Landing Road
Elkridge, MD 21075

Savage Park
8400 Fair Street
Savage, MD 20763

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 2021 Spring Season:

9U – Birth Date – 5/1/2011 or younger
10U – Birth Date – 5/1/2010 or younger
11U – Birth Date – 5/1/2009 or younger
12U – Birth Date – 5/1/2008 or younger
13U – Birth Date – 5/1/2007 or younger
14U – Birth Date – 5/1/2006 or younger
16U – Birth Date – 5/1/2004 or younger
18U – Birth Date – 5/1/2002 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

COVID Waiver:

All teams must have their parents read and sign a COVID-19 release form. This waiver will serve as your official roster as well. Any team which has not submitted the release will not be able to set foot on our fields and will forfeit all games without refund.

Sportsmanship:

Poor sportsmanship will not be tolerated by any managers, coaches, score keepers, players, parents or spectators. A warning will be issued after the first offense by the umpire. A second offense will result in immediate ejection of the offender from the game.

Anyone ejected will be suspended from participating in the next game and could face possible expulsion from the next, including the Championship Game. All ejections must be immediately reported to the Tournament Director for evaluation.

Any acts of physical aggression towards any official, player or coach will result in immediate ejection from the premises for the remainder of the tournament.

Only the head coach from a team is permitted to approach an umpire or league official to discuss ruling calls. Arguing of judgement call (balls/strikes, out/safe etc...) will not be tolerated and will be considered poor sportsmanship.

“B” Level Divisions:

For those teams entering a “B” level division, you are to bring your team and players from your current roster ONLY. We host these “B” level competition tournaments to give teams that do not normally have a chance to win in open divisions an even playing field. Bringing in ringers or aces from your “A” teams or other organizations that are not normally rostered on your team is about as low as gets. These actions are not acceptable and will not be tolerated. Bring your team and your team only or do not come. Any team found bringing in other players will not be accepted to a future tournament.

Contact Information:

Andy Roberts (9u)
(301) 717-8485

JD Lester (10u)
(443) 791-0514

Mark James (11u)
(443) 285-2818

Jim Futrell (12u)
(301) 537-3972

Frank Byrns (13u)
(240) -695-3473

Brian Paskill (14u)
(443) 542-1542

Brian Pakulla (15u)
(410) 340-8666

Phil Mastramico (18u)
(443) 393-2971

Tournament Format:

3 game minimum.

All teams play 2 pool games on Saturday (a handful of local teams may be asked to play on Friday night); matchups predetermined by blind draw. Pool play matchups will be released no later than Monday before the start of the tournament. Pool play results are used to seed teams for Championship Bracket play on Sunday.

Champions and runner-up of each age group will receive team and individual Tournament Trophies (up to 14 awards per team).

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 17, 2020 (two weeks before the start of the tournament). Any team withdrawing after October 17 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 batting cages available at Schooley Mill Park (next to fields #1 and #3), Blandair Park, Western Regional, Rockburn Park and Savage Park. 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. There will be a \$100 cash challenge fee imposed on the challenging team; money will be returned if the challenge is upheld; if not, the money will be placed into the general tournament fund.

Rosters:

Rosters will be limited to 14 players for divisions 12U and under. For 13U and older there are unlimited rosters, however only 14 player awards will be handed out.

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:

- 9u / 10u – 3 innings per game
- 11u / 12u – 4 innings per game
- 13u and above – none

Once a pitcher is removed from the mound they may not return to pitch in the same 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.

Umpires:

9u-10u – one umpire for all games; two umpires for semi-final and championship games
11u and Up – two umpires for all games

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 head coach (and head coach only) 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 game, the winner of the game is responsible for notifying the Field Marshall and texting the score, age group and team to both (301) 537-3972 & (240) 695-3473.

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 associated team will forfeit the rest of the tournament. All ejections must be reported to the tournament director.

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:

9u / 10u: 46-60

11u / 12u: 50-70

13u and up: 60-90

Game Length:

9u – 18u: 6 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 45 minutes. A new inning is considered complete when the final out is recorded. Ties are permitted in pool play. In elimination play, after the time limit is reached, international rules will be used to decide tied games. The last batted out from the previous inning will be placed on 2nd base for each team.

Time Limit / Championship Game:

None (but may be shortened for darkness).

Leads:

9u / 10u: Once ball has crossed home plate

All others: Yes

Stealing Bases:

9u / 10u: Once ball has crossed home plate.

All others: Yes

Dropped 3rd Strike:

9u / 10u: No

All others: Yes

Infield Fly Rule:

9u: No

All others: Yes

Run Limit per Inning:

All ages: No

Balks:

9u / 10u: No

11u: One warning per pitcher

All others: Yes

Cleats:

9u-12u: rubber

13u – 18u: any

Please note that absolutely no metal spikes are allowed on any games played on the artificial turf at Blandair Park.

Bats:

9u - 13u: All bats must be stamped with either the BBCOR, USA Bat Standard or USSSA BPF 1.15. There are no other weight or diameter restrictions.

14U+: All bats must be stamped with BBCOR.