

**2020**  
**AYRA High Heat**  
**Tournament**

**9U - 10U – 12U – 13U – 14U Divisions**

**Sponsored by**  
**Atholton Youth Recreation Association (AYRA) Baseball**

**Games to be played at:**

Hammond Park  
10700 Glen Hannah Drive  
Laurel, MD 20723

Schooley Mill Park  
12975 Hall Shop Road  
Highland, MD 20777

Savage Park  
8400 Fair Street  
Savage, MD 20763

Western Regional Park  
14800 Carrs Mill Road  
Woodbine, MD 21797

Rockburn Branch Road  
USE LANDING ROAD ENTRANCE  
5400 Landing Road (East)  
Elkridge, MD 21075

**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 2020 Spring Season:

**9U – Birth Date – 5/1/2010 or younger**  
**10U – Birth Date – 5/1/2009 or younger**  
**11U – Birth Date – 5/1/2008 or younger**  
**12U – Birth Date – 5/1/2007 or younger**  
**13U – Birth Date – 5/1/2006 or younger**  
**14U – Birth Date – 5/1/2005 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**

**Contact Information:**

JD Lester (9u)  
(443) 791-0514

Mark James (10u)  
(443) 285-2818

Jim Futrell (11u)  
(301) 537-3972

Frank Byrns (12u)  
(240) 695-3473

Brian Paskill (13u)  
(443) 542-1542

Casey Mediary (14u)  
(443) 538-5565

**Umpires:**

9u-10u-11u-12u – one umpire for all games; two umpires for all semifinal and championship games  
13u+ – two umpires for all games

## **Tournament Format:**

3 game minimum.

All teams play 2 pool games on Friday or Saturday; matchups predetermined by blind draw. Pool play schedule will be released no later than Monday prior to the start of the tournament. Pool play results are used to seed teams for Championship Bracket play on Sunday.

Champions and runner-up of all age brackets will receive team and individual Tournament Trophies.

*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 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 July 25, 2020. Any team withdrawing after July 25 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), Savage Park, Rockburn Park and Western Regional. 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.

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## **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 may be unlimited. However, only 14 rewards 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+ – none

Once a pitcher is removed from the mound they may not return to pitch in the same game. In 11U, each pitcher is allowed 1 balk warning per 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.

**Home / Away:**

Each team will be given a home and away game in pool play. 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 coach 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 (301) 537-3972.

**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 associate team will forfeit the rest of the tournament.

**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:**

9/10u: 46-60

11u / 12u: 50-70

13u+: 60-90

**Game Length:**

All age brackets: 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.

**Time Limit Championship Game:**

None (but may be shortened for darkness).

**Leads:**

9/10u: Once ball has crossed home plate

11u+: Yes

**Stealing Bases:**

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

11u / 12u / 13u / 16u / 18u: Yes

**Dropped 3rd Strike:**

9/10u: No

11u+: Yes

**Infield Fly Rule:**

All ages: Yes

**Run Limit per Inning:**

All ages: No

**Balks:**

9/10u: No

11u: One warning per pitcher

12u / 13u / 14u / 16u / 18u: Yes

**Cleats:**

10u through 12u: Rubber cleats only.

13u through 18u: Metal cleats allowed.

**Bats:**

9u through 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 the BBCOR.