

East Ridge Boys Preseason Tournament

General Rules:

- Coin Toss for home team in pool play. Bracket play home team is higher seed.
- Pool play can end in a tie. For seeding purposes into bracket play, the following criteria will be used in this order: Wins, Head-to-Head, Run Differential, Runs Allowed, Runs Scored, Coin Toss (if necessary).
- **PICKUP PLAYERS:** Each team is permitted (only if short-handed) to pick up a maximum of two (2) players from within the recreation park they participate at. Each pickup player must be identified on the lineup card as (PU) and discussed at the pregame coaches meeting at Homeplate in the presence of the umpire. All pickup players must play the outfield and bat in the last two slots of the batting order. No roster player can sit the bench so that a pickup player can play unless an injury occurs. Violations of this rule will result in a forfeiture of the game.
- Each team is **RESPONSIBLE** for supplying playable game balls.
- Coaches passes will be as follows: PLEASE read this. As if you enter through another gate you will be charged. 4 coaches per team.
- Baseball ages 9-12 you will come through the gate at field 1-4 and sign in.
- Baseball ages 5-8 you will come in up top at Field 9-12 on the soccer side parking lot gate and sign in.
- Softball ages 5-12 you will come in at the gate at field 5-8 as you pass the dunk pond and sign in.
- Teams must fill out their roster using the Tourney Machine App.
- All rules not covered in the tournament specific packet will refer to Dizzy Dean.
- Tournament Director will make all decisions related to weather.
- Tie/Extra Innings play: Last batted out will start on 2nd base with 1 out.
- Clock will start after home plate meeting.
- Gate: \$5 per Adult (18+) per day; \$3 per Kid (11-17) per day; 10 and under Free.
- Sunday: Pool Play (2 Games) Top 3 teams Advance to a (Single Elimination)
Monday: Championship

5 & 6 Baseball

1. All kids play the field (Total of 6 in the infield, everybody else in the outfield)
 2. List and Bat All Players Present
 3. 5 run limit per inning; The game will end if it is mathematically impossible to catch up.
 4. 3 designated tee hitters (will get 3 pitches and then 2 off the tee)
 5. 5 pitches per batter, except for the tee hitter
*if the 5th pitch is fouled, the batter will continue until a miss or the ball is put into play
 6. A hit ball must be thrown to the base to get the out, with a few exceptions:
 - 1st can tag 1st
 - 2nd and SS can tag 2nd
 - 3rd can tag 3rd
 - Pitcher and catcher can tag home
- **There are some instances (umpire judgment) that other players can tag a base. We have all played and watched baseball before and understand what a suitable baseball play is.
7. 4 coaches per team - Pitcher, 1st and 3rd base coaches and a dugout coach
 8. Catcher and pitcher must wear helmets (both must have mask)
 9. 2 coaches in the outfield on defense
 10. There will be a 50-minute time limit on games. You must finish the inning.
 11. Mercy Rule: The game will end if it is mathematically impossible to catch up
 12. One (1) executed bunt per inning is allowed.

7 & 8 Baseball

1. All kids play the field (Total of 6 in the infield, everybody else in the outfield)
2. List and Bat All Players Present
3. 5 run limit per inning
4. 2 designated hitters (will get 5 pitches)
5. 5 pitches per batter or 3 strikes, except for the DH
*if the 5th pitch is fouled, the batter will continue until a miss or the ball is put into play.
6. A hit ball must be thrown to the base to get the out, with a few exceptions:
 - 1st can tag 1st
 - 2nd and SS can tag 2nd
 - 3rd can tag 3rd
 - Pitcher and catcher can tag home**There are some instances (umpire judgment) that other players can tag a base. We have all played and watched baseball before and understand what a suitable baseball play is.
7. 4 coaches per team - Pitcher, 1st and 3rd base coaches and a dugout coach
8. Catcher and pitcher must wear helmets (or at least a mask for the pitcher)
9. 2 coaches can be on the outfield foul line on defense
10. There will be a 50-minute time limit on games. You must finish the inning.
11. Mercy Rule: The game will end if it is mathematically impossible to catch up
12. One (1) executed bunt per inning is allowed.

9 & 10 Baseball

1. Play 10, Bat all, and Free subs (Total of 6 in the infield, 4 in the outfield)
2. Minimum of 8 to start, 9th spot is an out each time it comes around unless a player shows up late and occupies that spot. Any players arriving late will be placed at the bottom of the lineup regardless of when they show up.
3. List and Bat All Players Present, Free Defensive Substitution
4. 5 run limit per inning
5. Catcher must wear all catching gear while catching, no exceptions.
6. There will be a 60-minute time limit on games. You must finish the inning unless home team is winning or mathematically impossible to catch up.
7. Mercy Rule: The game will end if it is mathematically impossible to catch up.
8. **Baseball Pitching Rule:** In the 9/10 Division, neither pitches or innings will be logged by the tournament director. Coaches are responsible for the integrity and safety of their player's arms. No pitcher may return to the mound once removed from that game.
9. No drop 3rd strike.
10. Courtesy runner for the catcher- Last out.

11 & 12 Baseball

1. 9 Players Play the Field (6 Infielders / 3 Outfielders)
2. List and Bat All Players Present, Free Defensive Substitution
3. Minimum of 8 to start, 9th spot is an out each time it comes around unless a player shows up late and occupies that spot. Any players arriving late will be placed at the bottom of the lineup regardless of when they show up.
4. 5 run limit per inning
5. Catcher must wear all catching gear while catching, no exceptions.
6. There will be a 60-minute time limit on games. You must finish the inning unless home team is winning or mathematically impossible to catch up.
7. Mercy Rule: The game will end if it is mathematically impossible to catch up.
8. **Baseball Pitching Rule:** In the 11/12 Division, neither pitches or innings will be logged by the tournament director. Coaches are responsible for the integrity and safety of their player's arms. No pitcher may return to the mound once removed from that game.
9. Courtesy runner for the catcher- Last out.
10. Drop 3rd strike applies.