

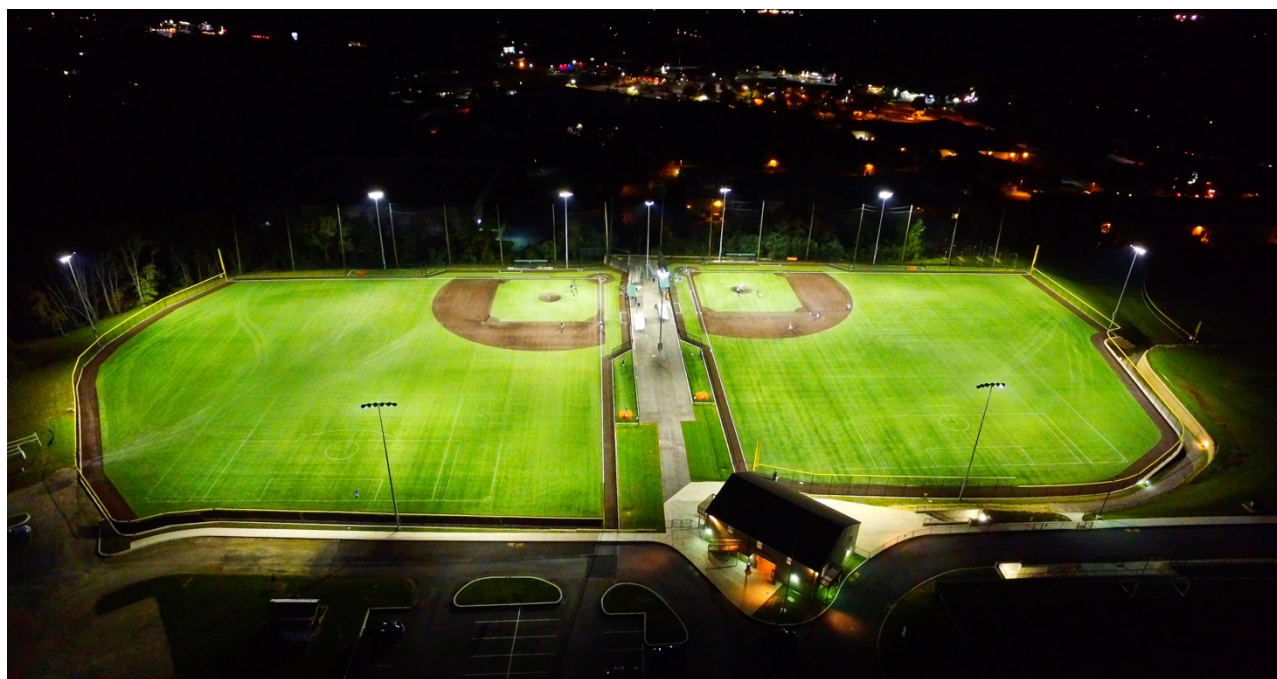
MAPLEZONE SPORTS INSTITUTE

- BASEBALL TOURNAMENTS -

MSI Sports Complex
4881 Chichester Ave.
Aston, PA 19014

Tournament Rules and Park Policies

(Updated 5/10/2021)



Director of Baseball Tournaments

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TOURNAMENT INFORMATION

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 on 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 alcoholic beverages.
- Gum, Seeds, and any other shell product are not allowed.
- Watching games from above the little league fields is prohibited.
- Entrance fee to the playing area is \$5 cash per day for fans 18 and older.

Please try to bring exact change. Thanks. Any fan without a daily wristband will be asked to buy a wristband or leave the property.

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. Please use 4881 Chichester Avenue Aston, PA 19014 as the address for the insurance certificate.

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. If an unforeseeable circumstance happens during tournament play where a coach needs to add to their roster, they must immediately submit their reasoning to the Tournament Committee and the Committee will then either grant or deny the request. Typically, this will be the result of injuries or players not being available due to schedule changes. 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, they must designate which team they are officially on before the player's first game. If an illegal player is

discovered during a game, that player is removed for the rest of the tournament. The game is resumed from the point removal of the illegal player.

ROSTER SUBMISSION:

Directions on submitting your team's roster will come via the official tournament email.

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!

However, we recommend that all players 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 are not required to wear helmets while coaching 1st or 3rd base. **Players must wear helmets** if they coach 1st or 3rd base.

BATTING CAGES/PRE-GAME WARMUP

There are four turf batting cages which are located down the left field line on field E. Please limit cage use to fifteen minutes when other teams are waiting.

Please use the walking path that leads to fields F and G to access to the cages.

DUGOUTS

All dugouts at MSI have protective fencing in front. All players, except batter and on deck batter, must stay inside the dugout. Be aware that 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 should 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

Only roster related issues will be allowed to be protested. Protests must be brought up to either umpire at any time during the game. If a protest results during 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 ruling made by the Tournament Committee will be final.

SPRING AND SUMMER AGE GROUPS

18u Born on or after May 1, 2002 or 2021 Graduate

17u Born on or after May 1, 2003 or 2022 Graduate

16u Born on or after May 1, 2004 or 2023 Graduate

15u Born on or after May 1, 2005 or 2024 Graduate

14u Born on or after May 1, 2006 or 2025 Graduate

13u Born on or after May 1, 2007 or 2026 Graduate

12u Born on or after May 1, 2008 Birth Date Only

11u Born on or after May 1, 2009 Birth Date Only

10u Born on or after May 1, 2010 Birth Date Only

FALL AGE GROUPS START LABOR DAY WEEKEND

18u Born on or after May 1, 2003 or 2022 Graduate
17u Born on or after May 1, 2004 or 2023 Graduate
16u Born on or after May 1, 2005 or 2024 Graduate
15u Born on or after May 1, 2006 or 2025 Graduate
14u Born on or after May 1, 2007 or 2026 Graduate
13u Born on or after May 1, 2008 or 2027 Graduate
12u Born on or after May 1, 2009 Birth Date Only
11u Born on or after May 1, 2010 Birth Date Only
10u Born on or after May 1, 2011 Birth Date Only

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.*

For teams playing in our College Showcase Series: Teams that pull out within 60 days will not receive a refund or a credit. You are buying a spot at the time of registration.

For teams playing in any partnered event: Teams that pull out after payment has been made will only be given a credit to use for the same event for the following year. Credits are not allowed to be used for an MSI tournament or MSI College Showcase Series.

CIRCUMSTANCES BEYOND OUR CONTROL

In the circumstance that any Tournament or College Showcase Series is cancelled due to CBOC, customers will receive a credit to a future Tournament of College Showcase Series. Partnered events are not eligible under this policy.

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 minimize 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 Director's, to make sure they are aware of the new schedule. This **information will be posted at the complex field house and on our website.**

Weather Related Credits

For 3 game minimum tournaments:

Played 0 Games- 100% credit (no refund)

Played 1 game –70% credit (no refund)

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

For 4 game minimum tournaments:

Played 0 games- 100% credit (no refund)

Played 1 game –70% credit (no refund)

Played 2 games – 50% credit (no refund)

Played 3 games – \$100 credit (no refund)

IMPORTANT TOURNAMENT RULES AND INFORMATION

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 Federation of State High School Associations (NFHS) 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, they will be forced to remove them and a field warning will be issued. If any player...after the warning... is found wearing metal cleats, they will be ejected and suspended for his team's next game.

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

1. PRE-GAME PLATE MEETING: Only the head coaches and umpires will be involved in the pre-game plate meeting. The Head Coach shall also also inform the other coach and the plate umpire how they intend to bat their players... 9,10,11, all. 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 any unresolved issues to the attention of the Tournament Director before the game starts.

2. POOL PLAY TIME LIMIT: All games will be played with a strict one hour and 45-minute time limit. This means no new inning will start after the one hour and 45-minute mark. Official time will be kept by the umpires. The time will start immediately after the conclusion of the pre-game meeting. For each team's pool play games, the home team will be determined by a coin flip at the pre-game 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).

3. INNINGS: 9U-12U will play 6 inning games, and 13U-18U will play 7 inning games. (See time limits in rule #2)

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: Once a pitcher is removed from the mound that player may not return to the mound for the remainder of the game.

Warm-up Pitches: Pitchers are allowed 8 pitches before their initial inning and 5 pitches before additional innings.

8. DEFENSIVE CONFERENCES: Each team is allowed three charged conferences to permit coaches or their non-playing representatives to confer with a defensive player or players. In an extra inning playoff game, each team shall be permitted one extra conference per inning. Any unused conferences may be carried over to extra innings. A conference is not charged if the pitcher is removed as a pitcher. After three charged conferences (adding one additional free conference for each extra inning), additional visits to the pitcher will require removal of the pitcher as pitcher for duration of the game.

9. OFFENSIVE CONFERENCES: Each team is allowed one charged conference per inning to permit the coach or any of the team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. In an extra inning playoff game, each team shall be permitted one extra conference per inning.

NOTE: When either team has a charged conference, the other team may also have a conference, which is not charged, provided the conference concludes when the opposing team's charged conference concludes, so that the game is not further delayed.

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

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

12. CATCHER DROPPED 3RD STRIKE: 9u-10u... the batter is automatically out.
11u-18u... regular baseball rules.

13. 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 9th slot in the batting lineup comes up. If a 9th player arrives at any time during the game, that player is to be inserted immediately into the lineup in the 9th spot and placed into the game (even if the team is on defense). Any other player(s) that arrive after the 9th 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.

14. HITTING LINEUP: In all age groups... teams can bat 9, 10, or 11(DH, EH, XH) or they can bat their entire lineup. 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.

15. 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, that substitute cannot re-enter. The re-entry rule also applies for the DH, EH and XH.

16. COURTESY RUNNER: For 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).

17. INTENTIONAL WALK: In all ages... the coach can call for an intentional walk (do not need to pitch, ball is dead).

18. OFFICIAL GAME: 9-12u games halted due to the weather (or lighting failure) 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 halted due to the weather (or lighting failure) 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. Umpires may temporarily halt play, but only the Tournament Committee has the authority to suspend/cancel games. NOTE: No special requests will be honored if rescheduling becomes necessary. All coaches should make sure they have the Tournament Director's phone number 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 lighting failure), Co-Champions will be awarded.

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

20. BAT RESTRICTIONS: 9u-12u: Any bat with USA or 1.15 BPF Certification unless listed in the link below. 13u-18u: Must be -3 BBCOR. If you choose to use a wood bat, it can only be single-solid wood (NO WOOD COMPOSITES, NO DEMARINIS, NO BAMBOO, NO BAUM BATS, NO BRETT BROS). Any illegal bat that is discovered while the player is at bat, but before the bat has contacted the ball ...foul, foul tip, hit, out...will simply be removed with no penalty. If a proper appeal is made after a player uses an illegal bat...foul, foul tip, hit, out... that player will be called out and all runners will return to the base they last occupied.

PROHIBITED BATS:

- * Louisville Slugger 2020 META 33”
- * Easton Ghost 2019 X 30/20 YBB18GX10
- * Easton Ghost 2019 LL 18GHX 30/20 5/8”
- * Marucci Cat 5 2019 MCB2 33/30 BBCOR
- * Nike 2019 BT0636 CX2 light grey
- * DeMarini 2017 CF Zen Balanced -8, 29” -32”
- * DeMarini 2017 CF Zen SL 2 ¾ -10, 28” -32
- * DeMarini 2017 CF Zen Zero Dark 2 ¾ -10, 29” -30
- * DeMarini 2017 Custom Zen CF 2 ¾ -10
- * DeMarini 2017 Custom Zen Balanced -8
- * Dirty South Kambo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)

21. 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.

22. JEWELRY: Shall not be worn except for religious or medical medals. A religious medal must be taped under the outer garment. A medical alert necklace/bracelet must be taped to the body/uniform and may be visible.

23. EJECTIONS/SUSPENSIONS: For any unsportsmanlike act, the umpire may verbally warn the offender and both teams. After a verbal warning to both teams, additional unsportsmanlike acts by anyone, the umpire shall restrict the offender to the bench/dugout. If the offender is a coach, they may only leave the bench/dugout to attend to an injured player. If the offender is a player, they are done for the game. Any unsportsmanlike act by either player or coach that involves physical contact with an official will result in a suspension for the rest of the tournament. That individual will also be barred from the complex and any offsite field being used.

24. LIGHTNING/STOPPAGE OF PLAY:

- (1) If lightning is seen or thunder is heard, umpires will pull teams off the fields.
- (2) MSI management will instruct everyone to exit the complex and wait out the storm in your cars.
- (3) Do not assume games are cancelled. Do not leave the complex.
- (4) Play will resume 30 minutes after the last lightning strike or thunder is heard.
- (5) We follow the same steps if playing at an offsite field.
- (6) If a game is stopped, and cannot be resumed within one hour from the first stoppage, it will become suspended and will be rescheduled, if possible, or ruled as an official game as stated in rule #18.

25. UMPIRE/COACH IN-GAME PLAY DISCUSSION: If a head coach has a question about a call with the base umpire, they may go to, but no further than, the foul line. The calling official will then talk to the coach while keeping a distance of six feet. If the question is with the home plate umpire, the coach will go to the home plate circle while the umpire maintains six feet between the two. A coach is not allowed to go onto the field to argue a call. If they try to, they will be warned, and if they continue they will be ejected.

26. 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 POLICY

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 allowed 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.

SEMI FINALS & CHAMPIONSHIP TIME LIMITS

If a game is tied after 6 innings for 9-12u, or 7 innings for 13-18u, or the 2 hour time limit, the two teams will go into tie- break rules:

Base runners will be placed as follows:

- Last batter from previous inning @ 1st Base
- Second to last batter @ 2nd Base
- Third to last batter @ 3rd 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.

OFFSITE LOCATIONS

In addition to the Maplezone Sports Complex, tournament games may be held at the following locations (and local emergency services):

- **Lincoln University (Grass/Dirt)**
 - **1570 Baltimore Pike, Lincoln University, PA 19352**
 - Tower Health Jennersville Hospital
 - 1015 W Baltimore Pike, West Grove, PA 19390
 - (610) 869-1000
 - Emergency room: Open 24 hours
- **The Shipley School (Turf)**
 - **814 Yarrow Street, Bryn Mawr, PA 19010**
 - Bryn Mawr Hospital
 - 130 S Bryn Mawr Ave, Bryn Mawr, PA 19010
 - (484) 337-3000
 - Emergency room: Open 24 hours
- **Neumann University D3 (Grass/Dirt)**
 - **1 Neumann Dr, Aston, Pennsylvania 19014**
 - Crozer-Chester Medical Center
 - 1 Medical Center Boulevard, Upland, PA 19013.
 - (610) 447-2000
 - Open 24 hours
- **Ramp Park (Turf)**
 - **3399 Stanwood St, Philadelphia, PA 19136**
 - Jefferson Torresdale Hospital
 - 10800 Knights Rd, Philadelphia, PA 19114
 - (215) 612-4000
 - Emergency room: Open 24 hours

- **Widener University D3 (Grass/Dirt)**
 - **715 E19th St., Chester, PA**
 - **Crozer-Chester Medical Center**
 - **1 Medical Center Boulevard Upland, PA 19013.**
 - **(610) 447-2000**
 - **Open 24 hours**
- **Villanova University at Plymouth Meeting D1 (Turf)**
 - **800 Lancaster Ave, Villanova, PA**
 - **Bryn Mawr Hospital**
 - **130 S Bryn Mawr Ave, Bryn Mawr, PA 19010**
 - **(484) 337-3000**
 - **Emergency room: Open 24 hours**
- **West Chester East High School (Grass/Dirt)**
 - **500 Ellis Lane, West Chester, PA**
 - **Chester County Hospital**
 - **701 E Marshall St, West Chester, PA 19380**
 - **(610) 431-5000**
 - **Emergency room: Open 24 hours**