

2022 New Berlin Magic Baseball Tournament Rules

Rules and Regulations

All rules apply to all age brackets except the following:

| | U7 | U8 | U9 | U10 | U11 | U12 | U13 |
|---|--------------------------|--------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|
| Roster Eligibility - Not born before - Or attending | 5/01/14 1st grade | 5/01/13 2 nd grade | 5/1/12 3 rd grade | 5/1/11 4 th grade | 5/1/10 5 th grade | 5/1/09 6 th grade | 5/1/08 7 th grade |
| Base Paths | 60' | 60' | 60' | 60' | 70' | 70' | 90' |
| Pitcher's Mound | 40' | 43' | 46' | 46' | 50' | 50' | 60' 6" |
| Drop 3 rd Strike | No | No | No | No | Yes | Yes | Yes |
| Leading Off | No | No | No | No | Yes | Yes | Yes |
| Stealing* | No | After ball crosses plate | After ball crosses plate | After ball leaves pitcher's hand | Yes | Yes | Yes |
| Bat entire Roster | Yes | Yes | Yes | Yes | Optional | Optional | Optional |
| Balks | No | No | No | No | Yes – 1 warning/pitcher | Yes – 1 warning/pitcher | Yes – 1 warning/team |
| Bat 10 w/ EH | No | No | No | No | Yes | Yes | Yes |

* For U9-U10 any runner leaving a base early will be called out. This will also result in a dead ball situation, or "no pitch." There is no warning.

All rules follow the National Federation of High Schools (NFHS) Rules with the following additions and/or exceptions.

Roster

1. Pitchers may pitch up to three innings per game. One pitch constitutes a full inning.
2. All age brackets shall field a maximum of nine defensive players.
3. A team must have eight players to start a game. If players are running late, a 10-minute grace period from scheduled start time will be allowed before the game will be counted as a forfeit.

Equipment

1. No metal spikes are permitted in U7, U8, U9, U10, U11, and U12. Metal spikes are permitted in U13. Rubber cleats are allowed in all divisions.

2. Bats are limited to a maximum 2 ¾" barrel diameter. Any adult league bat (those with a weight to length ratio of -3) must conform to current NFHS standards.
3. All team players must wear baseball caps, and numbered team jerseys.
4. Batters, base-runners, player base-coaches and bat person must wear a helmet at all times. Also, the catcher must have a Little League approved catcher's helmet with throat protector on.
5. Catchers must also wear a protective cup.

Age Specific Rules

U7 Only:

1. Baserunners are not allowed to advance on an errant throw by the catcher to the pitcher or on pass balls or wild pitches. Baserunners are allowed to lead off the base when the pitch enters the hitting zone, but not allowed to steal.
2. A batter who has been walked and has become a base runner CANNOT advance past 1st base as a result of the walk.
3. Teams are allowed to bat through their lineup only 1 time per inning. If 3 outs have not been made by the time a team has batted around, the half of the inning will end. Any runners on base will only be allowed to advance as many bases as the hitter advanced on the last at bat of the inning.
4. Dead ball will be called when play is made on any base runner or an infielder has secured the baseball and is in the infield.
5. If teams have a different number of players, to determine the "bat around number", use the larger of the 2 numbers.
6. Intentional walks are not allowed.

U8 Only:

1. Runners can advance on passed balls or wild pitches to 2nd base or 3rd base, but CANNOT score from 3rd base on a wild pitch, pass ball or errant throw by the catcher to the pitcher.
2. The only way a runner who is on 3rd base at the start of play can attempt to advance is with a batted ball in play, there is a base loaded walk, or a bases loaded hit by pitch. These are the only 3 ways a runner who at the start of play is at 3rd base can attempt to advance.
3. For all other scenarios, Federation rules apply, which means should the defense attempt to make a play on any runner, all runners, including any who started the play on 3rd base has the right to attempt to advance. Additionally, any runner who at the start of play is not on 3rd base has the right to attempt to advance as many bases as possible.
4. Leading off or stealing is allowed when the ball enters the hitting zone. A runner leaving early will result in a dead ball.
5. If the same runner leaves early twice during the same appearance on base, will be called out. A batter cannot advance to first base on dropped 3rd strike, but baserunners can advance at their own risk.
6. Infield fly will NOT be enforced.
7. Intentional walks are not allowed.

General

1. A starter may re-enter the game once and then only in the same batting spot. The pitcher may take a fielder's position but not return as a pitcher during the game.
2. The team bench is limited to the manager, coaches, players, one scorer, and one bat person.
3. Tournament officials, including the director, umpires, coaches, and New Berlin Parks Department will determine the playability of fields in the case of bad weather.

4. The field will be considered neutral. The home team shall be determined by the toss of a coin; the winner of the toss having the choice.
5. When a manager claims that an umpire's decision is violation of the tournament rules, he/she may make a formal protest to a Tournament Director or Official. The Tournament Director or Official must call a conference of all umpires working the game and a decision shall be reached after discussion. When a manager claims that an umpire's decision is violation of NFHS rules, he/she may request a conference of all umpires working the game and a decision shall be reached after discussion. No protest can be called on umpire judgment calls. The protest can only be called on rule interpretations.
6. All protests must be registered at the time of the violation and before the next pitch.
7. No game may be forfeited or a team disqualified without authorization of the tournament committee.
8. A manager or coach may come to the mound to talk to the pitcher, but the second time out in the inning the player must be removed as the pitcher. The rule applies to each pitcher who enters a game.
9. Should an injury prevent a manager from fielding nine players, he/she may without penalty of forfeiture, replace the injured player with a player previously in the line-up, but only if use of all other eligible players has been exhausted from the roster. This provision does not apply with respect to player or players ejected from the game. Previously used pitchers in the game may not return as pitchers. In addition, if the team is using a "bat all" approach, the following will apply when that player's turn in the batting order arises. If a player leaves the game due anything other than injury or illness, there is an automatic out for that player the next time his spot comes up in the batting order. Their spot is then skipped on subsequent at bats. Once the out is taken, this player may NOT return to this game. If a player leaves the game due to injury or illness, their spot in the lineup is skipped on subsequent at bats. This player may NOT return to this game
10. Teams may rotate players defensively in the field as long as the batting order remains the same.
11. On-deck batters must always be on the side of the field behind the hitter at the plate for safety reasons.
12. Malicious Contact: If the official in charge of the game judges that there has been malicious contact initiated by a player, the offending player will be called out and may be ejected from the game.
13. Balks will be called in the U11, U12, U13, and U14 divisions. For U11 and U12 umpires will give one warning per pitcher per game. For U13 and U14 umpires will give one warning per team per game.
14. For Bracket Play ONLY - If the score is tied at the end of the game, the following modifications will be made to extra inning play. As each team takes their turn at bat, the person who made the last out in the previous inning will be placed at second base to start the new inning, and the team will begin with 1 out. Play then continues as usual.
15. Bracket Tie-Breaker Rules: If pool teams have the same record at the end of first day pool play, the following tie-breakers will be used: 1) Head-to-Head, 2) Least Runs Allowed, 3) Most Runs Scored, 4) Coin Flip.
16. For tie-breaking purposes, a game that is forfeited for any reason will result in a score of 6-0.

Time

1. Games are six innings or 1 hour and 40 minutes in duration whichever comes first. Time is computed from the time that the last out is made in the previous inning. The umpire is the official timer. No new inning may start after 1 hour and 40 minutes. During pool play ties are allowed. The clock starts at the completion of the ground rules conversation. In the event of injury, the umpire will stop the time. There is no time limit in the Championship or Consolation final games.
2. The following rules will be enforced to keep the tournament on schedule:
 - a. Pitcher may "walk" a batter by simply advising the umpire.
 - b. No more than three warm-up pitches between innings or 5 pitches after a change of pitchers.

- c. No infield or outfield practice between innings.
- d. A courtesy runner may be used anytime for the pitcher and/or catcher (i.e. you can have a courtesy runner for both in the same inning). This runner must be the player having made the last out, whether in the current or previous inning. If no outs have yet occurred, the courtesy runner should be the player furthest away in the batting order, excluding those who are currently on base. If this player is either the catcher or pitcher, you can skip them and go to the next option. Please have this player identified and ready if you plan to use a courtesy runner.
 - i. As it is not possible to know a coach's intentions for an upcoming inning, the courtesy runner can only be used for a catcher/pitcher most recently playing that position. If it is the top of the 1st inning, the player being run for must begin the game at the catcher or pitcher position.
3. If your team is ahead by 15 runs at the completion of three innings, 10 runs after 4 or 8 runs after 5, then you are declared the winner. In the championship games the run rules above will be in effect.
4. Please anticipate potential pitching changes to save time.
5. No infield or batting practice before games. This is meant on the playing diamond only. You may practice wherever else available. Check with committee for locations for practice areas.
6. Have your lineup ready fifteen minutes before game time. Present the lineup to the umpire before the game. Each team will be responsible for scoring the game. The umpire will verify the score with each team after each ½ inning. The umpire's score sheet should be verified and signed by both coaches following the completion of each game. This score sheet becomes the official record 15 minutes after the completion of the game, and cannot be disputed, unless both coaches agree an error occurred.
7. You must be at your scheduled diamond 30 minutes before the scheduled start time. If a game can be started early, it will be.

Conduct

1. No player in uniform, no coach or manager, will be allowed to use profane or abusive language to players, umpires, or anyone connected with the game. This includes your spectators and parents. Please control them.
2. Only the players, manager, coaches, and scorekeeper, shall occupy the dugout during a game.
3. If any player or coach gets ejected from a game, the player or coach must leave the field (must be out of visual sight of the umpires). Ejected players or coaches will be ineligible to play or coach the team's next scheduled game.

Rain Delay Policy

In the event the weather delays the games but does not cancel the entire day or tournament, the following rules will apply:

1. The tournament official for each area will have at all times the final say at each location.
2. The safety of the players and everyone involved with the tournament is our primary concern. If there is any concern about the condition of the field contact the tournament official assigned to your park. At that time efforts to resolve any concerns will occur.
3. If a rain delay occurs the following policy should be followed:
 - a. A complete game will be considered 3 full innings. (Note: If the home team is leading after 2 ½ innings and the game is suspended due to rain, the home will be awarded the victory.)

- b. If the game is delayed, the game clock will be stopped for up to 15 minutes due to rain. Beyond that the game clock will continue until the time has expired. At that time the win will be awarded to the team in the lead if three innings have been played.
 - c. If the game is stopped in the middle of an inning, the umpire will award the win to the team leading the game at the end of the last complete inning, as long as 3 full innings have been played. If the score is tied and the game is cancelled due to weather, the game will be declared complete and the results will be counted as a ½ game win and ½ game loss for each team on Saturday. If this occurs during the first round of games on Sunday the bracketing will be based on the seeding resulting from Saturday's games and the first and second seed in each bracket will play the championship game.
 - d. If a game is stopped before 3 complete innings, the game will be declared complete and the results will be counted as a ½ game win and ½ game loss for each team on Saturday. Both teams will receive 0 runs allowed.
- 4. In case of rain delay, games may be reduced in time to accommodate all games assigned for that day.
 - 5. It is the desire of the New Berlin Magic to see that all games are played in full. These rules are intended to assist the field officials in fairly dealing with the potentials of a rain delay. It is the clubs intention to allow the field official to use his judgement and to do everything necessary to get all games in while at the same time keeping the players and families safe.

Refund Policy

- 1. Teams drop out within 30 days prior to the start date, no refund will be given.
- 2. Teams drop out 31-90 Days prior to start date - a refund will be given if replacement found. If no replacement can be found, a refund minus a \$100 fee will be given.
- 3. Full Tournament cancellation: U7 thru U14 \$300 refund will be given
- 4. First games in your age group of pool play has started and the tournament is cancelled,
 - a. \$100 refund will be given.
 - b. If two or more games in your age group have started, no refund will be given.