



2022 Blaine Wood Bat Tournament

Tournament Rules

Version 1.0

05/16/2022

Table of Contents

1. Introduction	1
2. Check-In	2
2.1 Team Eligibility	2
2.2 Unsportsmanlike Conduct, Ejections, and Protests:	2
3. Inclement Weather:	3
3.1 Refund Policy:.....	4
4. Home/Visiton Determination:	5
4.1 Infield Practice:	5
4.2 Game Length/Time Limits:.....	5
4.3 Metal Cleats	6
5. Bats	7
5.1 Pitching	7
5.2 Pitching Restrictions:	8
5.3 Continuous Batting/Free Substitution:.....	9
5.4 Number of Players:	10
6. Pool Play Seeding and Tie-Breaking Procedure:	11
6.1 Determining Seedings for Bracket Play	13
Appendix A: Referenced Documents	Error! Bookmark not defined.
Appendix B: Revision History	Error! Bookmark not defined.
Appendix C: Approved By	15

1. Introduction

This is a list of the rules and regulations that govern play in the 2022 Blaine Wood Bat Tournament. The NFHS Baseball Rules Book overrides this handout in case of any conflicting information. Any situations not covered here or in the NFHS Baseball Rules Book will be determined by the Tournament Director and Head of Umpires.

It is your responsibility to understand the rules.

2. Check-In

Coaches – You or an adult team representative must pre-check-in your team via the Tourney Machine app. Information needed to have when at the tournament includes up-to-date concussion training certificates for the coaching staff, the team roster (15-player limit) and copies of player birth certificates. Coaches should keep available their concussion certificates and player birth certificates in the event they are needed. Teams will be withheld from competition until they have completed the check-in process.

2.1 Team Eligibility

All teams must be from a bona fide baseball association to participate. Out-of-state teams are ineligible unless affiliated with GSBL or MBL or with a written waiver from either league. No renegade or all-star teams are allowed to play.

Definition: A renegade/all-star team is defined as any team that is comprised of players who all reside in the same community or attend the same school, but who have chosen to bypass the local traveling association to form a team. It is also defined as any team that is comprised of players from multiple communities where recognized youth associations exist.

2.2 Unsportsmanlike Conduct, Ejections, and Protests:

We expect every player, coach or spectator to abide by their league's Conduct Policy. Anyone ejected from a game for unsportsmanlike conduct **will not be allowed at any tournament site for the remainder of the tournament**. If a player or spectator is ejected from a game for unsportsmanlike conduct, the Head Coach shall also be ejected for the remainder of that game only.

The ejection decision is **final** and may not be protested. No protests are allowed on judgment calls. Only rule interpretations may be protested and must be filed with the Site Director and Umpire and settled immediately on the field. As needed, the Tournament Director and Head of Umpires may be consulted.

2.3 Game Baseballs

Each team must supply 1 new Game ball for each game (minimum 3 required)

3. Inclement Weather:

On-Site Field Officers will be the contact person for the coaches at that site. The On-Site Field Coordinator can be in contact with the BATBA Tournament Director to determine how to proceed.

Umpires are basically instructed to suspend games where (note: inning, outs, count, bases occupied, line-up, etc) at the first sign of visible lightning or hazardous weather, such as extreme winds or rain downpours. See Tournament Rules for lengths of official game.

In case of lightning, play should not resume for 30 minutes following the lightning or until the threat has clearly moved on. In case of extreme weather, look for information or signs available for people to know where they can go for shelter.

Teams are to remain within proximity of the playing field and not assume the game has been postponed or cancelled. Games will begin as soon as possible following such weather. A 5 minute warm-up time should be allotted if more than 30 minutes has elapsed since play was stopped.

Otherwise, extended warm-up pitches and around the horn are allowed only.

If there is a series of rains – The On-Site Field Officer will have to determine when fields will be ready for play. It is possible that games may need to be played throughout or late into the evening if possible or rescheduled very early in the mornings. Be sure to check the Official App (Tourney Machine). It is suggested that all teams be available to play within their scheduled times. If the games get backed up some teams may only get 5 minutes to warm-up before being required to play. We will also update our Tourney Machine App/Website with game information when possible.

BATBA reserves the right to change the format and structure of the Tournament in order to complete the tournament. This change could be anything from taking teams that have played and using those games as seeding and going to single elimination or using pool standings and assigning teams to move forward. Or it could be any format that assures the completion of the tournament, such as shortened games and the like. These decisions will be determined based on where the schedules are and the field types available. BATBA will make every attempt to not have the Tournament go outside the allotted time and to get back on schedule.

In the case of an overnight, early morning rain, teams must show up at the fields unless it is a dangerous situation. They will be asked to play within 5 minutes of their scheduled time if possible or as soon as fields are deemed playable.

BATBA follows MSHSL guidelines regarding Lighting/Threatening Weather:

When considering resumption of an athletic activity, the MSHSL recommends that everyone should wait at least 30 minutes after the last flash of lighting or sound of thunder before returning to the field.”

3.1 Refund Policy:

Entry Fee Refunds:

If the tournament is cancelled due to inclement weather prior to the start of the tournament each team will receive a full refund, less **\$105.00** to cover administrative costs. If a tournament is cancelled once tournament play has begun, refunds will be granted based upon the schedule below. Any game that has started is considered to be a full game for refund purposes:

Summary of Refunds:

0 games played, refund=**\$370**

1 game played, refund =**\$200**

2 or more games played, refund = **\$0**

4. Home / Visitor Determination:

The “heads” or “tails” call must be made prior to the coin flip.

Pool Play games – The winner of the coin flip will have the choice of Home or Visitor.

Bracket Play games – The higher-seeded team from Pool Play will have the choice of Home or Visitor.

4.1 Infield Practice:

“Taking infield” will not be allowed prior to tournament games.

4.2 Game Length/Time Limits:

11U and 12U: 6 innings / No new inning may begin after 1 hour 45 minutes.

13U and 14U: 7 innings / No new inning may begin after 2 hours.

The final out of the previous inning is the start time of the next inning.

Game time starts at the time of the first pitch and is tracked by the umpire.

Pool Play: All Pool Play games will follow game time limits. Pool Play games may end in a tie.

Extra innings will not be played in pool play even if the game time limit has not been reached.

Bracket Play: No time limits will be enforced on any semifinal or championship game. The quarterfinal games if applicable will still use the pool play time limits.

In case of inclement weather, the Tournament Director or Site Director may need to change time limits or otherwise shorten the game length or change the tournament format in order to finish the tournament.

If a game is shortened due to inclement weather, the official score of the game will be the score at the time of the last fully completed inning (minimum 3 innings). The exception to this is when the home team is ahead, and the visiting team has already batted in their half of the inning. In this case, the official score will be the score of the game when the game is called. Games started but not through 3 innings will be suspended and continued or rescheduled as time permits at the discretion of the Tournament Director or Site Director. Any suspended game not completed, or any pool play game not played will be scored as a 3-3 tie.

Late games: Lights turn off at 11pm, in the event a game is not completed it will be paused and resumed as the first game in the Morning at 8am.

4.3 Metal Cleats

Metal cleats are prohibited in 11U-12U divisions, they may be worn in 13U-14U divisions.

No metal cleats on the portable mounds.

5. Bats

11-14 Year Olds

ALL PLAYERS MUST USE WOOD OR WOOD COMPOSITE BATS ONLY. NO METAL BATS ALLOWED. PART WOOD AND PART METAL BATS ARE NOT ALLOWED. Wood bats will be provided by BATBA but teams may choose to use their own WOOD bats.

Penalty for using an illegal bat:

First Offense: If the umpire discovers that the bat does not conform to USSSA Rule 7.01C until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the umpire discovers that a bat has been used to put the ball in play and before the next legal pitch, the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch.

Second Offense: If a team is found to be in violation of this rule a second time, then the Head Coach will be ejected in addition to the First Offense penalty (**Rule 7.01C of USSSA By-Laws and Rules**).

5.1 Pitching

Pitching / Base Distances:

11U: 46 feet / 60 feet

13U: 52-54 feet / 75-80 feet

12U: 52 – 54 feet / 70-75 feet

14U: 60 feet, 6 inches / 90 feet

Note: Portable mounds may be used in the 11U – 14U divisions. **(No metal cleats on portable mounds)**

5.2 Pitching Restrictions:

Pitch limits are based on the GSBL and USSSA requirements but adapted for tournament play. All coaches must abide by these requirements:

11U-12U: Maximum of 75 pitches per game, 100 pitches per tournament

13U: Maximum of 75 pitches per game, 110 pitches per tournament

14U: Maximum of 85 pitches per game, 120 pitches per tournament

- When any game or tournament pitch limit is reached, the pitcher may finish pitching to that batter:
 - Example: A pitcher reaches his maximum pitches against a batter with a count of 1 ball, 2 strikes. The pitcher is allowed to finish this at-bat which will result in a pitcher going over the maximum pitches in the game.
 - Example: An 11U pitcher reaches 100 pitches for the tournament against a batter with a count of 1 ball, 2 strikes. The pitcher is allowed to finish this at-bat which will result in a pitcher going over 100 pitches in the tournament.
 - There are no rest requirements during the tournament.

Umpires will report number of player pitches to the Site Director but it is also the responsibility of each team to track player pitches for both teams. **The Tournament Director will also maintain a copy of the player pitches at the tournament headquarters as well as on the Tourney Machine app.**

Penalty for violations of pitching restrictions:

If a pitcher violates the pitching restrictions, that player's team will forfeit that game.

The Head Coach will be ejected from that game and the next scheduled game. The offending pitcher will be suspended from the pitching position for the following game. The **second offense** during the same tournament results in suspension of the Head Coach for the remainder of the tournament.

Curve balls are not allowed at the 11U-12U divisions. Fastballs, knuckleballs, and changeups are the only pitches allowed in the 11U-12U divisions. **First offense** – warning; **second offense** – ejection from the pitcher's position for the remainder of the game. The umpire's ruling is final and may not be protested.

Balk Rule:

A balk will not be called at 11U unless the umpire judges the pitcher is being intentionally deceptive or makes a play on the runner. High school rules apply to 12U-14U age groups.

Trips to the mound / Defensive Conference:

GAME. On the 2nd trip or defensive conference, the pitcher must be removed from the pitcher position. **This is not per inning, but per pitcher.**

Starting Pitcher:

This rule applies to all divisions (11U-14U): The starting pitcher may be withdrawn and re-enter once. This applies only to the starting pitcher.

Intentional Walks:

If an intentional walk is issued, it does not count as 4 pitches towards the pitchers total.

5.3 Base Running:

11U: A runner may lead off or steal after the ball leaves the pitchers hand. The runner is out upon leaving the base early. On a dropped third strike, the batter is out and base runners may advance at their own risk.

11U: Runners may attempt to score from third base on a passed ball or wild pitch. 11U: Runners sliding head first into home plate will be called out.

11U: A walk is one base only. A player who is walked may not immediately advance to second base until the next pitch is thrown or a play is attempted at another base.

12U - 14U: No base running restrictions; NFHS rules apply.

Runners are never required to slide but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal. For any questions regarding interference or obstruction interpretations, reference the NFHS rule book.

Courtesy Runner:

Courtesy runners are allowed for the current catcher at all levels and only when there are two outs. The catcher must be the current catcher and catch the next inning. The courtesy runner is the last runner to be put out.

5.4 Continuous Batting/Free Substitution:

11U-13U teams will use continuous batting and free substitution. **NO EXCEPTIONS.**

Note for 11U-13U Continuous Batting: An injured batter or runner that cannot continue to participate will be replaced by the last player to be put out. This will end the injured player's participation for the remainder of that game. This will **not** be recorded as an out unless it drops the batting line-up below nine players.

Please see Continuous Batting/Free Substitution FAQ on the baseball page of [www. myas.org](http://www.myas.org).

14U will have the option to use free substitution and continuous batting. This must be declared to the umpire and the opposing head coach prior to the start of the game and will continue for the remainder of that game. Each team's lineup must list a minimum of nine players to start a game. A game will be forfeited to the offended team when a team is unable to provide nine players to start the game or cannot provide eight players to finish the game

(NFHS Rule 4-4-1f).

5.5 Number of Players:

Teams must start the game with 9 players. If due to injury or illness, a team may finish a game with 8 players.

A team reduced to less than 9 players due to an ejection shall be disqualified.

(Ages 11-13): If a player arrives late to a game or leaves early, in an entire roster batting order you close the batting order up (eliminate the batting spot if player leaves) or for the player coming late you open up the batting order (add the batting spot at the bottom of the order). If a player is injured you close the batting order up (eliminate his batting spot and the player may not return that game). It is not an out when his spot comes up to bat. If a player is ejected in a 11-13 year old game then that batting spot is an out each time it comes up.

14U Re-entry (NFHS Rule 13-3):

Starting Players: Any of the starting players may withdraw and re-enter once, including a player who was the (DH) designated hitter (any starting player, not just pitchers), provided said player occupies the same position in the batting order whenever they are in the lineup. A substitute who is withdrawn may not re-enter.

Exception: Replacement of injured players and/or courtesy runners. If an active player sustains an injury that requires them to leave the game and their team has used all of their available substitute players, the coach may substitute for the injured player with the first player on the bench who had previously lost their eligibility via the re-entry rule.

6. Pool Play Seeding and Tie-Breaking Procedure:

1. Best Record
 2. Head to Head Play (When more than 2 Teams are Tied in a pool this is skipped)
 3. Least Runs Allowed
 4. Most Runs Scored
 5. Run Differential
 6. Coin Flip
- All 4-team pools will be seeded in order from #1 through #4.
 - Any tournament with only one pool will result in Pool Game #3 seeding based on the above procedure.
 - If 2 teams are tied above after tie breaker #2, and the tied teams innings were not equal due to **weather shortened games** (games shortened due to the 10 run rule or time limit are counted as full games), you then will figure out least amount of "Runs Allowed per Inning" against tied teams for tie breaker #3 & if needed least amount of "Runs Allowed per inning per total pool play" for tie breaker #5.

If there is a two, three, or four way tie in any pool, it is first broken in the order above. Next, the remaining teams revert back to #1 (Best Record) and proceed down until the tie is broken. When using runs scored or allowed, only runs involving tied teams are used. If still unbroken after 3) and 4), redo 3) and 4) using all runs from common opponents.

Example 1 - There are three teams with 2-1 records in a 4-team pool. Each team has defeated another in the three way tie. Team A beats Team B 4 to 1, Team B beats Team C 5 to 4, and Team C beats Team A 6 to 3. Each team defeated Team D. The tie-breaker would be on runs allowed. Team A gave up 7 runs, Team B gave up 8 runs, and Team C gave up 8 runs. Team A would be the number 1 seed because of fewest runs allowed. Team B would be the number 2 seed because they beat team C.

Example 2 - There are three teams with 2-1 records in a 4-team pool. Each team has defeated another in the three way tie. Team A beats Team B 2 to 0, Team B beats Team C 6 to 4, and Team C beats Team A 5 to 4. Each team defeated Team D. The tie-breaker would be on runs allowed. Team A gave up 5 runs, Team B gave up 6 runs, and Team C gave up 10 runs. Team A would be the number 1 seed because of fewest runs allowed. We would then go back to head to head play so Team B would be the number 2 seed because Team B beat Team C.

Example 3 - There are three teams with 2-1 records in a 4-team pool. Each team has defeated another in the three way tie. Team A beats Team B 3 to 2, Team B beats Team C 6 to 5, and Team C beats Team A 4 to 0. Each team defeated Team D. The tie-breaker would be on runs allowed. Team A gave up 6 runs, Team B gave up 8 runs, and Team C gave up 6 runs. Team B would be the number 3 seed because of most runs allowed. We

then would go back to head to head play so Team C would be the number 1 seed and Team A would be the number 2 seed.

6.1 Determining Seedings for Bracket Play

16-Team Tournament (four pools with four teams each)

Each Team plays 3 pool games.

Top team from each pool advance to bracket play and two wildcard teams.

Pool winners will be Seeds #1, #2, #3 and #4 based upon the tiebreaking procedure. Wildcard team will automatically be seeded #5 and #6.

Quarterfinals: Seed #3 vs Seed #6; Seed #4 vs Seed #5 – Seed #1 and 2# receive a bye

Semifinals: Seed #1 vs Winner of #4 vs #5; Seed #2 vs Winner of #3 vs #6,

Finals and 3rd place game to follow

12-Team Tournament (three pools with four teams each):

Each Team plays 3 pool games.

Top team from each pool advance to bracket play and one wildcard team.

Pool winners will be Seeds #1, #2 and #3 based upon the tiebreaking procedure. Wildcard team will automatically be seeded #4. Semifinals:

Seed #1 vs Seed #4; Seed #2 vs Seed #3, Finals and 3rd place game to follow

8-Team Tournament (two pools with four teams each):

Each Team plays 3 pool games.

Top two teams from each pool advance to bracket play.

Semifinals: Pool A #1 vs Pool B #2; Pool B #1 vs Pool A #2, Finals and 3rd place game to follow

6-Team Tournament (two pools with three teams each):

Each Team plays 3 pool games.

Top two teams from each pool advance to bracket play.

Semifinals: Pool A #1 vs Pool B #2; Pool B #1 vs Pool A #2, Finals and 3rd place game to follow

4-Team Tournament:

Each Team plays 3 pool games.

Teams will be seeded based upon the tiebreaking procedure after pool play.

Only a finals game to follow Seed #1 vs Seed #2

Appendix: Approved By

2022 Blaine Wood Bat Rules reviewed and approved on 5/16/21
by: BATBA Board

