



**BASEBALL RULES**  
**2022 NEW BERLIN HEAT**  
**SPRING "B" CLASSIC**  
**TOURNAMENT**

**MAY 14-15**

**1.0 GENERAL RULES**

1.1 **Tournament Rules** - Tournament play will follow the National Federation of High Schools (NFHS) rules with exceptions outlined in this document. In the event of a conflict between NFHS rules and New Berlin Heat Tournament Rules, the New Berlin Heat Tournament Rules will govern.

**2.0 TOURNAMENT FORMAT**

2.1 **Age Divisions & Eligibility** - The tournament will consist of seven Grade/age divisions (2<sup>nd</sup>/U8, 3<sup>rd</sup>/U9, 4<sup>th</sup>/U10, 5<sup>th</sup>/U11, 6<sup>th</sup>/U12, 7<sup>th</sup>/U13 and 8<sup>th</sup>/U14). The rules contained herein will apply to all divisions. Rules specific to a given age level will be noted as such. The cut-off date for eligibility is May 1. No player will be older than their respective age division prior to May 1 of the current year. If a player is in the proper grade, the age cutoff date does not apply. The determination of "B" division eligibility for the U8-U14 divisions is at the discretion of the tournament directors. The U14 or 8<sup>th</sup> grade division will be an open division.

2.2 **Rosters** - Team rosters will consist of a maximum of 20 players. Each player may only be on one team roster. No team will be allowed to play any game until its roster has been received by the tournament Director. No player will be allowed to play unless he is listed on the official team roster. Failure to abide by these rules will result in forfeitures of all games played.

Rosters must be submitted via Email no later than **Friday May 6<sup>th</sup>**. Changes may be made after that date only with the approval of the tournament director and will require an extenuating circumstance such as an injury to an existing player.

2.3 **Home Team** - Home team will be determined by a coin toss at the Umpire-Managers meeting before the game. Team that traveled the farthest calls coin toss. **The head coach must attend this meeting.**

**3.0 GAME PLAY**

**3.1 Base Path, Pitching Distances, Dropped 3<sup>rd</sup> Strike and Infield Fly Rule**

	<u>Base Length</u>	<u>Pitching Distance</u>	<u>Advance on Dropped 3<sup>rd</sup> Strike</u>	<u>Enforce Infield Fly Rule</u>
U14 / 8 <sup>th</sup> Grade	90 ft.	60 ft. 6 in.	Yes	Yes
U13 / 7 <sup>th</sup> Grade	90 ft.	60 ft. 6 in.	Yes	Yes
U12 / 6 <sup>th</sup> Grade	70 ft.	50 ft.	Yes	Yes
U11 / 5 <sup>th</sup> Grade	70 ft.	50 ft.	Yes	Yes
U10 / 4 <sup>th</sup> Grade	60 ft.	46 ft.	No	Yes
U9 / 3 <sup>rd</sup> Grade	60 ft.	46 ft.	No	Yes
U8 / 2 <sup>nd</sup> Grade	60 ft.	43 ft.	No	No

**3.2 Game Length** - Each game will be 6 innings in duration, and will have a time limit of one hour and thirty five minutes (1:35). Championship games will be 7 innings with no time limit. A new inning will not start after the time limit has elapsed.

**In the event of a tie, the game will continue until the time limit after which:**

**In Pool Play** – The game ends in a tie and, each team will be awarded ½ point.

**In Bracket Play** – If the score is tied at the completion of six innings, if the time limit has not expired, a new inning will start. If the time limit has expired, we will play modified California Rule tie breaker until a winner is declared.

**In Championship games** – Play to completion, without using California rule

**Modified California Rule Tie Breaker:** To start the inning, each team will place the player making the last batted out at 2<sup>nd</sup> base. There will be one out, and each batter will start with a 0 ball, 1 strike count. The inning proceeds normally from there.

**Note:** Game length and time limit may be modified by the tournament director as required to deal with inclement weather.

**3.3 Game Flow** – To help keep tournament on schedule:

- 1) No infield or outfield between innings.
- 2) No more than 3 warm-up pitches between innings or 5 pitches on pitching change.
- 3) Ball must be returned directly to the pitcher after an out is made.

**3.4 Mercy Rule** - If a team is ahead by 15 or more runs after 3 innings (2½ if the home team is ahead) or 10 or more runs after 4 innings (3½ if the home team is ahead) the game will end and the team leading will be declared the winner. In championship games the 10 run rule comes in to effect after 5 complete innings (4½ if the home team is ahead).

**3.5 Courtesy Runner** - A courtesy runner may be used at any time for the pitcher or the catcher. The same player may not be used for both in the same inning. The runner must be a player not in the game and may not be used as a substitute for any other player in that same ½ inning. If no eligible player is available to courtesy run for the catcher when there are 2 outs, the player who made the last out may run for the catcher. If a team is using a continuous batting order, then the player who made the last out must be used as the courtesy runner. If the pitcher and catcher are substituted for in the same ½ inning the second to last out should be used as a substitute for the second player replaced. Refer to the prior inning last out if necessary.

**3.6 Leading Off** - Leading off of bases is allowed at the following age levels:

**Leading Off Allowed**

- U14 / 8<sup>th</sup> Grade
- U13 / 7<sup>th</sup> Grade
- U12 / 6<sup>th</sup> Grade
- U11 / 5<sup>th</sup> Grade

**Leading Off NOT Allowed**

- U10 / 4<sup>th</sup> Grade
- U9 / 3<sup>rd</sup> Grade
- U8 / 2<sup>nd</sup> Grade

**U8 & U9** - A runner may leave a base only after the ball crosses home plate or is hit by the batter. The runner will be called out for leaving early and the pitch will not be allowed. (No warnings will be issued.)

**U8** - A runner may not steal home unless a defensive play is attempted on him or any other runner. (This does not include a throw back to the pitcher. It must clearly be an attempt on a runner.) A runner attempting to steal home without a play being attempted will be sent back to 3rd base.

**U10** - A runner may leave a base only after the ball leaves the pitchers hand. The runner

will be called out for leaving early and the pitch will not be allowed. (No warnings will be issued.)

- 3.7 **Advancement on Walks** - For the U8, U9 and U10 teams, the Batter/Runner (B/R) may not advance to the second base if the catcher returns the ball directly to the pitcher and the pitcher is on the rubber. The B/R is only protected by the virtue of the walk to first base. If the B/R is off the base or running to second while the pitcher has the ball and is on the rubber, the B/R will be called out. If there is a play on another runner or there is a pass ball, then the ball is live and the B/R and all other runners may advance at their own risk.
- 3.8 **Players** - There may be no more than 9 players in the field at one time. The Heat Tournament will allow the game to start and be played with 8 players in the field. The 9<sup>th</sup> position is then an automatic out each time through the line-up. Less than 8 players is an automatic forfeit.
- Teams MAY bat nine players, or 10 with the tenth player being an EP (extra player). The EP is allowed to be moved into any defensive position. Teams may also bat a continuous batting order, meaning they bat their **entire roster**, giving them free defensive substitution. Batting order must then be maintain for the entire game unless a legal substitution is made, or, by the umpire's judgment, a player gets injured and cannot continue to play, in which case the player may not return to the game in any capacity.
- Losing a player to injury will not become an automatic out unless the number of batters falls below 9.
- Coaches must exchange line-ups before the game, and also let the umpire know how many players will be in the batting line-up at any one time.
- 3.9 **Re-entry** - Re-entry of starters in their original batting order position is allowed. In the event of an injury with no officially available players to replace the injured player, re-entry of any available player will be allowed.
- 3.10 **Pitchers** - Pitchers may pitch up to 3 innings in one game. One pitch constitutes an inning. Once removed as a pitcher, a player may not return as a pitcher in the same game. Pitcher restrictions apply to individual games only, there is no tournament maximum pitcher restrictions.
- 3.11 **Balks** - Balks will be called in the U11, U12, U13 and U14 age groups. For the U11 and U12 age groups there will be one warning **per pitcher**. The U13 and U14 age groups will get one warning **per team**.
- 3.12 **Fake Bunt and Slash Play** - Any player at the U8, U9, U10, U11 and U12 levels performing a fake bunt and slash play shall be called out and the ball will become dead without allowing any players on base to advance.
- 3.13 **Sliding Rules** - (There is **NO MANDATORY SLIDE RULE**). The sliding rules for the Heat Tournament are all the same as the NFHS book rules. There are two main points
- 3.13.1 **The Force Play Slide Rule** – Any runner who is in a force play, must either slide directly into the base or run himself out of the play avoiding contact with the fielder. If this is not done, this is considered interference and the runner is out and the batter/runner (B/R) is automatically out for a double play, and all other runners must go back to the base they occupied at the time of the pitch. The runner may not “take out the fielder to break up the double play”. If the runner slides, it must be a legal slide according to book rule and if the fielder is on the bag and the runner makes a legal slide into the bag and there is contact, interference should not be called.

- 3.13.2 **Plays at the Plate:** Summary of the NFHS rule – When there is a potential play at the plate, and the catcher has the ball, the runner must either make a legal slide or avoid contact. The catcher has the right to be in the base-path when he has the ball in his possession. If the catcher does not have possession of the ball and denies the runner access to the plate, then the catcher has committed obstruction and the runner may be awarded home. The runner has the right to reestablish his base path by running no more than 3 feet to either side of the base path to avoid contact. If the runner does attempt to avoid contact and there is incidental contact then this is a judgment call by the umpire. If the runner commits malicious contact, the runner is out and ejected.

*Malicious contact supersedes obstruction.*

#### 4.0 EQUIPMENT

- 4.1 **Spikes** - Metal spikes are allowed at the **U13 and U14** level only.
- 4.2 **Helmets** - Helmets must be worn at all times by any offensive player on the playing field for any reason.
- 4.3 **Baseballs** - All game balls will be provided by the New Berlin Heat Tournament.
- 4.4 **Bats** - There is no restriction on a bats weight to length ratio. Adult bats (i.e. all bats with a -3 weight to length differential) must meet current NFHS standards.
- 4.5 **Uniforms** - All players on the same team must have the same uniform if possible.

#### 5.0 MISCELLANEOUS

- 5.1 **Fields** - The umpires will have the right to end a game due to unsafe playing conditions. If a game is ended prior to six innings, four complete innings will constitute an official game (3½ innings if the home team is ahead).
- 5.2 **Protests** - A coach may choose to protest a play involving a **rule interpretation only**. Protests are not allowed on judgment calls. If a coach wishes to protest, he must, prior to the next pitch, inform the umpire, who will stop the game and the game clock, call for a New Berlin Heat Tournament Representative who will discuss the protest with the umpires only. A decision will be made immediately. All decisions are final on all protests.

#### 5.3 Tie Breakers

##### 5.3.1 Pool

1. Record
2. Head to head
3. Least amount of runs allowed
4. Head to head (2 teams only)
5. Run Differential
6. Coin toss

##### 5.3.2 Within Divisions

1. Pool Place
2. Record
3. Head to head
4. Least amount of runs allowed
5. Runs Differential
6. Coin toss

In the event of inclement weather prior to the championship game that does not allow this game to be played, the division champion will be determined based on:

1. Least amount of runs allowed in the game immediately prior to the championship game
2. Runs scored in game immediately prior to championship game
3. Coin toss

In the event of inclement weather during the championship game that does not allow this game to be finished, the division champion will be determined based on the score of this game after the last complete inning. If the score is tied after the last complete inning, the division champion will be determined by coin toss with the team that traveled the farthest calling the coin toss.

- 5.4 **Sportsmanship** - The New Berlin Heat stresses sportsmanship from all players, coaches and fans. Any player, who is ejected from a game, will be suspended for the remainder of that game, and the next game. Any coach or fan that is ejected will be banned for the rest of the tournament.
- 5.5 **Beverages** – Carry-in beverages are allowed for players only. Please plan ahead on Sunday. Concessions will close at the beginning of the final games of the day. No alcohol allowed. Violators will be ejected from the park.