14th Annual Walk the Plank Tournament Rules (2022)
Official Baseball Tournament Rules

National Federation of State High School (NFHS) Baseball Rules apply except as modified or covered below.

Age Group	Bases	Mound	Innings	Metal Cleats
8u & 9u	60'	46'	6	No
10u	65'	46'	6	No
11u - 12u	70'	50'	6	No
13u	90'	60' 6"	7	Yes
14u	90'	60' 6"	7	Yes
15u-16u	90'	60'6"	7	Yes

8u specific rules:

No leading and no stealing of bases. Runners may not leave the base they occupy at the time of the pitch until the pitched ball crosses home plate or is hit by the batter. If an **umpire** rules that a runner has left his base prematurely, the runner will be declared out and the pitched ball will be declared a dead ball immediately (no warnings). The results of the pitch do not count (i.e. no pitch). Note: If a player leaves the base after the ball crosses home plate (which is permitted) - he may not advance to the advancing base unless the ball is hit or he is forced by the batter walking, being hit by pitch, etc. If a catcher makes an attempt to pick the base runner off because he has taken a large secondary lead, for example, he still may not advance so he is at his own peril.

Infield fly rule is **not** in effect.

No dropped third strikes. Batter is out.

Slash bunting ("butcher boy play") is not allowed - immediate dead ball if attempted and/or ball is put into play (fair or foul). Batter is ruled out and is issued a warning. Runners may not advance. Second offense - player will be restricted to the bench and ejected from the game.

9u and 10u specific rules:

No leading. Runners may steal bases, but may not leave the base they occupy at the time of the pitch until the pitched ball crosses home plate or is hit by the batter. If an **umpire** rules that a runner has left his base prematurely, the runner will be declared out and the pitched ball will be declared a dead ball immediately (no warnings). In this instance, the results of the pitch do not count (i.e. no pitch).

No balks called. But, if a pitcher begins his wind-up and does not deliver the ball to home plate, the batter will be awarded a ball as if the pitch had been delivered out of the strike zone.
No dropped third strikes. Batter is out.

9u and 10u specific rules (continued):

Batter-runner may not advance past first base on an intentional or unintentional walk if the ball is returned immediately to the pitcher. If the catcher makes a play on any other base runner, the batter-runner that walked may advance past first base at his own peril.

Slash bunting ("butcher boy play") is not allowed - immediate dead ball if attempted and/or ball is put into play (fair or foul). Batter is ruled out and is issued a warning. Runners may not advance.
Second offense - player will be restricted to the bench and ejected from the game.

11u Division specific rules:

Leading is allowed and balks will be called. However, one (1) warning **per pitcher** will be issued in preliminary round games only.
No warnings in elimination games.

8u-12u specific rules:

No pitching mounds for 8u-12U divisions.
1 umpire for all 8U games; 1 umpire for all 9U-12U pool play games & 2 umpires for all 9U-12U playoff games

General Rules (all age groups):

Pre-game

Coin flip prior to the game determines home and visiting team in preliminary round play. In elimination round play, the higher seeded team has its choice of home or visitor. Dugout selection is first come first served. Home team maintains the official scorebook.

Uniforms

All players must wear matching team hats and numbered shirts/jerseysand no duplicate numbers, unless approved by Tournament Director prior to start of tournament.

Official Game

Four (4) innings shall constitute an official game or three and one half (3 1/2) innings if the home team is leading. However, a game called due to the time limit is an official game regardless of the number of innings completed. If a game is stopped for any reason (e.g. weather, lightning or darkness) before the game is official, the game is suspended and will be resumed from the point of curtailment at a time scheduled by tournament officials.

Mercy Rule (applies to ALL games)

Fifteen (15) runs after 3 innings, ten (10) runs after 4 innings and Eight (8) runs after 5 innings. The home team does not bat if ahead by the mercy limit, but does bat if the visiting team goes ahead by the mercy limit in the top of an inning.

Courtesy Runners

Courtesy runners can be used for the Pitcher and Catcher at any time but must be a valid substitute or the last batted out.
In addition, the same substitute CANNOT run for more than one position (Pitcher or Catcher) in the same game.

Intentional Walk

An intentional base on balls may be given by the defensive team, requested by coach or catcher, without pitching to the batter or on any ball/strike count. The ball is declared dead before the umpire awards first base to the batter.

Bat Restrictions

8u - 13u - any bat with a USA or 1.15 BPF Certification is legal (except if listed below).
14u - must be -3 BBCOR (any bat listed below is not permitted)

Any bat listed below is not legal and may not be used in the tournament.

Manufacturer	Model	Size	Comment/SKU
Marucci	Cat5 MCB2 33/30 BBCOR	33″	
Nike	BT0636 CX2		Light grey
DeMarini	2017 CF Zen Balanced (-8)	29″/21 oz	WTDXCBR 2129-17
	2017 CF Zen Balanced (-8)	30″/22 oz	WTDXCBR 2230-17
	2017 CF Zen Balanced (-8)	31″/23 oz	WTDXCBR 2331-17
	2017 CF Zen Balanced (-8)	32″/24 oz	WTDXCBR 2432-17
	2017 CF Zen SL 2 3/4″ (-10)	28″ /18 oz	WTDXCBZ 1828-17
	2017 CF Zen SL 2 3/4″ (-10)	29″ /19 oz	WTDXCBZ 1929-17
	2017 CF Zen SL 2 3/4″ (-10)	30″/20 oz	WTDXCBZ 2030-17
	2017 CF Zen SL 2 3/4″ (-10)	31″/21 oz	WTDXCBZ 2131-17
	2017 CF Zen SL 2 3/4″ (-10)	32″/22 oz	WTDXCBZ 2232-17
	2017 CF Zen Zero Dark 2 3/4″ (-10)	29″/19 oz	WTDXCBZ 1929-17F1
	2017 CF Zen Zero Dark 2 3/4″ (-10)	30″/20 oz	WTDXCBZ 2030-17F1
	Custom 2017 CF Zen 2 3/4″ (-10)		WTDCCBZ17V
	Custom 2017 CF Zen Balanced (-8)		WTDCCBR17V
Dirty South	Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)		
Easton	Ghost X (30/20 only) – (USA BASEBALL MARKED)		YBB18GX10 30/20 LL18GHX 30/20 Japan

Time Limit

2022 ONLY - 5 innings or no new inning after one hour and 30 minutes in pool play,
and 6 innings (8U-12U)/7 innings (13U-16U) or no new inning after two hours in the bracket round on Monday.
No new inning may be started after two (2) hours. An inning started must be completed unless the home team

is leading or takes the lead during its final at bat. A new inning officially starts as soon as the third out is recorded in the preceding inning. Ties count as such in preliminary round play.
The official game start time (determined by the umpire) should be noted in both scorebooks prior to the start of the game.
Above time limit rule is in effect for all tournament games played except for the Championship game.
If an elimination game (excluding the Championship game) is tied after fulfilling innings limit or the two hour no new inning limit is reached, all subsequent innings begin with the last batter out in the preceding inning on second base (international tie breaker rule). **If a preliminary round game is tied after regulation and prior to reaching the 2 hour no new inning time limit continue playing extra innings until the time limit prevents further play. If still tied, it is a tie.**

Championship Game

There will be a two hours and fifteen minute (2:15) time limit for a championship game. However, if a championship game is tied after regulation, all subsequent innings begin with the last batter out in the preceding inning on 2nd base (international tie breaker rule).

Starting Line-up

Our intent is to encourage coaches to play as many players as possible and provide each coach with options.
The coach must determine **prior to the game** how many batters he wants in his starting line-up and this must be communicated to the umpire and the opposing coach/scorekeeper.

Team may bat nine (9), the entire roster or any number in-between. However, once the number of batters is established, it must remain the same throughout the game. A substitute is defined as any player not placed in the original batting line-up to begin the game. As soon as a substitute bats or runs for another player, the substitute and the original starter are locked into that batting line-up slot and either one may bat or run at any time (in that line-up position only). If no substitutes are available and a player is ejected from the game, an out will be recorded each time that spot in the line-up is scheduled to bat. A team may play with 8 players, but must start the game with 9. A team with only 8 players must take an out each time the missing player is scheduled to bat. If an injury occurs to a player on a team batting more than 9 players and if the injury prevents the player from batting and no substitutes are available, his spot in the line-up going forward may be skipped without penalty. If he recovers, he may return to the line-up. If an injury occurs to a base runner and no substitute is available, the last batter out may take his place on the bases.

Defense:

Any player on the roster may assume any defensive position in the field at any time throughout the game with one exception. A player once removed from the pitcher position may not return to pitch later in the same game. Note: Defense has nothing to do with the offensive batting line-up - any rostered player is eligible to play in the field at any time (without regard to whether or not he is in the batting line-up).

Pitching Restrictions

All pitching limits imposed are established to protect the players from overuse arm injuries. We are particularly cautious about this. All limits are **per game limits**. There are no per day or tournament maximum limits imposed, but coaches should use good judgment in determining who is allowed to pitch in each game.
One pitch constitutes an inning pitched and a pitcher once removed from the pitcher position may not return to pitch later in the same game. Coaches are highly encouraged to monitor **pitch counts** closely.

Age	Maximum Innings Allowed Per Game	Maximum Pitches Allowed Per Game*
8u/9u/10u *	2	50
11u/12u *	3	60
13u/14u/15-16u	No Restrictions	No Restrictions

(* - pitcher may exceed to finish an at bat)

(Pitching Restrictions continued)

Coaches/managers (of both teams) are responsible for tracking/policing the per game pitching limits.

As per NFHS rules, a manager/coach may make three (3) official visits to the mound per game **without making a pitching change**. After three visits have been exhausted, pitchers must be removed on every ensuing trip to the mound. In an extra inning game, coaches/managers are allowed one (1) official visit (without making a pitching change) per extra inning played.

Collision Rule/Head-first sliding

All runners must slide or otherwise attempt to avoid a fielder who has possession of the ball and is waiting to make a tag. If the runner fails to do so **and a collision occurs** the runner is out, the ball is dead and trailing runners may not advance. If in the **judgment of the umpire** the collision is intentional or flagrant, the offending player will be ejected from the game. If a runner does not slide and there is no collision and the umpire rules the runner safe, the runner is safe. However, a base runner may **not** leave his feet and hurdle or dive over a defensive player (unless the defensive player is lying down on the ground in which case the play is legal).
NO HEAD-FIRST SLIDES INTO HOME PLATE OR BATTER IS RULED OUT.

Additional Important Information

Pre-game Warm-ups

No batting practice or infield practice is permitted on the infield prior to the games.

Game Baseballs

Three new baseballs will be provided for each game. It is up to each of the teams to retrieve foul balls and return them promptly to the umpire.

Protests

No protests are permitted on any umpire judgment calls. If there is a valid dispute over a rules issue, the decision of the tournament site director (or designee) will be final. **Resolve any disputed rule questions before play continues**.

Player Eligibility

If a coach/manager questions the eligibility of a particular player or players, he may do so privately with the tournament site director (or designee). He/she will investigate and resolve eligibility questions as quickly as possible. Player eligibility protests must be addressed during the game or immediately (within 15 minutes) following the game.

Photography

Spectators and/or coaches are not permitted onto the field for purposes of taking photographs and/or video during the period beginning with the first pitch through the final out of the game.

Dogs

This is very important. Please inform your team parents **in advance** that dogs are NOT permitted anywhere on the grounds of OBGC Community Park.

Game Results Reporting

Immediately following the conclusion of each game, the **winning** team is responsible for texting the game results to Eddie Becker at 240-216-4673. Failure on the part of the winning team to communicate the runs allowed by the team that actually won the game on the field will be increased to the same number of runs allowed by the losing team.

Tie Breakers

The following tie breakers will be used (if necessary) to determine seeding following preliminary round play:

Two-way tie:

Head to head competition (only applies when only two teams are tied)
Lowest average runs per game allowed per game played (if head to head does not apply)
Highest average runs scored per game played

Three (or more)-way tie:

Lowest average runs allowed in ALL games will determine the highest seed
(but if one team beat **all** other tied teams, they are the top seed)
After highest seed is determined and two teams remain tied, revert to two-way tie breaker procedures.
Note - if all tied teams did not play each other then head-to head does not apply.

Special note: A team with 2 ties in preliminary round play equates to a team with a 1 - 1 record.

Playing Conditions

The tournament director will make all decisions regarding playing conditions prior to each game. He/she will determine whether or not the field conditions are fit to play with the safety of the players first and foremost in if the game will be postponed or delayed due to inclement weather or unplayable field conditions. After a game starts, the umpire is responsible for stops/starts. Any indication of lightning in the area will immediately stop play. Weather related make-ups/continuations will be re-scheduled by the tournament director.

Refund Policy

We make every effort to get as many games played for our participating teams as possible. Unfortunately, weather conditions beyond our control occasionally conspire against us. In the event that the tournament is abbreviated, the following refund policy will apply to all teams. Two (2) games played, no refund. One (1) game played, $325 refund. No games played, $425 refund.

Tournament Website

Follow the Tourney Machine website for important news and updates leading up to and throughout the tournament. Games results and scheduling updates will be posted to this site on a timely basis.
https://www.tourneymachine.com/Home.aspx

Concessions

Food trucks will be set up at the OBGC Park facility throughout the tournament.

Official Team Roster and Insurance

Every team must complete and submit a Tournament Team Roster Form (via online forms on the tournament website) and Certificate of Insurance (prior to the first game of the tournament). Olney Boys & Girls Club should be listed as "Additional Insured" on the certificate (Address: 4501 Olney-Laytonsville Road, Olney, MD 20832). The team roster contains player birth date certification and serves as your team's official roster. Participating tournament teams are limited to a maximum of fifteen (15) players.

The head coach/team manager is required to maintain in his/her possession a copy of the official team roster and a copy of each player's birth certificate in the event that an eligibility question arises. We would not expect that an ineligible player would ever be asked by a coach/manager to play. However, if that were to occur and it is discovered, the player and his head coach/manager will be disqualified for the remainder of the tournament. A game underway will be forfeited immediately to the opposing team as would a game completed in which the ineligible player participated (final score recorded as 7 - 0). The team (without its head coach/manager and the ineligible player) may continue to play in the remainder of the tournament.

Sportsmanship:

We certainly anticipate that tournament games will be emotionally charged and competitive. However, we also expect that every participant will conduct him/herself at all times in a manner that is appropriate for youth baseball. Accordingly, arguing with or complaining about umpire judgment calls (balls/strikes, out/safe or fair/foul) or any display of inappropriate behavior (to include foul language used) by coaches, managers, players, parents or spectators will not be tolerated. Anyone (except players) in violation of this sportsmanship rule will be asked to leave the premises immediately by either the umpire or tournament site official. If after five (5) minutes the offending person is not out of sight and sound of the field, the team will forfeit the game in progress (final score recorded as 7-0). An ejected player will be restricted to the dugout. Anyone ejected from a game may be suspended from participating or being a spectator at the next game. Possible exceptions: (1) If a player is ejected for throwing his bat unintentionally (in the judgment of the umpire) he would not be suspended for the following game. (2) If the tournament director upon a review of the events leading to the ejection and discussions with officials and parties involved determines that further suspension is not warranted.

Team head coaches/managers are 100% responsible for the conduct of their assistant coaches, players, parents and any other related spectators. **If anyone other than the head coach/manager is ejected by an umpire, the team's head coach/manager automatically will be suspended for the next game.**

Anyone who threatens a tournament official, umpire, opposing coach or player (either physically or verbally) will be asked to leave immediately and may not return for the duration of the tournament.

Team managers should make certain that everyone associated with the their team is fully aware of the sportsmanship rules in advance of the tournament. The games should be fun for all involved, especially the **kids.**

RECOMMENDATION TO MANAGERS/COACHES:
Print out a copy of this rules document and carry it with you. Read it carefully and share it with your assistants, players and team parents/spectators so that everyone is fully informed about the rules and other tournament matters.