



## 2022 Sartell Sabre Classic

### Baseball Tournament Rules

National Federation of High School rules shall govern play, except where modified in this document. These rules are in accordance with MYAS and MSF State Tournament Rules.

**Coaches: You are responsible for knowing the rules in this document. Many games can be resumed much quicker if the coaches know these rules and have them on the bench for quick referral. We have continued to add to these rules as situations have happened in past events.**

**Tournament Coordinators do not have the ability to inform you of your playing times due to tournament size. You are responsible to check the brackets located at the park pavilion and on Tourney Machine for game times and field assignments. These are updated as the tournament continues. For weather related announcements you can check on our social media sites Facebook, Instagram and Twitter**

1. **HAVE FUN!!** This should be everyone's objective for the tournament, and we at Sartell Baseball Association truly hope these tournaments are an enjoyable experience for the players and families.
2. Coaches, as the representatives of your team and city, you will be required to conduct in a professional and respectful manner towards officials, opponents, site directors, etc. Failure to do so is at the discretion of the umpire and site officials. Please share with your parents, remember these are kids, umps aren't perfect and everyone should strive to be a role model.
3. The official schedule is the pool/bracket posted on Tourney Machine. It is the responsibility of the coach to know the schedule and field assignments. Tourney Machine is also used to assist with quick access to the schedule, pitch counts, field assignments, results, and more.

4. **Age Divisions:**

- a. 10u: Born on or after May 1, 2011
- b. 11u: Born on or after May 1, 2010
- c. 12u: Born on or after May 1, 2009
- d. 13u: Born on or after May 1, 2008
- e. 14u: Born on or after May 1, 2007

5. **Teams shall supply game balls, including (1) new ball per game, but all game balls are supplied by the teams playing.**

6. Each team shall have a **maximum of 3 coaches and one bookkeeper** in the dugout at any time.

7. No protests are allowed on subjective calls. Umpire decisions are final.

8. We reserve the right to re-schedule and/or shorten games should inclement weather be pending or interfere with play.

9. A game that is suspended due to inclement weather (or for any other reason) may be resumed from the exact point of suspension. If any portion of the tournament is deemed unplayable, the tournament director reserves the right to do whatever necessary to complete the tournament, including changing format, shortening or eliminating games, etc. For games shortened by inclement weather, revert back to the last completed inning, which did not end in a tie for bracket play, and the last complete inning for pool play regardless of score.

10. If the tournament has to be canceled due to unforeseen circumstances (i.e. weather, etc.) AND:

- a. No games have been played teams will be refunded their entry fee less \$50.
- b. If a team has started but not completed their first game, the entry fee minus a \$100 will be refunded.
- c. If a team starts its second game, the entry fee minus \$200 will be refunded.
- d. If 2 or more games are completed no refund will be issued.

11. Weather sirens: teams will vacate fields immediately and seek protection. Teams should **not** wait for Tournament Director to visit the field with directions. Tournament Director will determine when play can resume if possible in that session.

12. Lightning appearing will cause **immediate** suspension of play and will require you to vacate fields and benches for everyone's safety. Umpire or Tournament Director can call suspension for lightning. It is the discretion of the Tournament Director to call games in progress as final at that point (revert back to last full inning regardless of top or bottom of inning or number of innings complete) or call 30 minute game suspension period. If lightning is witnessed near end of 30 minute mark, games can, at tournament director's discretion, be called as final.

13. Home team will be determined by a coin toss prior to each pool game.
14. Home team in bracket play will be top seeded team (best seeded number). In the event of a tie such as two #1 seeds from differing pools a coin flip should be used to determine Home team.
15. A 10-minute grace period shall be allowed before a forfeit is declared. Forfeiting teams may NOT advance from pool play.
16. The 10-run rule is in effect throughout the entire tournament. Games shall end at the conclusion of 3 ½ innings (home team) or 4 innings (visiting team) if the score differential is 10 or more. The losing team must have batted a minimum of 4 turns at bats.

**17. Pitching Rules:**

<b>Innings Pitched Restrictions</b>	
<b>Age</b>	<b>Pitch Count Limitations</b>
<b>10U</b> , **Only Starting Pitcher may re-enter to pitch again, and re-entry is once per game. **	85 Pitches in entire tournament
<b>11U</b> , **Only Starting Pitcher may re-enter to pitch again, and re-entry is once per game. **	95 Pitches in entire tournament
<b>12-U</b> , **Only Starting Pitcher may re-enter to pitch again, and re-entry is once per game. **	95 Pitches in entire tournament
<b>13-U</b> , **Only Starting Pitcher may re-enter to pitch again, and re-entry is once per game. **	105 Pitches in entire tournament
<b>14-U</b> , **Only Starting Pitcher may re-enter to pitch again, and re-entry is once per game. **	105 Pitches in entire tournament

- a. The amount listed is a HARD STOP. The pitcher may NOT finish the batter or exceed the Pitch Count Limitation.

- b. **VIOLATION** of pitching restrictions will result in the Head Coach being ejected for the remainder of the tournament. The team will forfeit the game of infraction. The pitcher in violation of rule will be ejected for the game of infraction and the next game, and the player is also prohibited from pitching the rest of the tournament. Teams must keep track of pitches thrown during each game and verify with the opposing coach and umpire immediately following each inning and the game. Tournament Director will have scorecards that may be reviewed if called upon.
- c. For 10u – 12u: Fastballs, straight change-ups, palm balls, and knuckle balls are legal. All other pitches, including but not limited to curve balls, sliders, etc., shall be considered illegal. 1st offense: warning; 2nd offense: pitcher and coach are disqualified for the remainder of the game.
- d. For 13u & 14u: High school rules apply for legal pitch types.
- e. Balks: a balk will not be called in the 10u – 11u age groups unless the umpire judges the pitcher is being intentionally deceptive or makes a play on the runner. A fake pitch will be considered a balk resulting in a dead ball with all runners advancing one base. High school rules apply for 12-14u age groups.
- f. Trips to the Mound: Unlike regular season NFHS rules, each team is allowed 1 defensive conference (including trips to the mound) PER PITCHER PER GAME for 10u – 13u. On the second trip or defensive conference, the pitcher must be removed from the pitcher position. High school rules will apply for the 14u age group.

**18. Distances:**

Age	Pitching Distance	Base Paths
10	46'	60'
11	46'	65'
12	52'	75'
13	52'	75'
14	60'6"	90'

**19. Equipment:**

- a. Decisions made by the umpire regarding equipment are final.

- b. Metal Spikes:
  - i. 10u-12u: not allowed
  - ii. 13u-15u: allowed in accordance with High School rules
- c. Proper helmets must be worn while in the on-deck circle, batting, base running, catching (in accordance with High School rules).
- d. **Bat restrictions:** All bats in the 10 – 14 year old age group, big barrel bats must have the USSSA Approved 1.15 BPF stamp on its taper. USA approved bats are legal. Babe Ruth Approved 1.15 BPF stamp or BBCOR stamp. For small barrel bats (2 1/4") use all of the above stamps or you can also use bats that have the old approved USSSA mark.  
<https://www.myas.org/baseball/gopher-state-baseball-league/gopher-state-baseball-resource-center/bat-standards/>

Age	Restriction
10U-11U	Bats must be 2 1/4" with no restrictions or bats must be between 2 1/2" and 2 3/4" with no restrictions.
12U - 13u	Bats must be 2 1/4" with no restrictions or bats be between 2 1/2" and 2 3/4" can have a weight differential of up to -10. For example 31" would be 21 ounces and be legal. A 2 1/2" - 2 3/4" barrel bat which is 31 inch and 20 ounces would be illegal.
14U	Bats must be 2 3/4" or smaller with a -5 or less differential

- i. Differential is the difference between length and weight.
- ii. Wood bats allowed if they meet the age requirements of length/weight.
- iii. **PENALTY FOR ILLEGAL EQUIPMENT:** On the first violation of 4-1-3b for entering the box with an illegal bat, the penalty for an illegal bat is applied (7-4-1a)...A batter is also out as in above penalty or when the batter enters the batter's box with an illegal bat (see 1-3-5) or is discovered having used an illegal bat. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play. Also, the head coach shall be restricted to the bench/dugout for the remainder of the game. On the second violation for entering the box with an illegal bat, the penalty for an illegal bat is applied and the head coach shall be ejected. On subsequent violations for entering the box with an illegal bat, the penalty for an illegal bat is applied and the designated head coach shall be ejected. On detected violations of 4-1-3b for the use of a damaged helmet, the

helmet shall be immediately removed from play. Any batter found with an illegal bat, either during an “at bat” or prior to the next batter having completed his/her turn at bat, shall be ruled out. A second batter on the same team, within the same game, found with an illegal bat, batting or prior to the next batter having completed his/her turn at bat, shall be declared out and ejected from that game and the next game, as well as the head coach. A third player discovered, on the same offending team, while batting or just having batted with an illegal bat, at any point in the tournament, shall result in an out being recorded and the head or acting head coach being ejected for the remainder of the tournament.

e. Teams must supply their own first-aid kits. Limited items can be available in certain situations; such as ice.

f. All teams must wear numbered jerseys of identical color. Tape numbers are not acceptable. Coaches/managers do not have to be in uniform. Illegally uniformed players must be withheld from competition until they become legal. (Rule Subject to Tournament Directors final ruling).

## 20. Base Running Rules:

a. Runners at all ages must avoid contact with defensive players.

**b. At 10u a walk is a walk. The batter can only take first base unless a play is being made elsewhere.**

c. Head first slides are allowed at all ages except at home plate. 10u and 11u any slide into home plate head first is an out. 12u and above High School rules apply. Runner must always avoid deliberate contact (all ages) at home plate. Runner will be declared out if contact is direct and intentional.

Age	Stealing	Runners Can Leave When:	Penalty if Runner Leaves Early	Dropped 3rd Strike
10U	Yes	Until the ball crosses the plate	Dead ball, runner is out	Batter is out, runner(s) may advance at their own risk, ball is live
11U	Yes	Until the ball leaves the pitcher's hand	Dead ball, runner is out	Batter is out, runner(s) may advance at their own risk, ball is live
12U-15U	High School Rules apply	High School Rules apply	High School Rules apply	High School Rules apply

21. **Game Length–Time Limits:** (An inning is completed, the moment the last out of the inning is recorded.)

Age	Max Innings	Min Innings	No New Inning Starts After	Subject to Provisions
10u-12u	6 innings	4 innings	1 hour 45 min	Subject to provisions in paragraphs b – g below.
13u-15u	7 innings	5 innings	1 hour 50 min	Subject to provisions in paragraphs b – g below.

- a. Umpires should announce the time the game starts, but are not required to give notice that time limit may occur during a subsequent inning. Coaches shall record the Start Time provided by the Umpire and track game progress against time accordingly. Umpire’s time is official time.
- b. **Tie games** - In pool play, if the time limit has **not** occurred and the game is tied, a new inning begins immediately after the last out is recorded. If the game is tied after that inning and the time limit has been reached the game ends in a tie.
- c. If the home team is batting and leading when the time limit is reached in pool play, at least four innings have been completed and the game has not reached maximum innings, the home team shall complete their at-bat.
- d. If the home team is ahead and they have not started their at bat, when the time limit has been reached, but the visiting team has completed its at bat, the game is over. The home team does not get the option to continue batting.
- e. There is no time limit for 1st/2nd or 3rd/4th final games on Sunday.
  - i. If one of the 1st/2nd or 3rd/4th games is called over for any reason, final score is determined by the score at the end of the previous full inning. If the score was tied, winner will be determined by coin flip and winning team will have one additional run added to their score.

22. 10u-14u must use free substitution and must bat the entire bench.
23. Courtesy runners are allowed for the current catcher in all divisions. The catcher must be the current catcher and catch the next inning (must use the player recorded as making the last out).
24. 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 from the tournament.
25. A player who is batting out of order and has taken a pitch will be replaced by the proper batter, if questioned by the opposing team. **It is not an out.** The proper batter assumes the current pitch count.
26. If a team is disqualified from the tournament, it only affects the results of their last game.
27. Any player, coach or spectator ejected from a game will also be suspended from their team's next game. A second game disqualification will result in suspension from the remainder of the team's tournament games.
28. **It is the responsibility of each coach to determine if their team advances past pool play and when they play in the bracket portion in the tournament. Tournament staff will not be contacting coaches.**
29. Method of advancing from pool play to bracket play determined upon number of teams at the time of the tournament
- Pool size may be 3 or 4 teams.
  - Teams will be guaranteed 3 games weather permitting.
  - We will use game formats recommended by MYAS and MSF as best as possible and as determined by number of teams.
  - Forfeited games not begun award 0 runs allowed and 6 runs scored (10U-12U) or 7 runs scored (13U-14U) to team awarded the win
30. **Pool Play Seeding and Tie Breaker Rules**
- 1) Head to head
  - 2) Least number of runs allowed against tied teams
  - 3) Run differential against tied teams (maximum plus or minus 10 run per game)
  - 4) Least number of runs allowed in total pool play
  - 5) Run differential in total pool play (maximum plus or minus 10 run per game)
  - 6) Coin toss

**If more than 2 teams are tied, please use examples below:**

*Example #1:* If no teams are tied AFTER applying tie breaker #2 as in

Team A = 8 runs allowed, Team B = 10 runs allowed, Team C = 11 runs allowed.



Then Team A is a #1 seed in the pool, Team B is #2, and Team C is #3.

*Example #2:* If two teams are tied AFTER applying the tie breaker #2 and determining the #1 Seed as in Team A = 8 runs allowed, Team B = 12 runs allowed, Team C = 12 runs allowed. Thus team A is #1 seed and the #2 seed is determined by the head to head between Team B and Team C.

*Example #3:* If two teams are still tied AFTER applying the tie breaker #2 and determining the # 3 Seed as in Team A = 11 runs allowed Team B = 10 runs allowed Team C = 10 runs allowed. Thus team A is #3 seed and the #1 seed is determined by the head to head between Team B and Team C.

**\*\* NOTE:** won-loss-tie record is always the first method to differentiating Teams. **\*\***

*Win = 2 points*

*Loss = 0 points*

*Tie = 1 point*

31. All dogs must be on a leash, not longer than or more than 4 feet from its owner.

32. **Alcohol and tobacco are not permitted anywhere on the premises. This includes parking lots. A team can be immediately disqualified by the Tournament Director if any person associated with a team (coach, parent, player relative, etc) violates this rule.**