

2022 Whiteford All Star Tournament Rules

On behalf of Whiteford Baseball, we thank you for participating in our Annual Whiteford All Star Tournament. We ask that you please respect the park and the fields while you are here. Teams are expected to throw all trash in the trash cans provided in each dugout at the end of their game. Fans are expected to put all trash in the trash cans located throughout the park. We ask that you remind your fans that alcohol, smoking, and pets are prohibited on Whiteford property. Again, thank you for visiting Whiteford Baseball and participating in the Whiteford All Star Tournament!

Sportsmanship: Use of profanity (by players, coaches, or fans), throwing of equipment or any type of abuse will not be tolerated and will lead to an automatic ejection. Once an individual is ejected, they must leave the ballpark entirely. Failure to comply will result in the forfeit of that game. Managers are responsible for the conduct of their fans. Tournament Fees are non-refundable. Alcohol and smoking are not permitted on Whiteford property. Managers will let fans know there are no pets allowed anywhere on Whiteford property (you will be asked to leave the park).

Tournament Directors: If weather or time constraints dictate, we reserve the right to reschedule game days and/or times, institute game tie breaker, set game limits, schedule multiple games per day, or institute any other rules necessary to complete the tournament in as timely and equitable manner as possible. Also, in the event of rain, a game is considered official if four innings are complete. If rain comes up after the game is considered official, the score shall revert to the last complete inning if the visitor takes the lead and the home team cannot complete their at-bat due to the rain. Time constraints may cause cancellation of pre-game infield. Umpires have been instructed to start games promptly. Pitchers should warm up on the sidelines, not on the mound. When a following game is scheduled, please leave your dugouts promptly and conduct your post game talk outside of the field.

Check-In: All required paperwork must be submitted at check-in. Teams must check-in at least 30 minutes before your first scheduled game. Check-in location will be at the concession stand or in the area directly in front as you enter the fields.

Paperwork: The following is required at check-in. (1) Proof of Insurance. (2) Birth Certificate for every player. (3) Team Roster.

Rosters: Teams may carry a maximum roster of 15 eligible players and a minimum of 10. Once your roster has been submitted, no additions or changes may be made. Each team is limited to four adults (nonplayers) in the team dugout as managers/coaches.

Eligible Players: Players who are not older than the age level registered based on their age as of April 30, 2021. Players must be registered with the participating team's league.

Game Rules: Playing rules will be applied in the following order: (1) Tournament rules supersede. (2) Rules of Pony Baseball supersede. (3) Rules of Major League Baseball.

Equipment: Protective athletic cup must be worn by all players. NO METAL CLEATS AT ANY LEVEL. For other equipment requirements, refer to Pony Baseball rules.

Bats: All tournament bats (7u-10u) must comply with Pony Baseball rules and be stamped with the USA stamp. 11u and up may use USSSA bats. 13u & 14u can use any bats.

Home-Visitor: A coin flip will determine the home team during pool play; the higher seed will be the home team during the finals.

Starting the Game: Each team must have a minimum of 9 players to start a game. If 9 are not ready to play 15 minutes after the scheduled start time (by the umpires watch), a forfeit is declared. The final score shall be 6-0 (8u-10u) or 7-0 (11u and up).

Time Limit: No inning shall start later than 1:45 hours (2 hours for semis) from the start of the game. Please confirm the time of the first pitch of the game with the umpire and the opposing manager. The umpire will keep the official time. In case of a tie in pool play, play will continue provided the time has not expired. If the time has expired, the game will end in a tie. There will not be a time limit in championship games.

Continuous Batting Order: All players at the game shall be listed in the order and will bat, whether they played in the field the prior inning or not. If you anticipate a player being tardy, you must list him during the exchange of lineups with your opponent. Additions may not be made after the game begins if notifications have not been made. No penalty will be enforced for a player leaving the game due to injury or illness unless the team has less than 9 players. A team can continue with 8 players but an out will be recorded with the 9th spot is reached.

Batting out of Order: If batting out of order occurs, the violating team may insert the rightful player at bat, replacing the improper batter at any time of the at bat. The rightful player will keep whatever count the improper batter had. If a valid protest is to be made against a team batting out of order, it must be done immediately after the improper batter has finished his at bat. At that time, the improper batter will be called out and any advancing runners will return to the bases they occupied prior to the improper batter. After the first pitch to the next batter, a valid protest will not be heard, and play will move on.

Defensive Substitutions: Free substitutions at any time (note Pony rule restriction on pitchers). All listed batters must play at least 2 innings in the field on defense.

Official Scorer: If no official scorer is present, the home team will keep the official score book. To avoid discrepancies, teams are required to verify the score at the end of each half inning.

10 Run/15 Run Slaughter Rule: If the home team takes a lead of 10 or more runs at any time in the bottom of the 4th or 5th inning OR 15 runs after 3 innings (7u-10u) the game is over. If the home team takes a lead of 10 or more runs at any time in the bottom of the 5th or 6th OR 15 runs after 4 innings (11u and up), the game is over. If the visiting team leads by 10 or more runs at the end of the 4th or 5th inning or 15 runs after 3 innings (7u-10u) the game is over. If the visiting team leads by 10 or more runs at the end of the 5th or 6th or 15 after 4 (11u and up), the game is over.

Tie Breaker: (1) Won-Loss record. (2) Head-to-Head record. (3) Least total runs allowed (all games). (4) Greatest total run differential (all games, max 12 runs per game). (5) Most runs scored (all games). (6) Coin flip.

Catcher Speed-Up Rule: Running for the catcher is optional. If a player is going into the catcher position when his team is going back on the field, the last batter making an out may run for him after 2 outs (or any time if agreed by both teams during ground rules). The replace catcher must catch the next inning.

Sliding: Runners are obligated to avoid contact (defensive players must be out of the base path / off the bases if they are not part of the defensive play). Collisions may occur on a wild throw and if in the judgement of the umpire the runner did not have the opportunity to avoid contact, no foul.

- No contact, No foul
- Any contact, even slight, which causes the ball to be dropped because the runner did not slide, results in the runner being called out and any other runners returned to the base they were at least at the time the contact was made.
- Slides must be directly to the base
- Malicious contact is called for rolling slides, leading with a shoulder or elbow, sliding with spikes at or above the fielder's knees. In these instances, the runner is out and ejected from the game.

Protests:

- Protest of a rule must be made before a pitch is thrown to the next batter after the play in question.
- Protests must be made by the manger to the home plate umpire.
- Protests will be resolved at that point by a member of the decision committee before play continues.
- Only the applications of a rule may be protested
- Umpire Judgment may NOT be protested (i.e. balls, strikes, safe, out, fair, foul, tag, no tag, etc.)

Tournament Specifics:

	7u/8u	9u/10u	11u/12u	13u/14u
Innings Played	6	6	7	7
Base Distance	50'	60'	70'	90'
Mound Distance	40'	46'	50'	60'
Infield Fly Rule	No	Yes	Yes	Yes
Drop 3rd Strike	No	Yes	Yes	Yes
Base Stealing	*Yes	Yes	Yes	Yes
Lead Off	No	Yes	Yes	Yes
Bunting	No	Yes	Yes	Yes
Balks	No	*Yes	Yes	Yes

***One warning per each new pitcher prior to issuing a balk 9u/10u only**

***See Additional Rules for 7u/8u on base stealing**

Pitching Rules: Pitch Count

NOTE: Protecting youth pitcher's arms is extremely important to Whiteford Baseball and the following pitching restrictions are designed to minimize or prevent serious arm injuries to youth players.

	*7u/8u	9u/10u	11u/12u	13u/14u
No Rest	1-30	1-30	1-30	1-30
1 Day Rest	31-40	31-45	31-45	31-45
2 Days Rest	41-50	46-60	46-60	46-60
3 Days Rest	N/A	61-75	61-75	61-75
4 Days Rest	N/A	N/A	75-85	75-95
Per Day	50 Max	75 Max	85 Max	95 Max

***See Additional Rules for 7u/8u on pitching**

- No pitcher at any level may exceed their listed Max Pitch Count in the same game or on the same day. Exception: If the pitcher reaches the pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out.
- A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the game.
- Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch in that game.

Pitching Log: All pitchers total game pitch count must be accurately recorded. Managers must always have this information readily available for inspection by an opponent or tournament directors. Record the players name and jersey number, total pitchers pitch count per game, and verification of the information by the opposing managers initials on the provided pitching log.

Additional Rules for 7u and 8u Only:

Pitching: Any pitcher who hits three batters, must be removed. A pitcher must be removed on the second mound visit in an inning.

Stealing: Stealing will be allowed only when the catcher has total control of the ball. No stealing on a pass ball or dropped balls by the catcher. No stealing once the catcher is throwing the ball back to the pitcher. Runners may not advance on an overthrow to any base on a steal attempt.

Advancement: Runners may not advance once the pitcher has control of the ball with at least one foot on the dirt of the mound. If runners were past the previous base prior to pitcher having control of the ball, they may advance to the next base at their own risk. Otherwise, the runner(s) will be sent back to the appropriate base once play has stopped.

