

## Proctor Baseball Classic Tournament Rules

Proctor Baseball Classic Tournament will follow the Gopher State Tournament Rules as follows:

### **Ejections and Penalties:**

Any player, coach, manager, or spectator ejected from a game will be suspended for the remainder of that game plus the next.

Any player, coach, manager, or spectator ejected from a contest for flagrant unsportsmanlike conduct will be ejected for the remainder of the tournament and will not be permitted to remain within the tournament facility. Some examples of “flagrant unsportsmanlike conduct” include but are not limited to cheating (use of a declared ineligible player), fighting, repeated use of profane language, etc. The Protest Committee may review the disqualification only if the situation merits further consideration. Any ruling by the Protest Committee is final. The Protest Committee consists of the Tournament Director, the Tournament Host and the Head of Officials.

### **Home/Away:**

For all Pool Play games, the home team will be determined by a coin flip.

In Bracket Play games featuring two pool winners, the higher seeded team (from the initial tournament seeding process) will have their choice of Home/Visitor.

In Bracket Play games where one team is a pool winner and the other is a pool runnerup or wildcard, the pool winner will have their choice of Home/Visitor.

In Bracket Play games where no team is a pool winner, the higher seeded team from the initial tournament seeding process will have their choice of Home/Visitor.

In Bracket Play, if both teams are the same seed, a coin flip will determine home and away.

### **Infield Practice:**

“Taking infield” will not be allowed prior to tournament games. Our host organizations would appreciate all pre-game warm ups be done in the outfield or in the infield foul territory only.

**Game Length:** 9-12U: 6 innings 13-15U: 7 innings

**Pool Play and Brackets Time Limits:** 9-12U: 1 hour 45 minutes 13-15U: 2 hours

Championship games will have no time limits.

**Pitching/Base Distances:**

9-11U: 46 feet / 60 feet

12U: 52 feet / 75 feet

13U: 54 feet / 75feet 1

4-15U: 60 feet, 6 inches / 90 feet

**Pitching Restrictions:**

9U, 10U: A player may pitch a maximum of 100 pitches total for the three-day tournament, but no more than 75 in any one day.

11U, 12U: A player may pitch a maximum of 110 pitches total for the three-day tournament, but no more than 85 in any one day.

13U: A player may pitch a maximum of 120 pitches total for the three-day tournament, but no more than 95 in any one day.

14U, 14/15A, 15U: A player may pitch a maximum of 130 pitches total for the three-day tournament, but no more than 95 in any one day.

Note: If a pitcher reaches their maximum number of allowed pitches during an at-bat, they may finish pitching to that batter but then must immediately be removed from the pitching position. Pitchers' pitch counts will be posted at the Tournament Headquarters. Pitch counts will be verified between coaches and umpires each inning.

**PENALTY for violations of pitching restrictions:**

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 coach for the remainder of that tournament. **Curve balls are not allowed in 9u-12u.**

**Balk Rule: 9-11U ONLY:**

The only balk that will be called will be a fake pitch; this balk will result in a dead ball and all baserunners advancing one base.

**Metal Cleats:**

Metal cleats are prohibited.

**10-Run Rule:**

9-12U: The game will end at the conclusion of 4 innings (3½ if the home team is ahead by 10 or more runs).

13-15U: The game will end at the conclusion of 5 innings (4½ if the home team is ahead by 10 or more runs).

**15-Run Rule:**

The 15-run rule will apply after three innings (2½ if the home team is ahead). This rule applies to all ages and divisions.

**Continuous Batting/ Free Substitution:**

9-13U will use continuous batting and free substitution. No Exceptions.

14/15A will have the option to use continuous batting and free substitution. 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.

NOTE for Continuous Batting: An injured batter or runner who 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. 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). A "rostered" player may be placed at the end of your lineup if they are not present at the start of the game (this applies to teams that start a game with nine players).

**Base Running for 9-11U:**

9U – A runner may lead off/and or steal after the ball crosses the plate. Exception: On a passed ball from a pitcher, runners occupying any base may not steal home.

9U – The only opportunities that a runner occupying 3rd base may advance:

1. a batted ball
2. an attempt by any defensive player to pick off and/or retire a runner occupying a base

3. a bases loaded walk

4. a bases loaded hit by pitch

10U – A runner may lead off/and or steal after the ball crosses the plate.

11U – A runner may lead off and/or steal after the ball leaves the pitcher's hand.

9U-11U:

A1. A batter/runner that is awarded 1st base on a base on balls ("walk") may not lead off 1st base or advance to 2nd base until a pitch leaves the pitcher's hand/crosses the plate to the next player in the batting order. Other runners occupying a base when the batter/runner is awarded 1st base on a ball four may advance at their own risk if the pitch is a passed ball.

A2. Runners must be on their base when the pitcher has control of the ball on the rubber and is set to make their next pitch.

B. A base runner may NOT leave the base early. 1 st offense: Dead ball – umpire issues a warning, and the pitch is declared a "No Pitch" 2 nd offense: Dead ball – runner will be called out

C. A batter may NOT attempt to advance to 1 st base on a dropped third strike. Runners already on base may advance at their own risk.

D. A batter/runner that is awarded 1st base on a base on balls ("walk") may not advance past 1 st base including a passed ball on ball four.

Sliding:

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 (NFHS rule 8-4-2-b-2).

Interference (NFHS Rule 2-21): Offensive interference is an act (physical or verbal) by the team at bat: 1. which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play; or 2. which happens when a runner creates malicious contact with any fielder, with or without the ball, in or out of the baseline; or 3. which happens when a coach physically assists a runner during playing action.

Obstruction: (NFHS Rule 2-22): 1. Obstruction is the act (intentional or unintentional, as well as physical or verbal) by a fielder, any member of the defensive team or its team personnel that hinders a runner or changes the pattern of play. 2. A fake tag is considered obstruction.

## Base Running for 12U-15U:

- A. A runner may lead off and/or steal at any time (NFHS rules apply).
- B. Interference (NFHS Rule 2-21): Offensive interference is an act (physical or verbal) by the team at bat: 1. which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play; or 2. which happens when a runner creates malicious contact with any fielder, with or without the ball, in or out of the baseline; or 3. which happens when a coach physically assists a runner during playing action.
- C. Obstruction (NFHS Rule 2-22): 1. Obstruction is the act (intentional or unintentional, as well as physical or verbal) by a fielder, any member of the defensive team or its team personnel that hinders a runner or changes the pattern of play. 2. A fake tag is considered obstruction.
- D. 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 (NFHS rule 8-4-2-b-2)

### **Starting Pitcher:**

This rule applies for all ages (9-15U): The starting pitcher may be withdrawn and re-enter once (at pitcher). Relief pitchers may not re-enter pitching position.

### **Courtesy Runner:**

9-13U: A courtesy runner (the last runner to be put out) will be allowed only for the catcher or pitcher and only when there are **two outs**.

14-15U: The NFHS courtesy runner rule (NFHS Speed up Rules) will be used. The team at bat may use courtesy runners for the pitcher or catcher at any time.

Projected substitutions are not allowed. Courtesy runners are only allowed for the catcher/pitcher of record.

### **Baseballs:**

One baseball will be provided by each team for all games. If additional baseballs are needed, teams should supply them alternately.

### **Equipment:**

All bats, helmets, catcher's gear, footwear, and other equipment must conform to National Federation rules and regulations.

**Bat Rule:** All bats must comply with the current legal bats in USSSA OR USA bat regulations. All regulations are posted under the Baseball portion of the [www.myas.org](http://www.myas.org) website.

**Drop Rules:** The 14U age division will use the “-5” drop rule (14/15A teams can use either -5 or -3 approved bats). The 12U-13U divisions will use the “-10” rule. The 9U-11U divisions may use any drop size they desire.

**Penalty for Using Illegal Bat** – refer to NFHS Rules

**Uniforms:** Team jerseys should be of identical color and should have at least a six-inch number on the front and/or the back.

**Forfeits:**

Tournament officials will administer the rule so that any team that intentionally causes a forfeit will NOT benefit and will NOT advance to the championship round unless the Tournament Committee determines there were extenuating circumstances causing the forfeit. A game will be considered a forfeit when a team is unable to provide at least nine players to start the game or cannot provide eight players to finish the game. A 10-minute grace period will be allowed for a team’s first pool play game. All other tournament games will be considered a forfeit at the scheduled game time.

**Tournament/Weather:**

In the event of inclement weather during the tournament, the Tournament Director reserves the right to alter the tournament format to assist with the progression of the tournament.

**Awards:** 1<sup>st</sup> -3<sup>rd</sup> place will receive awards.

1. Remember – it’s about the kids o The purpose of youth sports is to provide our kids an opportunity to learn and become their best selves. o Sports participation has many lasting benefits – physical, social, mental, and spiritual (intrinsic). o Adult behavior – good or bad – is teaching the kids.

2. I will keep my competitive energy in check. Zoom out, keep proper perspective – be grateful for the opportunity to play sports. The true value in competing has very little to do with the win or the loss. Keep the focus off the score and on the process of development for the players and umpires. Kids already put enough pressure on themselves to do well, and current cultural situations may very well have added anxiety. Stay positive and encourage them to simply play. When (not if) something doesn’t go as planned, how you respond (not react) is the lesson learned. If the adults throw a fit, what did you teach the kids to do?

3. I will always treat officials and opponents with respect. We need each other. No opponent, no official = no game. Treat others like you would like to be treated. (Golden Rule) Respect yourself, respect others, respect the game = sportsmanship/compliance

Proctor Baseball thanks you for participating in our Classic Tournament. Your participation helps our organization keep costs low for all our teams. We appreciate your attendance and hope you have a great time in Proctor and the surrounding areas.