

DELANO TIGER BASEBALL BASH

RULES

The NFHS Guide book will be utilized for reference and guidance regarding general baseball rules. In the event of any conflict in the rules, the designated Delano Baseball Tournament Director ("Director") shall determine rules to be followed, at his discretion. The Director shall have the latitude to alter or amend these rules as necessary, at his discretion. Further, the Director shall have the authority to eject any person from the tournament for improper conduct, as determined by said Director.

Eligibility/Players

Players must participate on the team nearest to where they reside or nearest to where they attend school. Exception: Any player who has obtained a waiver through any league to which they belong for league play will be allowed to participate with his current team no matter where he resides or attends school, so long as the Director has received a copy of the waiver before first game played.

Teams

No ALL-STAR or renegade teams allowed. In order to participate, each team must compete with the roster submitted for league play at their designated level.

Rosters

Roster limit is 15 players. Teams gaining entry to the state tournament through tournament qualifier play must utilize the team roster, which was used at this qualifying tournament. A properly completed Tournament Roster must be delivered to the tournament site. Any team with an improperly completed roster shall be withheld from competition. Once the roster has been submitted at tournament headquarters it may not be amended in any way. Each player appearing on the Tournament roster must have in their possession (to be presented at team check-in) a copy of one of the following to verify their age and birth date: Birth Certificate, Computer Printout from School Showing Birth Date, Driver's License/Permit, Certificate of Age from Church on Letterhead, Valid Passport, Certification of Age on Letterhead Signed by a Superintendent/Principal/Attendance Officer, Hospital Certificate of Birth, School Issued I.D., which Includes Birth Date, or Baptismal Certificate. Players must be prepared to prove their age upon the request of a Tournament Representative. Any team found to have used an ineligible player will be immediately disqualified from competition. The Director reserves the right to investigate eligibility matters at any time, including after the event.

To keep tournament on schedule as much as possible, the following “Speed Up” rules will apply:

- 1) Both coaches and umpire will encourage players to hustle on and off the field.
- 2) A pitcher will be allowed no more than 8 warm up pitches from the mound to start the game and no more than 5 warm up pitches between innings.
- 3) The catcher should be ready to receive warm up pitches promptly after the pitcher reaches the mound.
- 4) The team at bat may use a courtesy runner for the catcher when he gets on base. Runner must be the last out.
- 5) After a putout in the infield or outfield, the ball should be returned to the pitcher for delivery to the next batter. No going “around the horn”

AGE DIVISIONS

- 9-under - Born on or after May 1, 2009
- 10-under - Born on or after May 1, 2008
- 11-under – Born on or after May 1, 2007
- 12-under – Born on or after May 1, 2006
- 13-under - Born on or after May 1, 2005
- 14-under – Born on or after May 1, 2004
- 15-under – Born on or after May 1, 2003

Players in their respective age groups must not reach the next age before May 1, 2019

GAME EQUIPMENT

1. Unless modified here, all uniforms and equipment shall be in accordance with specifications listed in the National Federation of High School rule book. Decisions made by the Umpire and/or Director regarding equipment are final.
2. All teams must wear numbered jerseys and caps of the similar color and style and/or organization. Illegally uniformed players must be withheld from competition until they become legal.
3. Metal spikes – Metal spikes are allowed for the 13-15U age groups. Metal spikes are not allowed in the 10-12U age groups.
4. Proper helmets must be worn while batting, base running and catching in accordance with the NFHS guidelines.

5. For 9U\10AA\10A\11AAA\11A\12A\13AAA\13A\14AAA\14-15A tournaments, bat restrictions will follow MYAS/Gopher State rules.

Big Barrel Bats (larger than 2¼ inches in diameter – max 2 ¾ inches) - only the following big barrel bats made by approved USSSA or USA Baseball licensed manufacturers will be allowed: 1) Bats made with the USSSA or USA Baseball mark 2) Qualified BBCOR bats or 3) Wooden bats

Small Barrel Bats (2¼ inches in diameter or less) - only the following small barrel bats made by approved USSSA or USA Baseball licensed manufacturers will be allowed: 1) Bats made with the USSSA or USA mark 2) Qualified BBCOR bats or 3) Wooden bats

For the 12AAA Tournament, please note special bat restrictions apply and will follow the MBT Tournament rules. ONLY USA BASEBALL bats, qualified BBCOR bats or Wooden bats will be allowed. NO USSSA bats are allowed.

If an illegal bat is used in play, the batter using the bat will be declared out and any base runners that had advanced during the at-bat will revert back to where they started prior to the at-bat.

6. All cast, splints and braces must be padded with at least 1/2” of closed-cell, slow-recovery rubber or other material of the same minimum thickness and having similar physical properties. No protective equipment shall have exposed metal or any other hard material.

7. Teams must supply their own first-aid kits.

PLAYING RULES

National Federation of High School rules shall govern play, except where modified in these rules.

1. The official schedule is the bracket board posted at tournament headquarters. It is the team’s responsibility to be aware of any changes and to be in the right place at the right time.

2. Responsible adults must supervise teams at all times, on and off the field.

3. Home team shall be determined by a coin toss before every game in pool play. Top seed will determine home team in bracket play. If Bracket play is not seeded, home teams will be determined by pool play record and then pool play tie breakers, if necessary.

4. A 10 minute grace period will be allowed for a team's first game before a forfeit is declared and/or forfeits will be declared at the discretion of the Umpire and/or Director.

5. A 10-run rule and 15-run rule is in effect during the tournament.

10-12U: Games will end at the conclusion of 3 1/2 innings (home team) or 4 innings (visiting team) if the score differential is 10 runs or greater and end at the conclusion of 2 1/2 innings (home team) or 3 innings (visiting team) if the score differential is 15 runs or greater.

13-15U: Games will end at the conclusion of 4 1/2 innings (home team) or 5 innings (visiting team) if the score differential is 10 runs or greater and end at the conclusion of 3 1/2 innings (home team) or 4 innings (visiting team) if the score differential is 15 runs or greater.

6. Pitching / Base Distances

Age	Pitching Distance	Base Paths
10U	46 ft	60 ft
11U	46 ft	65 ft
12U	52 ft	75 ft
13U	52 ft	75-80 ft
14-15A	60.6 ft	90 ft
14AA-AAA	60.6 ft	90 ft

7. Base Running Rules: The base runner must not make violent contact with the defensive player. To avoid violent contact, the baserunner must either; Slide, stop, or attempt to dodge the tag. Any baserunner that makes violent contact with a defensive player is out. The umpire may eject the player from the game – no warnings required. Coaches should go over this rule with umpire before each game. Head first sliding is permitted at any base at any time. A baserunner does not need to slide.

10U:

Stealing is permitted, however a runner may not leave the base until the ball crosses home plate. If the runner leaves early a dead ball is declared and the runner in violation is out. Dropped 3rd strike – Batter is out, runners may advance at their own risk, and ball is live

11U:

Stealing is permitted; however, a runner may not leave the base until the ball leaves the pitchers hand. If the runner leaves early a dead ball is declared and the runner in violation is declared out.

Dropped 3rd strike – batter is out, runner(s) may advance at their own risk – ball is live.

12-15U:

High school rules apply to leading off, stealing, and dropped 3rd strikes, etc.

8. Pool Play Game Length / Time Limits:

10 – 12 U: **6 innings/1 hour 45 minute time limit.** No new inning shall begin after 1 hours and 45 minutes (3 innings minimum)

13 – 15U: **7 innings/2 hour time limit.** No new inning shall begin after 2 hours. (4 innings minimum)

*There is no time limit in bracket play, unless imposed by the Tournament Director.

Pool play games can end in a tie. Bracket play games will go extra innings if needed. Pool play games will not go extra innings.

Time starts at the time of the first pitch and is tracked by the umpire. In case of inclement weather, the Director may need to change time limits or otherwise shorten the game length or change the tournament format in order to finish the tournament.

If a game is shortened due to inclement weather, the official score of the game will be the score at the time of the last fully completed inning (minimum 3 innings for 10-12U, and 4 innings for 13-15U). The exception to this is when the home team is ahead and the visiting team has already batted in their half of the inning. In this case, the official score will be the score of the game when the game is called.

Games started but not through 3 innings will be suspended and continued or rescheduled as time permits at the discretion of the Director. Any suspended game not completed or any pool play game not played will be scored as a 3-3 tie.

A game that is suspended due to inclement weather (or for any other reason) will be resumed at the discretion of the Director. If any portion of the tournament is deemed unplayable, the tournament Director reserves the right to do whatever necessary to complete the tournament, including but not limited to the changing of the tournament format, shortening games, etc. The decision of the tournament Director is final.

9. Substitution / Batting

10-13U must use free substitution and must bat entire bench.

14-15U will have the option to use free substitution and continuous batting. 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. Otherwise, high school rules for substitution will apply.

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).

1. A "rostered" player may be placed at the end of your lineup if he/she is not present at the start of the game (this applies to teams that start a game with nine players).
2. An injured batter or runner that 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 the game.
3. An out will be called at that spot in the batting order ONLY if a team drops below nine players.

10. Courtesy Runners:

10-13U – A courtesy runner will be allowed for the current catcher anytime. The courtesy runner will be the last player that made an out.

15U – A courtesy runner will be allowed for the current catcher anytime. Players who have participated in the game in any other capacity are not eligible to serve as courtesy runners until all players have participated. If all players have participated, then the courtesy runner will be the last player that made an out. The player that is run for must catch the next inning.

11. Teams must start the game with a minimum of 9 players. A team that cannot field at least 9 rostered players shall forfeit the game. Spots in any batting order that drops below 9 shall be considered outs.

12. If a team is disqualified from the tournament, it only affects the results of their last game (and only if a legal protest had been filed by their opponent prior to completion of that game).

13. Only players listed on the Tournament roster may occupy the team bench. One batboy and one scorekeeper may occupy the bench in addition to team coaches and manager. The Director reserves the right to limit the number of coaches per team.

14. Trips to the Mound: Unless due to an injury, two trips to the mound are allowed PER PITCHER, PER GAME for 10U - 15U age groups. On the second trip the pitcher must be removed from the pitcher position.

15. Legal Pitches:

For 10-12U the following pitches are legal: fastballs, straight change-ups, palm balls and knuckle balls. All other pitches, including but not limited to any breaking balls, curve balls, knuckle curves, sliders, etc. shall be considered illegal.

1st offense—warning—pitch is ball; 2nd offense—pitch is ball and pitcher is removed from the mound, but may play in game; 3rd offense from any pitcher from same team--head coach is disqualified for the remainder of that game.

High school rules will apply for 13-15U age groups.

16. Balks: A balk may not be called in the 10-11U age groups unless the umpire judges the pitcher is being intentionally deceptive. A fake pitch will be considered a balk resulting in a dead ball with all runners advancing one base.

High school rules will apply for 12-15U age groups.

17. EJECTIONS:

Any coach ejected from any tournament game will be suspended for the remainder of the tournament and must leave the tournament grounds. **HOWEVER, WITHOUT REGARD TO ANY OTHER RULE HEREIN, ANY COACH, PLAYER, PARENT OR SPECTATOR MAY BE EJECTED IMMEDIATELY FROM THE TOURNAMENT FOR MISCONDUCT, AT THE DISCRETION OF THE DIRECTOR.**

If a coach does not leave the tournament grounds upon ejection from the tournament, the entire team may be ejected at the discretion of the Director. If any individual(s) refuse to leave promptly and in an orderly manner, the police will be called.

18. 10-13U: If a player comes late to a game or leaves early, in a round robin batting order you close the batting order up (eliminate the batting spot if player left) or for the player coming late you open up the batting order (add the batting spot at the bottom of the order).

If a player is injured, you close the batting order up (eliminate his batting spot). It is not an out when his spot comes up to bat, unless the line-up drops under 9 players, in which case open spots are outs. If a player is ejected from the game, their batting spot in the lineup becomes an out each time it comes up.

19. POOL PLAY TIE BREAKER METHODS:

1. Head to head
2. Least number of runs allowed in total pool play
3. Run differential in total pool play (maximum +/- 10 runs per game)
4. Most runs scored.
5. Coin toss

** Note that won-loss-tie record is always the first method to differentiating teams. **
 Win = 2 points
 Loss = 0 points
 Tie = 1 point

** All forfeits will be scored 6-0 at 10-12U and 7-0 at 13-15U.

Innings Pitched/Pitch Count Restrictions:

VIOLATION of innings pitched and/or pitch count restrictions will result in the Head Coach being ejected from the game upon the first violation and ejected from the tournament upon the second violation.

The team will forfeit the game of infraction and the pitcher in violation of rule will be prohibited from pitching the rest of the tournament.

Teams must keep track of innings pitched and pitch counts during each game and verify with the opposing coach each inning. Innings pitched and pitch counts for each pitcher will be verified in writing by each coach and the umpire following the game. Umpires will report totals to the Tournament Director or designee at the conclusion of each game.

Coaches are also responsible for knowing number of innings pitched and pitch counts for each pitcher on their respective teams. The Tournament Director will send out pitch counts at the end of each day and resolve conflicts at his discretion.

Per...	Game		Pitch Count Limits	
10U	Max 2 IP		110 max for Tournament	
11U	Max 3 IP		110 max for Tournament	
12U	Max 3 IP		120 max for Tournament	
13U	Max 4 IP		130 max for Tournament	
14-15U	Max 95 pitches		130 max for Tournament	

** One pitch thrown in an inning will count as 1 inning pitched.

10U – 15U: The starting pitcher may be withdrawn and re-enter once (at pitcher). Relief pitchers may not re-enter pitching position.

In the event of inclement weather (or for any other reason) during the tournament, the Tournament Director reserves the right to do whatever necessary to complete the tournament, including but not limiting to the changing of the tournament format, shortening games, etc.

The decisions of the tournament director are final.