



TOURNAMENT RULES

*Major League Baseball Rules will apply except as modified or covered below.

<u>Age Group</u>	<u>Bases Mound</u>		<u>Innings</u>	<u>Metal Cleats</u>	<u>Bat Restrictions</u>
6U	50'	25'	6	No	None
8U (Coach	60'	38'	6	No	None
8U (Player)	60'	38'	6	No	<u>USA Bat</u>
10U	60'	46'	6	No	<u>USA Bat</u>
12U	70'	50'	6	No	<u>USA Bat</u>
15U	90'	60'6"	6	Yes	<u>USA Bat or BBCOR -3</u>

6U - 8U Coach Pitch - Specific Rules

Pitching Restrictions

Coach pitchers must stay out of the way at all times when the ball is hit or plays are being made. If a ball hits the Coach Pitcher or the Coach Pitcher interferes with any play, the ball is dead and the pitch counts as a foul ball to the batter.

Base Running

No leading off base. Runners may not steal bases. A player may not leave the base he occupies until the ball is struck by a batter. If an umpire rules that a base 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).

Play will stop and the umpire will call "time" when, in the umpire's judgment, an infielder has stopped the advancement of the runner. ***The Coach Pitcher should leave the field of play until the infielder stops advancement of the runner.***

Batting

Players will get three (3) strikes. Batters will not be awarded first base on a walk or hit-by-pitch. Each batter shall receive a maximum of five pitches. If a foul ball is hit on the fifth or succeeding pitches, the batter shall receive an additional pitch.

Bunting is not permitted in the 6U - 8U Coach Pitch tournament age group. A dead ball will be called immediately and a pitch counted against the batter if in the opinion of the umpire, the batter squares to bunt. If the pitch is the 5th pitch, the batter will be called out.

No Team will be credited with scoring more than five (5) runs in one inning except for the final inning or any extra innings. When time limit is approaching, a "Last Inning" may be declared by the umpire and must be announced prior to the start of the top of that inning.

Defense

No dropped third strikes. No infield fly.

Player pitcher must have one foot inside the circle and should be even with pitching rubber or behind.

Two Defensive Coaches (one on 1st base side, foul territory and one on 3rd base side, foul territory) will be permitted during game play for 6U only.

The Offensive Team will be allowed to put a coach behind the catcher to help speed up the game. The coach will only be allowed to touch the ball on dead ball situations. If the coach touches the ball, then the umpire will give the proper bases to the runners and the play will immediately called dead.

Player/Coach Alignment on Defense

Ten (10) players may be placed on the field defensively. Fields are enclosed, all over throws are live and in play.

There will be four (4) outfielders. **The use of a "Short Fielder" is not permitted.**

The Coach Pitcher may not talk, touch or coach the runners or batters while ball is "live".

No physical contact will be allowed by any coach to any player, i.e., setting up batter at plate with foot stance or holding bat behind shoulder up in the air.

8U Player Pitch- Specific Rules

Pitching Restrictions

No pitcher may pitch more than 2 innings per game. One pitch in an inning constitutes a complete inning. A pitcher who hits two batters in the same inning, or three in a game, must be removed.

Batting

Bunting is not permitted in 8U. A dead ball will be called immediately and a pitch counted against the batter if in the opinion of the umpire, the batter squares to bunt. If there are 2 strikes and the batter attempts to bunt, he will be declared out.

No Team will be credited with scoring more than five (5) runs in one inning except for the final inning or any extra innings. When time limit is approaching, a "Last Inning" may be declared by the umpire and must be announced prior to the start of the top of that inning.

Base Running

No stealing. A player may not leave the base he occupies until the ball is struck by a batter or they are walked. If an umpire rules that a base 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).

Defense

Nine (9) players may be placed on the field defensively. There will be 3 Outfielders. Use of a short fielder is not permitted. Fields are enclosed, all over throws are live and in play. Play will stop and the umpire will call time when, in the umpire's judgment, an infielder has stopped the advancement of the runner.

No balks, no infield fly, no dropped third strike rule.

10U - Specific Rules:

Pitching Restrictions

No Pitcher may pitch more than 4 innings per game. One pitch in an inning constitutes a complete inning. A pitcher who hits two batters in the same inning, or three in a game, must be removed.

Base Running

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). Stealing home is only allowed on a passed ball or non-clean exchange between catcher and pitcher, or a play at a base.

Defense

No balks.

No dropped third strike. Batter is out.

No infield fly.

12U - 15U/16U - Specific Rules:

Pitching Restrictions

No inning restrictions – Coaches are expected to use reasonable care to protect the health of their players. A pitcher who hits two batters in the same inning, or three in a game, must be removed.

Defense

Balks will be called.

Dropped third strike and infield fly in effect.

General Rules (All Age Groups)

Uniforms

While it is preferred that teams have matching uniforms/hats for their players, it is acceptable to have the same type of jersey from prospective leagues in different colors. The jerseys however must all be from the same league.

Intentional Delays

The umpire and tournament directors reserve the right to eject any player, coach or fan for intentionally delaying a game and a forfeit may be enforced at the tournament director's discretion.

Line-ups

Offense

Teams must bat the entire roster (if you bring them, they must bat).

Injured and Ejected players

A player, who is injured or ejected on the field of play, and who is immediately and permanently removed from the game, will be considered an out on his next at bat only. The injured player will not be allowed to return to that game at all.

A team may start and play with 8 players. One of the 8 players must be in the catcher position. A team with only 8 players must take an out each time the missing player(s) is/are scheduled to bat. No add-ons to the lineup once completed the first time through. (Unless it's the ninth player)

If an injury occurs to a base runner, the last batter out may take his place on the bases.

Defense

There is "Free Substitution" for all players. Exception: A Pitcher may not re-enter the game as a Pitcher once he has left his/her position. Teams will bat through their entire roster without alteration.

8U, 10U, 12U, and 15u - If a pitcher hits 2 batters in one inning he must be removed from the pitching position. If a pitcher hits 3 batters in a game he must also be removed from the pitching position.

Pitcher's Mound Visits

As per MLB rules, on a coach's second visit to the same Pitcher in the same inning, the Pitcher must be removed. A coach is prohibited from making a second visit while the same batter is up.

Home Team and Dugouts

A coin flip prior to the game determines home and visiting team in all tournament round robin games. Home team will be determined by the higher seed for all elimination games. Dugout selection is first come first served. Home team maintains the official scorebook.

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 with one exception: If one full inning has not been completed the game will be replayed in its entirety.

Time Limits

Forfeit time is 15 minutes after the scheduled start time. Forfeit time may be extended by the Tournament Director upon request from the Team Manager.

The official game start time (determined by the umpire) should be noted in both scorebooks prior to the start of the game.

No new inning may be started after one and one half hours (1.5 hrs) for 6U - 8U (Coach Pitch) and one hour and 45 minutes for 8U (Player Pitch), 10U, 12U and 15U.

A new inning officially starts as soon as the third out is recorded in the preceding inning. Ties count as such in round robin play. If an elimination game (excluding the Championship game) is tied after the "*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).

There is no time limit for the Championship game.

If a Player arrives late to a game, they cannot enter the game after the entire roster has batted. A late Player shall be inserted at the bottom of the line-up. A Player is considered late if they arrive after the first pitch is thrown.

Mercy Rule

Fifteen (15) runs after 3 innings, ten (10) runs after 4 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 are allowed for both the pitcher and catcher for the following inning at any time. The player that made the last batted out is the substitute runner. If the last batted out was made by a pitcher or catcher, then the player making the next preceding batted out is the substitute runner, if the offense chooses to do that.

Collision and Slide Rules

There is no "Must Slide Rule".

All players "Must Avoid" malicious contact (Umpire's Judgment). Runners shall avoid contact on ALL close plays at ALL bases (based on Umpire's Judgment). Players, who make malicious contact, will be immediately ejected from that game and the next scheduled game. The ejected Player shall attend the next game in uniform to serve his/her penalty game.

Forfeits

Any team that forfeits a game for any reason will be responsible for the associated umpire fees.

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 director (or designee) will be final. Disputed rule questions shall be addressed before play continues. Protest shall be made at the time in question. There will be a protest fee of \$25 that will go to the trophy fund if the protest is lost.

Protests of any umpire's ruling or other tournament condition shall be made to the Tournament Decisions Committee immediately, before play is resumed.

Under no condition shall a protest be made after a game is completed.

Player Eligibility

If a Coach/Manager questions the eligibility of a particular player or players, he/she may do so privately with the tournament director (or designee). Tournament Director will investigate and resolve eligibility questions. Player eligibility protests shall be addressed during the game or immediately (within 15 minutes) following the game.

Age eligibility is determined as the players' age on **May 1st of the current year.** Players shall play in the division he/she played during the regular season.

A player cannot be on more than one roster/team in each age group. If a player is caught playing for more than one team in the same age group, those teams forfeit any games won in which the illegal player participated in.

Current travel players are NOT permitted on any tournament team rosters except for 8u Player pitch. If a player is found to be on any travel roster, that team will forfeit any games played and will be dismissed from the tournament without refund. Travel teams (besides 8u Player pitch) are not eligible for our tournament. If a team is found to be travel, they will be disqualified without refund.

A rostered player shall not have been listed on any High School JV or Varsity Team at any time during the most recent season. Penalty for rostering a High School Player is the same outlined above for travel player infraction.

Additional Important Information

Pre-game Warm-ups

No batting practice is permitted. No infield practice. There are two fields behind Lindale Middle school and lots of additional grass space that may be used for pre-game warm ups. They are first come, first served. During our tournament, other fields may appear to be unoccupied. We are requesting that you please refrain from playing and warming up on these fields, as they are more than likely being prepped for the next scheduled game.

Reporting Game Results

Immediately following the conclusion of each game, the **plate** umpire will have each team manager sign the official score card verifying the game results.

A Forfeit Game will be scored as 9-0 and One (1) Inning Played.

Tie Breakers

After win/loss record, the following Tie Breaker Criteria will be used to determine advancement following preliminary round play:

- 1) Head to head competition (only applies when two teams are tied)
- 2) Least amount of runs allowed
- 3) Total runs scored
- 4) Lowest single game runs allowed
- 5) A single inning (unlimited run) round-robin format play-off involving all tied teams. If a single inning playoff results in subsequent tie, all subsequently tied teams will advance to additional innings until a clear cut winner is determined. Those teams not tied in each playoff inning will be eliminated from further playoff innings. If more than 2 teams are tied, then a coin will be flipped to determine which teams will play first. On the flip, the matching "Heads" or "Tails" teams will play each other and the winning team will play the remaining team.

Playing Conditions

The Tournament Director (or his/her appointees) 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 mind at all times. After a game starts, the umpire is responsible for stops/starts. Any sound of thunder or sight of lightning in the area will immediately stop play for 20 minutes. Weather related make-ups/continuations will be re-scheduled by the tournament director.

Official Team Roster and Certificate of Insurance

Every team must fully complete and submit a **Roster** and submit a **Certificate of Insurance** naming LFYAA PO Box 37 Linthicum, MD 21090 as additional insured prior to the first game of the tournament. There will be no changes made to any roster after it has been submitted.

The Official Roster Form contains player birth date certification and will also serve as your team's Official Team Roster. Participating tournament teams are limited to a maximum of fifteen (15) players for ages 6U through 15U. The Head Coach/Team Manager is required to maintain in their 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 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 any games completed in which the ineligible player participated. The game would be scored as 9-0. The team (without its head coach/manager and the ineligible player) may continue to play in the remainder of the tournament.

Sportsmanship

We 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 simply 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 On-Site Field Coordinator. If after five (5) minutes the offending person is not out of sight of the field, the team will forfeit the game in progress.

An ejected player will be confined to the dugout. A player ejected from a game is suspended from participating at the next game. A coach or parent ejected from a game is suspended from participating or being a spectator for the remainder of the day. Team Head Coaches/Managers are 100% responsible for the conduct of their assistant coaches, players, parents and any other related spectators. 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 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 playing** in them.

The Tournament Director reserves the right to remove any manager, coach, player, or spectator from the ball park for unsportsmanlike behavior.

NOTE TO TEAM MANAGERS/COACHES

- Please note that LFYAA is a smoke/vape free and **PET FREE** park. Violating this rule will result in a warning. Violating the rule twice will result in ejection from our facility.
- Print a copy of this document and carry it with you. Read it carefully and share it with your assistants, players and parents, so that everyone is fully informed about the rules and other tournament matters.
- Each team is responsible for cleanup of the dugouts after game is complete, i.e., water bottles, trash, etc.
- Team managers are responsible for checking the brackets for standings and game times on a daily basis. Game times and fields are subject to change.
- A Team that hits the ball out of play shall have the responsibility of retrieving the ball or replacing it with a new ball or a used ball in good condition. NO home run balls will be awarded by LFYAA. Any home run balls will be provided by the batter's team.