



Baseball Heaven 10u-18u Tournament Rules and Regulations

Baseball Heaven will be functioning under American League Rules with the following exceptions:

Please Note: Baseball Heaven Facility Gates Will Open (90) Minutes Prior To First Scheduled Game and All Off-Site Locations (If Applicable) Will Open (1) Hour Prior To First Scheduled Game.

Park Rules

- * No Smoking
- * No Alcohol
- * No Tobacco Use
- * No Pets
- * No Hoverboards
- * No Outside Coolers
- * No Heating or Cooling Units of Any Kind
- * Baseball Heaven is Not Responsible for Any Lost Items at The Facility or Off-site Fields

MANDATORY HOTEL BOOKING POLICY

To participate in any Baseball Heaven Tournament, all teams that require overnight stay are required to book hotel accommodations with our Traveling Teams Service offered at discounted prices.

[CLICK HERE](#) for details on room rates and the rooming process. **NOTE:** Teams not utilizing our service will be subject to removal from the event.

Inclement Weather Policy- All information regarding weather related delays will be available on the homepage of our website at www.baseballheavenli.com. Each team will also be required to give a valid mobile phone number and email address which should be filled out on our online roster link.

New Baseball Heaven Mobile App: Baseball Heaven now has a new **FREE** mobile app available for download. [Click Here to download our app.](#)

Tournament Coordinator- A tournament coordinator will be on site at all times. The tournament coordinator is responsible for interpreting facility rules as well as making decisions regarding the weather before the game has begun. All decisions made by coordinators are final. **NOTE:** When the coin-flip is completed with the coaches and umpires, the umpires will be officially in charge of the playing field and from that moment they shall have sole authority to determine when a game shall be suspended on account of weather or the condition of the playing field. The Umpires and Tournament Coordinator will work together in resuming play. All decisions made by the umpires and Tournament Coordinator will be FINAL.

Tournament Admission Fee:

Ages 18 & above there is a Daily admission charge of \$5.00 (per person)

Ages 12 & 17 there is a Daily admission charge of \$3.00 (per person)

- Players, Coaches (4 coaches per team) and Children under 12 years of age, will not be charged an admission fee.

- Senior Citizens (over 65) and Military Discount \$3.00(Must have valid ID)

Rosters and Waivers- Rosters and waivers must be submitted at least 10 days prior to the beginning of the event through our online roster form. [Click Here to enter your online roster.](#) Players may only be on one roster per age division and may not change teams in the same age division during the course of the tournament. Waiver forms can be downloaded from our homepage baseballheavenli.com under the tournament section. Rosters and waivers will be checked and finalized seven (7) days prior to tournaments start. No player may be added to the roster once the tournament has begun, unless it's approved by BBH Tournament Committee. **Note:** Teams that do not submit an online roster will be subject to a forfeit.

Birth Certificates- Birth certificates do not have to be submitted to BBH, however coaches MUST HAVE copies of all players birth certificates on hand at all tournament games. Any issues regarding a player's age MUST BE addressed by a coach prior to or during a tournament game. Questioning a player's age following the completion of a game is NOT an acceptable form of protest. Teams are subject to random birth certificate checks by BBH, all birth certificates must be made available on request **NOTE:** Any team violating this rule will automatically receive a forfeit for such game and any other game (said player) had played in previously. The violating team will also be subject to any other disciplinary actions taken by the BBH Rules Committee.

Team Insurance- Each team is **required** to carry its own insurance, naming, **"Baseball Heaven, Inc."** as insured, as well as submit a certificate of insurance prior to tournament play. Proof of insurance also can be uploaded on [our online roster submission form](#), be faxed, emailed or mailed to BBH a minimum of 10 days prior to the event. It can also be attached when you are completing the online roster form.

Numbers of Players- There are no roster limits for Baseball Heaven Tournament Events, except those that are specifically stated in our tournament details.

No Alcohol, Tobacco, Sunflower Seed or Chewing Gum Products- No alcohol, tobacco products (of any kind), sunflower seeds or chewing gum products will be permitted within Baseball Heaven or any of our off-site facilities. Failure to comply with this regulation will result in an automatic ejection from the game.

Home/Visiting Team: In tournament pool play, home and visitor will always be decided by a coin flip. During playoffs and Championship rounds the higher seed will always be the home team.

Dugout Rule- Only 3 coaches and 1 manager will be permitted in each dugout. No parents, scorekeepers, children or batboy/batgirl will be allowed in dugouts at any time. All coaches also must be listed on the roster/waiver form as well. Failure to comply with this rule will result in being removed from the dug-out and field of play.

Foul Balls- Multiple games are played at the same time during the tournament. We ask for all players, coaches, parents & spectators to be aware of foul balls at all times. We would also ask to please return all foul balls to their proper fields.

Tie Breakers-

-In pool play games in (10u-12) if the score is tied at the completion of 6 innings or the time limit has elapsed, the game will end in a tie.

-In pool play games in (13u-18) if the score is tied at the completion of 7 innings or the time limit has elapsed, the game will end in a tie.

The following system will be used for advancing and seeding out of pool play.

1. We use a Traditional Scoring System for tournament play
 - Teams will receive:
 - A. 3 Points for a Win
 - B. 1 Point for a Tie
 - C. 0 Points for a loss
2. If 2 teams are tied- Head to Head Winner. If there was no Head to Head move to #3
3. If 3 teams are tied- If one team has defeated both other teams, that team advances. If not move to #4.
4. Total runs allowed in pool play to determine pool winner, second place and third place. This will also determine wild card winners if records are tied. (We will not go back to head to head after first team in is decided.)
5. If still tied- Total runs scored in pool play
6. If still tied- Total runs allowed subtracting game with most runs allowed in pool play
7. If still tied- Total runs allowed minus two games with most runs allowed in pool play
8. If still tied- Runs scored inning by inning starting with first game until one team has more runs after a complete inning starting with pool games

Umpires- All tournament games will have two umpires for ages 9u thru 18u.

Baseballs - During tournament play, Baseball Heaven will provide umpires with game balls for pool play and playoffs. Balls are to be returned to umpire following the completion of each game. **NOTE:** Each team will designate a coach for the retrieval of all balls hit out of play on their side of the playing field.

Protests- There will be a **\$300.00** fee for all protests. No protests shall ever be permitted on judgment decisions by the umpire. Whenever a manager protests a game because of alleged misapplication of the rules, the protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch, play, or attempted play. Play may not resume until protest is resolved. If play continues there can be no protest.

If the protest involves the use of an illegal player, the team manager is to inform the umpire of the protest, have the umpire sign the book at the time of the protest and inform the tournament coordinator of such actions. The tournament committee will be responsible for interpreting facility and roster rules. In all protests, the decision of the Baseball Heaven Tournament Committee will be final.

NOTE: A protest arising on a game-ending play, or involving the use of an illegal player, **MUST** be filed before the umpires leave the field of play after a games completion.

Coaches/ Players Dress Code- Coaches are not required to wear uniforms during tournament play. Coaches must be dressed appropriately while on the field of play or in dugouts. Coaches must wear clothing that distinguishes them from other parents and spectators. Coaches that fail to comply with this policy will be restricted from the dugout area. Players are all expected to be in matching uniforms with uniform numbers. Players who do not have a matching jersey with number will not be permitted to participate, unless authorized by the tournament committee, or tournament director.

NOTE: Players or Coaches **ARE NOT PERMITTED** to stand outside the dugout at anytime during the game unless they are coaching first or third base while on offense.

Lineups ALL Divisions- (Team managers may use the following options when choosing line-ups)

The team manager/representative is required to inform the umpires and the other teams head coach or team representative at the pre-game plate conference on how they intend on batting their players.

1- A team may use a nine (9) player line-up

2- A team may use a nine (9) player line-up, with the option of batting a designated hitter (DH). The DH may bat for anyone in the line-up and will be considered a starter for re-entry purposes.

3- A team may use a ten (10) player line-up, with the tenth batter being utilized as an extra-hitter (EH). The EH may change position and/or rotate from EH to the field at the coach's discretion. A DH can still be used, when batting a (10) player line-up.

4- A team may use an eleven (11) player line-up, with the 10th & 11th batters being utilized as extra hitters (EH's). EH's may change positions and/or rotate from EH to the field at the coach's discretion. A DH can still be used, when batting a (10) player line-up. A DH may also be used.

5- **AN EH MAY BAT ANYWHERE IN THE LINE-UP**

6- When using a 10 or 11 player lineup a DH is still allowed.

7- A team may choose to bat their entire line-up

8- Any player on the bench **MUST** on the lineup card and official roster.

Comments: Line-ups **MUST** be given to the home plate umpire before each game. Once line-ups are exchanged, they will be official throughout the game and if any player in that said line-up gets injured, ejected or removed from the game for any other reason, and no legal substitute is available, an out will be recorded each time that position in the batting order is reached. There are **NO EXCEPTIONS** to this rule.

Lineup Cards- Each team must provide their own line-up cards. A copy **MUST** be given to the opposing team as well as the umpire prior to each game. This policy will be **STRICTLY ENFORCED**, as the umpires will now be IN-CHARGE of keeping the official line-up cards. If a legal player who is listed on the team's roster is left off the lineup card by mistake the player is still eligible to be placed on the lineup card **BEFORE FIRST PITCH**. If a pitch is thrown the player is ineligible for that game.

Starting Games- Teams may start a game with 8 players. In this situation the 9th batter in the lineup will be counted as an out. If the 9th player joins the team he/she may be added to the empty spot in the batting order at any time. An out will only be recorded if the 9th player's spot is due up for an at bat. If a team begins the game with 9 players and 1 player is ejected the team may continue, but must take an out in that batters place in the order. If an injury occurs and a team is left with only 8 players, an out will also be recorded. **Note:** Once a game is started, any additions that are made are considered a substitution. All teams are required to check in with the tournament director 30 minutes prior to the game. BBH has the right to begin games early if it allows. **Teams are required to be ready for play, at their respected field 15 minutes prior to their start time.**

Forfeits- If a team does not have the required number of players (8), to start a game, the team will be given 5 extra minutes to have the required number of players ready to start. If the team fails to get the required amount of players for that particular game, the game will be considered a forfeit and a 7-0 score will be recorded to the winning team. The tournament director may give the team additional time for special circumstances.

Courtesy Runner- A team may choose to use a courtesy runner for the pitcher and catcher only at any time. The courtesy runner must be the last batted out. Available substitutes may not be used as a courtesy runner, unless officially entering the game as a substitute. If an illegal courtesy runner is used and a pitch or play occurs, that runner will be deemed legal at that point.

Official Scorebook- Each team is required to keep a scorebook for every game. If a situation occurs when a tiebreaker requires the use of the team's scorebook and a team fails to provide an accurate scorebook, that scorebook will be deemed unacceptable.

Re-entry Rule: Starters may re-enter the batting order once after being removed from the game and MUST re-enter in the same line-up position. **NOTE:** Once a starting pitcher is removed from the line-up, **even by a EH,** that starting pitcher may only re-enter to any other position other than pitcher during the game and must return to the original line-up spot. **MLB Rule 3.03 Comment:** A pitcher may change to another position only once during the same inning while on defense; e.g. the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning. Once a pitcher is removed from the game as a pitcher (**even by an EH**) he/she may not return to the pitchers position at any point throughout the rest of the game. **Substitutes will not be available for re-entry.**

Mercy Rule-

-In 10U-12U divisions 15 runs after 3 innings, 10 after 4. (Teams must complete equal at bats, before the 4th inning). Once the mercy rule is reached after four equal at-bats, the game will end and be considered complete. **Example:** In the top of the 5th inning the visiting team goes up by 10 runs the game is over.

-In 13U-18U divisions 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5. (Teams must complete equal at bats before the 5th inning) **For Example:** Visitors go up by ten (10) runs in top of 4th. The home team MUST BAT in the bottom of the 4th. If no runs are scored in the bottom of the 4th, the game would end. If a team goes up by 8 runs in the top or bottom of the 6th the game is over.

NOTE: Once the mercy rule is reached after five equal at-bats, the game will end and be considered complete.

Avoiding Contact/Sliding Rule- NFHS slide rule will be STRICTLY ENFORCED. The base runner must slide or avoid contact at a base when a play is being made on him. He cannot interfere with a fielder making a play. His slide must be on a direct line between the bases. On the violation, the ball is dead and the runner and the batter-runner are out.

If an umpire decides a players approach to a base or home plate is malicious the base runner may be ejected from the game.

NOTE: This is an umpire's judgment call. Because it is a judgment call it cannot be argued or protested.

Time Limit- ALL POOL PLAY GAMES (IN ALL DIVISIONS) WILL HAVE A TIME LIMIT OF 1 HOUR & 50 MINUTES

1- Once the ground rules and lineup exchange are completed in (10u-12u) divisions, the umpire will announce the start time after the pre game conference is complete. No inning may start after the time limit elapses, or six innings are completed.

2- Once the ground rules and lineup exchange are completed in (13u-18u) divisions, the umpire will announce the start time after the pregame conference is complete. No inning may start after the time limit elapses, or seven innings are completed.

3-In ALL DIVISIONS: If a POOL PLAY game is tied after the innings limit or the time limit expires, that game will end in a tie.

Comments: The official time will be kept on the field by the umpires. There will be **NO EXCEPTIONS** to this rule. **Note:** The BBH tournament committee reserves the right to change the game time limits when weather or special circumstances warrant. This includes playoff and championship games as well.

Playoff Time Limits: Time limits will be enforced in all playoff games.

Championships: All championship games will not have a time limit, however, once 8 full innings are completed in the 10U – 12U divisions and 9 full innings are completed in the 13U – 18U divisions, the game will go to the following tie breaker rules. **NOTE:** During certain situations, the tournament committee may put a time limit on a championship game.

Tie Breaker Rules: During playoff games only, if the time limit is reached and both teams are tied the following tie breaker rules will go into effect:

The last 3 hitters from the previous inning will load the bases. The runners will be placed as follows:

- Last hitter from the previous inning @1st Base
- Hitter before him in the lineup @2nd Base
- Hitter before that in the lineup @3rd Base
- Normal substitution rules apply to these runners
- The hitting team will start the inning with 1 out
- Play will continue like this until one team is ahead at the end of an inning
- This rule will go in effect in **ALL** Championship Games after 9 innings for ages 13u to 18u and 8 innings for ages 10u to 12u are completed.

NOTE: Mercy rules will still be in effect for all playoff and championship games.

Between Innings- Players are expected to hustle on and off the field at all times. Pitchers are permitted to throw 8 warm-up pitches in their first inning of work and 5 in each inning there-after. If a catcher is putting his gear on it is expected that another player (wearing mask) will warm-up the pitcher. Coaches are also permitted to warm up the pitcher, it is not mandatory that coaches wear a mask for warm-ups. Pitchers that enter game due to an injury will receive unlimited warm-up pitches.

Intentional Delays- Intentionally delaying a game is unsportsmanlike and will not be tolerated at Baseball Heaven. The umpire as well as the tournament coordinator reserves the right to eject players and/or coaches due to intentional delay. In extreme cases, BBH staff reserves the right to declare a forfeit to the responsible team.

On Deck Batter- All on-deck batters must stay in their teams designated on deck location inside the fenced in area. No on-deck batters will be permitted on the field of play.

Jewelry- For safety reasons players are not permitted to wear jewelry during the games. **Medical alert jewelry and Phiten Necklaces will be an exception to this rule.**

First Aid & AED

There will be first aid equipment on site for all of our tournament games. The local first aid squad is on call in an event of injury. Brookhaven Hospital is less than three miles away in case of a serious injury.

Official Regulation Game Procedures: (10U-12U will play six (6) innings and 13U-18U will play seven (7) innings)

If a game is called early, it is an official game when the following occurs.

- 1- In the 10u – 12u divisions: When three (3) innings have been completed or the visiting team has completed three (3) at bat innings and the home team is ahead.
- 2- In the 13u – 18u divisions: When three (3) innings have been completed or the visiting team has completed three (3) at bat innings and the home team is ahead.

Note: When conditions warrant and an inning does not complete, the score will revert back to the previous inning.

SUSPENDED GAMES: If a started tournament (if not official), playoff or championship game is suspended (for any reason); the game must be replayed from its point of interruption (if time and weather permit).
NOTE: If a suspended game **DOES NOT** complete one (1) full inning, that particular game will be replayed in its entirety. **The tournament committee will make all decisions on all suspended games.**

Lightning Rule: As soon as lightning is visible ALL GAMES must be stopped. Play may continue after a 20-minute wait.

NOTE: Once one game is stopped, due to weather related incidents at Baseball Heaven or its offsite locations, all fields are to suspend playing action. Any decisions made by the umpires and/or tournament committee will be final.

Pitching Restrictions- Baseball Heaven does not enforce any pitching restrictions for tournament play.
Note: The 3rd to 1st move by a pitcher is LEGAL.

Trips to Mound- The pitcher must be replaced on the second (2nd) trip to the mound (to the same pitcher) in that particular inning. **NOTE:** Once a starting pitcher is removed from the line-up, **even by an EH,** that starting pitcher may only re-enter to any other position other than pitcher during the game and must return to the original line-up spot. **MLB Rule 3.03 Comment:** A pitcher may change to another position only once during the same inning while on defense; e.g. the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning. Once a pitcher is removed from the game as a pitcher (**even by an EH**) he/she may not return to the pitchers position at any point throughout the rest of the game.
Substitutes will not be available for re-entry.

Cleats- Rubber cleats and/or turf shoes are required for **ALL AGE GROUPS. METAL CLEATS ARE NOW PROHIBITED AT BBH AND ALL OFF SITE LOCATIONS USED FOR TOURNAMENT PLAY! **NOTE:** If a player is to be found wearing metal cleats, that player will be given ample enough time to change into the proper footwear, however, the umpires we will not stop the game clock for this.**

Ejections/Suspension- Any player, coach, parent or spectator that is ejected from a game must leave the vicinity of the fields and will be subject to a further suspension by the BBH Tournament Committee. The tournament Committee reserves the right to remove/eject any person from the facility and/or its off-site locations for unsportsmanlike behavior. Play of the game will cease until coach, parent or spectator has left the vicinity. If they don't cooperate their team will forfeit the game. An ejection could carry additional game suspensions as well. Any player, coach, parent or spectator that is ejected for the second time, during the same tournament, will be eliminated for the remainder of the tournament. **Note:** Only the Head Coach of the team may question the umpire. Assistant Coaches will be subject to ejection when not following this rule.

Bat Restrictions-

- 1- In the 10u - 12u divisions, bats must meet 1.15 BPF Certification.
- 2- In the 13u - 15u divisions, Wood or BBCOR Certified -3 bats are mandatory.
- 3- In the 16u - 18u divisions **ONLY WOOD BATS** must be used. All composite bats including Bamboo, Demarini, Baum bats, etc. are ruled illegal.
- 4- In all **WOOD** bat tournaments, teams must use wood (Maple, Ash or Birch). All composite bats including Bamboo, Demarini, Baum bats, etc. are ruled illegal.

9u-12u: Any bat with 1.15 BPF Certification except the Demarini Zen. Although the Demarini Zen has the 1.15 BPF Certification, after further testing the bat does not meet approval. You can send back to Demarini for a new bat voucher. **13u-14u:** Must be -3 BBCOR. **15u-18u:** Metal bat tournaments must be -3 BBCOR. Wood bat tournaments can only be played with single-solid wood (NO WOOD COMPOSITES, NO DEMARINIS, NO BAMBOO, NO BOMB BATS, NO BRETT BROS).

9U	10U	11U	12U	13U/14U	15U-18U
Any bat with 1.15 BPF except certain Demarini Zen (see chart)	Any bat with 1.15 BPF except certain Demarini Zen (see chart)	Any bat with 1.15 BPF except certain Demarini Zen (see chart)	Any bat with 1.15 BPF except certain Demarini Zen (see chart)	BBCOR -3	BBCOR -3 or 100 % Solid Wood

SKU	NAME
WTDXCBR 2129-17	2017 CF Zen Balanced 2 5/8" (-8) - 29"/21 oz
WTDXCBR 2230-17	2017 CF Zen Balanced 2 5/8" (-8) - 30"/22 oz
WTDXCBR 2331-17	2017 CF Zen Balanced 2 5/8" (-8) - 31"/23 oz
WTDXCBR 2432-17	2017 CF Zen Balanced 2 5/8" (-8) - 32"/24 oz
WTDXCBZ 1828-17	2017 CF Zen SL 2 3/4" (-10) - 28" /18 oz
WTDXCBZ 1929-17	2017 CF Zen SL 2 3/4" (-10) - 29" /19 oz
WTDXCBZ 2030-17	2017 CF Zen SL 2 3/4" (-10) - 30" /20 oz
WTDXCBZ 2131-17	2017 CF Zen SL 2 3/4" (-10) - 31" /21 oz
WTDXCBZ 2232-17	2017 CF Zen SL 2 3/4" (-10) - 32" /22 oz
WTDXCBZ 1929-17F1	2017 CF Zen Zero Dark 2 3/4" (-10) - 29" /19 oz
WTDXCBZ 2030-17F1	2017 CF Zen Zero Dark 2 3/4" (-10) - 30" /20 oz
WTDCCBZ17V	Custom 2017 CF Zen 2 3/4" (-10)
WTDCCBR17V	Custom 2017 CF Zen Balanced (-8)

Dimensions-

- **10u-** 65 foot bases and 46 foot mound(with leading and balks)
- **11u/12u-** 75 foot bases and 51 foot mound
- **13u-18u-** 90 foot baseball and 60 foot and 6 inch mound

Intentional Walk- In all ages the coach can call for an intentional walk. When an intentional walk is requested, the ball will become dead immediately.

Infield Fly Rule- The infield fly rule will be in effect for ages 10u and up.

Balks-

1- In the 10u division (65 ft bases) one balk warning per pitcher will be given. For 10u, if a balk warning is called, the ball will become dead immediately and all runners will return to the base occupied at the time of the balk warning.

2- In all other divisions, balks will be called with no warnings given.

Coolers- Only hand held coolers will be allowed within the gates of Baseball Heaven. Concession stands as well as the Baseball Café are available during Tournament Play. One (1) Team cooler will also be allowed in the dugout.

Parking- Parking is free for the Baseball Heaven events. There is plenty of space to park your vehicle for the Baseball Heaven tournaments. The parking lot is right next to the baseball fields. If additional parking is needed, there will be signs and people to help direct you to the parking destination. Please do not double park or park in unmarked spots. If this situation arises you will be subject to towing at the owner's expense.

Intentional Forfeits- Forfeits will be handled on a case by case basis, but will always be marked as a 7-0 score. Intentional forfeits are grounds for team suspensions from future BBH events. Please keep in mind that teams are paying to play their games, not to take forfeits. Forfeits jeopardize the integrity of the facility, as well as the team that is forfeiting. In the event that an intentional forfeit plays a role in playoff seeding or playoff entry the Tournament Director reserves a right to make judgment on which team advances.

In the event any item is not covered in the rules, the tournament committee will make the final decision.

*****Baseball Heaven reserves the right to amend any rule at any point of a particular tournament in order to provide better service for our customers and players.***