



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.

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 for text alerts regarding weather and other delays.

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 called or 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: There is a daily admission charge of \$5.00 (per person) for all tournament games played at the Baseball Heaven Facility.

- Players, Coaches and Children under 18 years of age, **will not** be charged an admission fee.
- **Senior Citizens(over 65) and Military Discount \$3.00(Must have valid ID)**
- **Discounted Season Passes** are available for the 2013 season. Call the office (631)205-5109 for more details

Rosters and Waivers- Rosters and waivers must be submitted at least 10 days prior to the beginning of the event by email, mail or fax. 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. Rosters and waivers will be checked and finalized two (2) days prior to tournaments start. No player may be added to the roster once the tournament has begun unless it is approved by BBH Tournament Committee.

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 must be faxed, emailed or mailed to BBH a minimum of 10 days prior to the event.

Number of Players- There is no roster limits for Baseball Heaven Tournament Events.

No Alcohol, Tobacco, Sunflower Seed or Chewing Gum Products- No alcohol, tobacco sunflower seeds or chewing gum products will be permitted within Baseball Heaven or off-site facilities. Failure to comply with this regulation will result in removal from the complex.

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

Dugout Rule- Only 3 coaches and 1 manager will be permitted in each dugout. No parents, scorekeepers, children or batboys will be allowed in dugouts at any time. Failure to comply with this rule will result in suspension of play until rectified.

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 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 #4
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.
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 be played with 2 umpires.

Baseballs/ Equipment- 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.

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 after a game.

Coaches/ Players Dress Code- Coaches are not required to wear uniforms during league 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)

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.

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.

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

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 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.

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. 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 be recorded.

Forfeits- If a team fails 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.

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. Lineup cards must include all rostered players name and uniform number (including all substitutes). This policy will be **STRICTLY ENFORCED**, as the umpires will now be IN-CHARGE of keeping the official line-up cards.

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.

Official Scorebook- The home team will be responsible for keeping the official scorebook.

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:** If a starting pitcher is removed from the line-up, that starting pitcher may 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 he/she may not return to the pitchers position at any point throughout the rest of the game, unless done as stated in MLB Rule 3.03 above. **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 5th inning). Once the mercy rule is reached after four equal at-bats, the game will end and be considered complete.

-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.

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.

MUST Slide Rule: (10u – 12u Divisions Only)

1- In the 10u – 12u divisions, there will be **NO HEAD FIRST SLIDING**, unless it's back to a base.

Each team will be given one (1) warning per game for head first sliding. If ANY member of a team slides head first, after teams warning, that player will be called out, the ball will become dead and all runners will be returned to their bases occupied at time of violation. Any head first slides into home plate will be an automatic out and it will become a dead ball.

2- In the 10u – 12u divisions, a runner **MUST SLIDE** when a play is being made on them at HOME PLATE. **PENALTY:** Runner will be called out and all runners will return to their bases occupied at time of violation.

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 are played under the following time limits

1- In the 10u – 12u divisions, there is a 1 hour and 50 minute time limit. The time of game will start once the home plate umpire calls play and notifies the home team (official scorebook) of the start time. No inning may start after the time limit elapses, or six innings are completed.

2- In the 13u -18u divisions, there is a two (2) hour time limit. The time of game will start once the home plate umpire calls play and notifies the home team (official scorebook) of the start time. 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.

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

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 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 do 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.**

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

If a game is called, it is a regulation 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 four (4) innings have been completed or the visiting team has completed four (4) at bat innings and the home team is ahead.

SUSPENDED GAMES: If a started tournament, 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 re-played in its entirety. **The tournament committee will make all decisions on all suspended games.**

League Lightning Rule: As soon as lightning is visible ALL GAMES must be stopped. Play may continue after a 20-minute wait. If there is a second lightning incident (within the first delay) another 20-minute wait will incur. If the delay exceeds 50 minutes or a 3rd lightning strike occurs, the tournament committee will make a decision as to resume play or suspend those particular games.

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.

Trips to Mound- The pitcher must be replaced on the second (2nd) trip to the mound (to the same pitcher) in any inning.

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.**

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 cease until coach, parent or spectator has left the vicinity. If they don't cooperate their team will forfeit the game. 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.

Bat Restrictions-

- 1- In the 10u - 12u divisions, there are no bat restrictions.
- 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.

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- All ages must throw four (4) balls for an intentional walk.

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. NOTE: For 10u, if a balk warning or balk is called, the ball will become dead immediately.
- 2- In all other divisions, balks will be called with no warnings given.
- 3- 1st to 3rd pick off moves will be allowed for all ages.

Coolers- Coolers will not be allowed within the gates of Baseball Heaven. Concession stands as well as the Baseball Café are available during Tournament Play.

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.***

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