

Mid Atlantic Warriors



TOURNAMENT RULES

Inclement Weather Policy

In the event of rain, we will do everything within our power to make up games and stay as close to the original game schedule as possible. However, there may be circumstances in which we will need to deviate from the printed schedule. When this occurs, we will use the following procedures as a guide:

- Our first priority will always be the safety of each individual at the facility.
- If inclement weather forces a cancellation of game slots during pool play rounds, we may have to alter the brackets to complete the tournament. If a pool play game cannot be played, the team with the higher seed will advance.
- MA WARRIORS will not name a champion of the tournament without a championship game.
- If rain comes into play, we will do everything we can do to stay close to the original game schedule.
 - Play No Games - \$200 administrative cost is non-refundable.
 - Play 1 Game - Receive a 50% credit.
 - Play More Than 1 Game – No refund/credit.

Note: Once a game starts it will count as a game played, regardless of its length.

Suspended Games

Games that do not make it to regulation (3 complete innings for a 6 inning game or 4 complete innings for a 7 inning game) due to weather / darkness will be considered a suspended game and will be resumed (if possible) from the point of suspension at the earliest time available. If there is not enough time to resume the game, it will be considered a complete game at the end of the last complete inning and the team that is winning at that point will be the winner.

Tournament Cancellation Policy (Teams): A \$200 non-refundable deposit is due upon registration. There will be no refunds or credits for cancellations by teams within 30 days of the tournament start date. Final payment is due 45 days prior to the start of the tournament.

Insurance Requirement

Each team is required to carry its own insurance and submit a certificate of insurance to MA WARRIORS Baseball prior to the beginning of the tournament. The certificate must have MA WARRIORS Baseball, PO BOX 401, Swedesboro, NJ 08085.

Time Limit

For 8u through 12u age groups; No new inning may start after 1 hour and 45 minutes. For 13u; No new inning after 2 hours. There is NO DROP DEAD TIME for age groups. If an inning starts, we will finish the inning. The time begins from the time of the first warm-up pitch of the game to the last out of an inning. A game can have extra innings as long as the time allowed was not reached. Pool games can end in a tie.

Intentionally delaying a game is considered unsportsmanlike conduct and will not be tolerated. Teams found intentionally delaying games by the umpire would forfeit the game. This is completely an umpire's decision.

Coin Flips

There will be coin flips to decide home team. In semifinal rounds and the championship rounds, the higher seeded team will be the home team.

Game balls

All game balls are supplied by the MA Warriors. We ask that Homerun Balls be returned or please replace these. **All baseballs should be inspected by umpires if replaced.**

Official Scorebook

The home team will keep the official scorebook however, **the ump, home team and visiting team must check after each inning to ensure the accuracy in the score.** The winning teams must report scores to the tournament director after each game.

Playing Rules

The interpretation of playing rules shall be that as defined by the American League of Professional Baseball Clubs (Official Baseball Rules), with the exception of the following special league rules:

Age Cutoff Date: April 30th, 2022

BAT RULES: For non-wood bat tournaments- There have been questions regarding bat rules. With these new USA bats and such, we decide we will follow same bat rule as Ripken <https://ripkenbaseball.com/plan-your-trip/tournament-rules/>

For players 13u and younger, a BPF 1.15, BBCOR, or USA Baseball designation must be displayed on the bat (no other weight or diameter restrictions)... basically swing what you bring.

For players 14u and older, the bat must have a BBCOR or USA Baseball designation and may not exceed -3.

Please note: Full list of ILLEGAL bats can be found here at <http://www.ussa.com/baseball/baseball-withdrawn-andor-non-compliant-baseball-bat-models>

Wood Bat Rules: Bats must be solid one-piece wood bats. No Bamboo, no composite/wood blend bats will be permitted.

Slide Rule

Umpire's discretion on contact being malicious. Players may slide head first or feet first. If a defensive player is in possession of the ball, the base runner must slide or veer in order to avoid a collision. If a defensive player does not have possession of the ball, he may not block or obstruct the base runner, and must avoid a collision if possible. Any contact or collision deemed by the umpire to be intentional and avoidable shall be cause for ejection from the game of the offending player.

AVOID CONTACT RULE

Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgment, there is intentional contact, that umpire may call the runner out on that play. If the contact is judged as intentional and malicious, that umpire may also eject the player from the game. If a player is ejected for this reason, they may face suspension for their team's next game with the possibility of further sanctions as well. The Tournament Director on-site will make the final ruling on a possible suspension.

On force out situations, if the runner slides, they must slide directly into the base. A slide that is

not directly into the base is grounds for an interference call (umpire's judgment) and the runner could be declared out. In this instance, the batter/runner could also be declared out if the fielder was attempting to make a play on that batter/runner. It is important to note that if the runner makes a legal slide directly into the base and contact is made with the fielder, interference will not be called.

Bunt Rule

Bunts are allowed for all age groups. **SLASH BUNT** is illegal and the player will be called out if this play is attempted. A slash bunt is defined as a player showing bunt at any time during the pitch and then swinging at that same pitch.

The bunt rule is as follows:

- If a batter fakes a bunt and pulls back and swings at the pitch, the batter will be called out.
- Jiggling the bat around, offering to bunt and pulling back on every pitch will result in the batter being called out.

Lineup

Teams will have the discretion to select one of the following options that must be declared prior to the start of the game. Further, this option must be utilized for the entire game.

- Bat the entire lineup (8u must bat entire lineup)
- Bat nine
- Bat ten, utilizing an Extra Player (EP). You may only use one EP.
- If you are batting the order, there is NO out taken if a player must leave the game due to illness or injury providing the lineup does not go below nine players.

Designated Hitter (DH)

We will use a designated hitter for age divisions 15 and older for the pitcher only.

Defensive Substitutions

The ability to use defensive substitutions will be based on the lineup option that was selected.

- Bat entire lineup - Unlimited defensive substitutions.
- Bat nine - Must following official playing rules; however, starters may re-enter (once). Further, once a sub has been removed, he may not re-enter with the exception of injury.
- Bat ten using an EH - Same rules as playing nine applies; however, the substitution rules apply to the ten players in the starting lineup.

Courtesy Runner

Speed up rule - Mandatory for the catcher with two outs. The runner will be either the last recorded out (if batting the lineup) or any player on the bench who is not currently in the game (batting nine or using an EP). You may also use a runner for the pitcher with two outs. This is optional. The same rule applies in the selection of the courtesy runner.

Balks

Balks do not apply to leagues 8u, 9u, and 10u. We will issue one warning per pitcher per game at 11U and 12U. A balk warning is a dead ball. There will be no warning at ages 13U and above.

The fake to third, throw to first pick off move **will NOT BE allowed**.

Protest Opportunities

There will be no formal protests permitted. **All decisions will be determined on the field by the umpires.** If necessary, WARRIORS will determine a ruling on a rule book question. There are no protests on judgment calls. Teams challenging other team's birth certificates will be charge a non-refundable fee of \$200.00.

Pitching

We will play tournament baseball rules for pitching using a rolling consecutive number of innings - six innings for **ages 8u only**. For example, if a pitcher throws three innings in game one, he is eligible for three innings in game two. If he only throws two innings in game two, he is eligible for four innings in game three, etc.

If a pitcher extends beyond the pitching requirements, the rule basically states he is an illegal player and thus creates a forfeit; however, rather than a coach wait until a pitcher has become illegal, the opposing coach must immediately bring it to the attention of the other team and have the pitcher removed at that point. Unless three outs have been recorded, the inning will be restarted with no outs.

There will be NO re-entry of a pitcher at any time during the game. 2nd visit to the mound per inning will result in removal of pitcher. Once a pitcher is removed from the mound, they may not re-enter and pitch in that game.

There are no other pitching restrictions for 9u through 13u. Please use common sense and don't over use your pitchers. You are at risk of hurting these young men.

Roster Size

Limit to participate in Tournament Play: 15

Intentional Walk

You must follow the Official Baseball Rules.

Game

Innings - 6 innings for U12 and under, 7 innings for U13 and above Field Dimensions

- 10U and Below: 46/60
- 11U and 12U: 50/70
- 13U and Above: 60/90

Code of Conduct/Sportsmanship

Any coach or parent ejected from a game will not be permitted to coach or be within the complex for the remainder of the tournament. Ejected Coaches or parents who do not abide by these rules will forfeit all remaining team games.

EXPECTED BEHAVIOR

Negative behavior/bad sportsmanship at youth sporting events has become a major issue. Tournaments are not immune as we still see coaches and parents that choose to act in a negative manner toward the opposing team or an umpire from time to time. Please remember that the games **are for the kids**, not the adults, and we expect each adult to set a positive example for the players through their words and actions.

Everyone that attends a tournament is expected to act in a positive manner, no matter the outcome of a play, call by an umpire, or the game itself. We simply ask the following:

- Let the players play... they are only kids Let the**
- coaches coach... they are volunteers**
- Let the umpires umpire... they are only human**

Runs per inning

Unlimited runs per inning for all age groups except for the U8 division where it is limited to 4 runs per inning and an unlimited runs per inning for the designated last inning which is determined by the umpire prior to the start of the inning.

Steals per inning

We follow Ripken rules with steals except for the U8 division. **For 9u and 10u- Immediate dead ball call if they leave too early (1st offense per team – warning / 2nd offense – runner is out). This is a decision made by the umpiring crew. All coaches will be notified of this rule during ground rules.**

U8 steal rule as followed:

- Stealing of 2nd and 3rd is permitted.
- Maximum five steal attempts per inning.
- No straight steals permitted.
- Runners may advance to 2nd and 3rd on a clear passed ball. (Beyond backstop end post to end post)
- Runners may not steal home. Runners may not score on a passed ball or wild pitch.
- If runners are on first and third, and a play is made at second base on a steal, the runner from third may not advance.

Mercy Rule

A mercy rule will be imposed: **15 runs after three innings, 10 runs after four innings, and 8 runs after five innings for all age groups.**

Additional U8 Division rules Play

Declared Dead (U8 Only)

- The defense stops the runner.
- The lead runner stops (all following runners are considered stopped).
- The runner does not make an effort to advance.
- Once a runner turns back to his original base, he cannot advance; however, lead runners may continue to the base they are headed for when a defensive play is being made.

Overthrows (U8 Only)

- Overthrows will not count as steal attempts.
- All runners may advance if a pitcher, catcher or any other fielder makes a play at a base that results in an overthrow.
- A “bad” throw from the catcher to the pitcher will not be deemed an overthrow.

3 (or more)-TEAM TIE BREAKER SYSTEM:

If 3 (or more) teams are tied with the same record or winning %, use the following to break the tie:

Head-to-head results (only applicable if all of the tied teams played each other)

If one team beat all of the other tied teams, they will be the highest seed of the tied teams

Continue to use head to head results to seed the rest of the teams in the tie

If all tied teams have the same record against each other, then they are tied at head-to-head and you move to the next item on the list (least runs allowed)

If all of the tied teams did not play each other, head-to-head is not applicable.

Continue down the 2-Team Tie Breaker list as stated above

□ When 2 teams are tied at any one of the criteria, we revert back to the beginning of the 2-Team Tie Breaker system (head-to-head).

3 (or more)-TEAM TIE-BREAKER EXAMPLES:

□ Example #1

Team A 2-1 15 runs allowed

Team B 2-1 16 runs allowed

Team C 2-1 16 runs allowed

- Team A beat Team B / Team B beat Team C / Team C beat Team A
- All 3 teams are tied at head-to-head
- Go to next criteria - least runs allowed: Team A is the highest seed of the 3 tied team
- There now exists a tie between Team B and Team C and since this is now a 2-team tie, we revert back to the beginning of the 2-Team Tie System (head-to-head) which makes Team B the next highest seed of the 3 teams since Team B beat Team C.

□ Example #2

Team A 1-1 12 runs allowed

Team B 1-1 13 runs allowed

Team C 1-1 15 runs allowed

Team D 1-1 16 runs allowed

Team E 1-1 16 runs allowed

Team F 1-1 17 runs allowed

- Team D beat Team E
 - This is a 6-team tie at a 1-1 record.
 - Since all of the teams in the tie did not play each other, head-to-head is not applicable for this 6-team tie and we move to least runs allowed. Based on the 'least runs allowed' criteria, Team A is the highest seed of this group, followed by Team B and then Team C.
 - Team D and Team E are locked in a 2-team tie at least runs allowed so we revert back to the beginning of the 2-team tie breaker system (head-to-head). In this case, Team D beat Team E so Team D is the higher seed over Team E.
 - Team F is the lowest seed of this group of 6 tied teams.
- The tournament committee has the final say on tie breakers on any misunderstandings. The best advice is that if there is a question that it gets resolved before a game starts that may impact the tie breaker formula.

Documentation

Coaches are required to have on hand – team rosters and player date of birth support. They will not be collected by WARRIORS; however, if a player is challenged, the coach must have support for that player. A challenge may only be performed before the first pitch is thrown for that game. A challenge will not be reviewed at any other time (ie, during the game or after the game). If the coach does not have support or is ruled ineligible, the tournament director will make a final ruling on his eligibility, as well as the results of previously played games and future games.