



RHAA Tournament Rules

12U Division

Coaches must make certain that all team members, families, spectators, etc. are made aware of the RHAA Complex guidelines and RHAA Tournament Rules.

I. GENERAL RULES AND REGULATIONS:

- A. **The Umpire has complete control of the game.** Judgement calls by the Umpire may not be questioned. *Rule interpretation questions only, will be handled once a time-out is granted.*
- B. **GOOD SPORTSMANSHIP IS THE MOST IMPORTANT RULE.** *Unsportsmanlike conduct will not be tolerated and will result in a player and/or coach being ejected from the game and/or league.* Swearing before, during, or after a game will not be tolerated. Any abuse of the umpires will not be tolerated and can result in removal of that individual from the game and / or remainder of the RHAA Tournament.
- C. The Plate Umpire will establish all "Field Specific" Ground Rules prior to the start of each game.
- D. All playing rules will follow the *MCBR*, unless otherwise stated.
- E. All Bats will be allowed. I.e. USA Bat, 2 ¼, 2 ¾, wood or Big Barrell. NO BBCor for 12u and under
- F. Anyone maliciously damaging equipment and/or property will be ejected from the RHAA Tournament and will be required to pay for ALL damages.
- G. NO SMOKING OR CONSUMPTION OF ALCOHOL OR ILLICIT DRUGS BY PLAYERS, COACHES OR SPECTATORS WILL BE ALLOWED ON RHAA COMPLEX DURING THE TOURNAMENT. VIOLATORS WILL BE EJECTED FROM THE PREMISES FOR THE DURATION OF THE TOURNAMENT.
- H. **"KEEP THE ATHLETES FIRST, WINNING SECOND"** The purpose of this tournament is to offer a competitive level of baseball that continues to be a healthy, safe and fun environment for everyone involved, whether you win or lose.
- I. **The Tournament director and RHAA Board member in charge will make all final judgements.**

II. AGE REQUIREMENTS

A - Each player must be age eligible (12) (or have been by the date of April 30th). Each Head Coach must have with him a roster, along with proof of age for each player (Copies of birth Certificates).

III. ROSTERS/PLAYERS

- A. You may carry as many as 20 players on the roster. You MUST field a minimum of 8 players at the start of any game, or the game will be considered a forfeit. Roster must be submitted at the beginning of Tournament.
- B. Players can only be on the roster of one team participating in the Tournament.
- C. No Designated Hitters. All players active in line-up card are in the lineup to hit
- D. Each team can field 9 (Minimum of 8 and Maximum of 9) defensive players. A team can bat up to 15 players. If the team elects to use a continuous batting order, they can freely substitute all players in and out of any defensive position (pitchers must follow pitcher substitution rules). The number of players in the batting order must be consistent throughout the game. (Ex. If you start with 15, you must finish with 15).
 - a. In the event of injury to a player (or a player must leave early):



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- b. If the player cannot continue (and a substitute is not available), the player spot in the lineup is deleted (without penalty). The player cannot return to the game.
 - c. If the player will be able to return after treatment (i.e., hit by pitch, scrapped, etc). A runner may be used (last out) to keep game moving should an injury require treatment. If the player is substituted for, the player could return.
 - d. If the team does not have 8 players to finish, the game is forfeited. NOTE: If a team has played all substitutes, a substitute can "re-enter" to avoid forfeit.
- E. All game starters can re-enter the game once; ***pitchers may not re-enter as a pitcher***. They can play any defensive positions but must be returned to original batting position. Non-starters may not return to the game once they have been removed from the game.

IV. GAME RULES

1. **2-hour no new inning and 2:30 dead stop for POOL play. No time limit for all Sunday playoff games**
 - a. Score reverts to last FULL inning after dead stop. Tie Games are allowed in pool play. If the home team ties the game or take the lead in the last inning before the hard stop, their score is counted.
2. Home and Away is determined by coin flip for POOL play games.
 - a. Sunday – Higher Seed is home team.
3. If a team is winning by 12 runs or more after 4 complete innings, or 8 runs after 5 innings, the game is over. This is for ALL games including pool and Sunday brackets and championship.
4. Tie Games are ALLOWED for pool play games.
5. A complete game shall be **six (6) completed innings** unless the home team leads at the end of 5½ innings of play.
6. Players must slide feet first at all bases if there is a play and only headfirst if you are retreating to a base. it will be an automatic out if the player does not slide when there is a play.
7. Any ball pitched or thrown that gets lodged or goes under the fence is a dead ball and the runners will advance one extra base without being put out (one plus one rule if runners are advancing on a thrown ball). If the umpire does not see the ball lodged or go under the fence it remains live, so be sure to have your players notify the umpire prior to retrieving the ball by raising a hand.
8. Stealing and leading is allowed at any time.
9. Dropped 3rd strike in effect, Catcher to tag hitter or throw to first for out.
10. **Infield Fly Rule** will be in effect.
11. Bunting is allowed
12. Throwing a bat constitutes a team warning. ***The next team thrown bat will be a dead ball and a automatic out.***

V. PITCHING RULES

- A. A pitcher may not pitch more than 3 innings (or 9 consecutive outs) per game (a pitcher cannot pitch more than 12 innings for the entire tournament)
- B. Each team will record number of innings pitched by each pitcher that can be accessed by the tournament director at any time. Any violation of the pitching rules will result in a forfeit of the game in which the violation occurs.



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- C. Pitchers may not re-enter as a pitcher.
- D. **Only 1 visit per inning to the mound by the coach is allowed.** Any additional visits will result in the pitcher being removed immediately; *(A trip to the mound that results in a removal of a pitcher does not count as a visit to the mound).*
- E. A second trip to the mound during the same inning will require immediate removal of the pitcher *(any undue delays will not be tolerated by the Plate Umpire)*. The removed pitcher may remain in the game at any other position, except pitcher.
- F. The pitcher will be allowed only 5 warm up pitches between innings unless a new pitcher is inserted and then the new pitcher will have up to 10 warm up pitches.
- G. 1 balk warning per pitcher.

VI. TOURNAMENT FORMAT

- 1) Each team will participate in 3 games in tournament pool play
- 2) Teams will be seeded after pool play.
- 3) Winners of seeded games play in the final game.
- 4) Tie-Breakers will be as follows:
 - a) Win – Loss Record
 - b) Head to Head
 - c) Total runs allowed (least)
 - d) Run differential
 - e) Coin Flip

Scores- Scores must be texted to the Tournament Director at the end of each Game listing Both Teams name and the score for each team.