



# ANN ARBOR A'S SUMMER RUMBLE TOURNAMENT

## 2018 TOURNAMENT BASEBALL RULES

1. Coaches, spectators, players, and umpires, please remember that the tournament is held for our youth to learn life's lessons through vigorous, spirited athletic competition.

### **SPORTSMANLIKE BEHAVIOR IS EXPECTED AT ALL TIMES.**

The penalty for unsportsmanlike conduct (e.g., throwing equipment in anger, obscene or abusive language or gestures, fighting, disputing ball/strike or judgement calls, etc.) by a coach, player, or spectator may be a warning or ejection from the game and playing area, depending on the severity of the incident. A second occurrence of an unsportsmanlike act by an individual should, under most circumstances, result in the ejection of the offender from the game (if applicable) and playing area. If the ejected individual fails to leave the playing area immediately, a forfeit shall be recorded for the ejected person's team. The intent is not for umpires (whose conduct must also be above reproach) to be looking to issue warnings or ejections, but that coaches, players, and spectators should act appropriately as the participants develop their human skills while learning to play baseball.

Additionally, anyone ejected from a game and/or playing area SHALL SERVE AN ADDITIONAL MANDATORY 1 GAME SUSPENSION, which will be the team's next game.

2. **REGISTRATION:** There will be no official registration area for the tournament. However, each team must have the following items available for review at any time:
  - a. A roster of up to 15 players and their uniform numbers. Players cannot appear on multiple rosters.
  - b. A copy of each player's birth certificate. No exceptions!
  - c. Proof of insurance.

3. **TOURNAMENT RULES**

- A. Teams must have at least 9 players present to start each game.
- B. **AGE:** A player's age is determined by his age on April 30<sup>th</sup>. For example, if a player is 12 on April 30<sup>th</sup>, he/she is only eligible to play in 12U or older age groups.
- C. **UNIFORM NUMBERS:** For identification purposes, players' uniforms must contain numbers.
- D. **INSURANCE:** The Tournament Committee does not carry health, medical, or liability insurance to cover players, coaches, or spectators in case of injury or accident. Each team MUST provide proof of its own insurance.
- E. **RULES:** Except for the variations contained in these Tournament Rules, the 2017 Baseball Rules, released by the Office of the Commissioner of Baseball, shall apply during this tournament. If deemed to be in the



best interest of the tournament, further modifications to the Tournament Rules (because of conditions such as weather, injury, illness, etc.) may be made at any time by the Tournament Director or his on-field representative.

- F. **FORMAT:** The A's SUMMER RUMBLE TOURNAMENT format will vary depending on the number of teams in a pool.
- Age Group has 6 Teams- 1 Pool, 2 Games of pool play, followed by a seeded 6 team single elimination bracket. Seeds 5 and 6 play in a consolation game
  - Age Group has 5 Teams- 1 Pool, 2 Games of pool play, followed by a seeded 5 team single elimination bracket
  - Age Group has 4 Teams- 1 Pool of Round Robin Play, Top Two teams play in championship

For those Age groups with 5 or 6 teams, teams will be seeded into a single elimination bracket, which may include byes for some teams. In the event of ties within a pool, see tie breaker rules below to determine proper seeds.

For those Age groups with 4 teams, the top two teams after Round Robin will play in a championship game. In the event of ties within a pool, see the tie breaker rules below for information on determining proper seeds.

- G. **UMPIRES, BASEBALLS, SCOREKEEPING:** The Tournament Committee will provide 2 umpires and 2 new regulation baseballs for each game. The home team will be the official scorekeeper. To avoid disputes, the score should be verified by each team's scorekeeper after each inning. At the conclusion of each contest, both managers must initial the official scoresheet verifying specifically the final score, and the number of innings pitched by players.

The winning team MUST report the applicable information to the Tournament Representative following the completion of the game.

#### 4. **GAME RULES**

##### **THERE WILL BE NO PRE-GAME INFIELD OR BATTING PRACTICE!**

- A. **PRELIMINARY ROUND:** Games will consist of 6 innings (8U-12U divisions) or 7 innings (13U) or 1 hour and 45 minutes, whichever occurs first. If a game is tied at the end of 6 or 7 innings or the 1 hour and 45 minute time limit, a "TIE" will be recorded for both teams. Game time is forfeit time!
- B. **CHAMPIONSHIP ROUND:** Championship round games are defined as Semi-Final and Finals games. These games will be played until a winner is determined. They are not subject to time limits, but are subject to the inning standards per age group, OFFICIAL GAMES and MERCY RULES. If a game goes to extra innings, international tie breaker rules will apply. The last batter of the current inning will be placed on 2<sup>nd</sup> base with 0 outs and the inning will be played out accordingly. Game time is forfeit time!



- C. **OFFICIAL START and END TIMES:** The official start time for a game is when the first pitch is thrown. After the first pitch, the plate umpire will announce the start time to the official scorekeeper, who will record the time. Also, when the last out of an inning is made, the next inning is deemed to have begun even though it may be a minute or more before a pitch is thrown in that inning. No inning may start after 1 hour and 45 minutes from the official start time of the game.
- D. **OFFICIAL GAMES:** For games affected by weather and/or darkness, an official game consists of a minimum of 4 full innings of play unless the home team is ahead after 3 ½ innings.
- E. **MERCY RULE:** If a team is leading by 15 or more runs after 3 complete innings, or 10 or more runs after 4 complete innings, or 8 or more runs after 5 complete innings, the game will terminate at that point.

**5. HOME TEAM:**

- A. **PRELIMINARY ROUND:** The home team will be determined by a coin toss before each game.
- B. **CHAMPIONSHIP ROUND:** The team with the higher seed in bracket play, and tie breaker if necessary will be the home team.

**6. DIMENSIONS:**

- A. The pitching rubber will be set at 40' (8U), 46' (9U&10U), 50' (11U&12U), and 54' (13U).
- B. The bases will be set at 60' (8U), 65' (9U&10U), 70' (11U&12U), and 80' (13U).

For the 8U division only:

(1) There will be no leadoffs; (2) Stealing is permitted after the ball crosses home plate; (3) There is no stealing home...a runner on 3<sup>rd</sup> base can only score on a batted ball; (4) all runners can advance (1) base on an overthrow from an attempted steal. Once a runner reaches 3<sup>rd</sup> base, he cannot advance home on an overthrow attempt (in other words, catchers and fielders get a free throwing attempt to third base) (5) Unlimited balk warnings, instructional only; (6) The dropped third strike rule does not apply (The batter cannot advance to first base on a dropped third strike. He is out and the ball is live).

For the 9U division only:

(1) There will be leadoffs and stealing; (2) There are unlimited steals of home on passed balls or attempted steals; (3) Unlimited balk warnings, instructional only; (4) The dropped third strike rule does not apply (The batter cannot advance to first base on a dropped third strike. He is out and the ball is live).

**7. EQUIPMENT:**

- A. **BATS:** Hitters may use aluminum, wood, or composite wood bats that do not exceed 42" in length or 2 ¾" in diameter at the thickest part.
- B. **HELMETS:** Batters, baserunners, on-deck hitters, and batboys MUST wear protective helmets whenever they are on the playing field. Any player purposely removing a helmet while running shall be called out.



- C. **SHOES:** 8U, 9U, 10U, 11U & 12U: Only molded-rubber or plastic cleats are allowed. 13U: Molded-rubber, plastic, or metal cleats are allowed.
- D. **CATCHERS:** All catchers must wear a full set of gear (i.e., mask, protective helmet and throat guard, chest protector, shin guards, and athletic cup). Any player warming up a pitcher **MUST** wear a mask and protective helmet.
8. **BATTING ORDER:** All players present at the start of a game will bat in a rotational order (bat around). Players arriving after a game starts will be inserted into the batting order after the last hitter in the order. If a player misses a turn at bat because of illness or injury, an out will not be recorded.
9. **DEFENSIVE SUBSTITUTION:** Except for pitchers (see Rule 10C), players may be substituted for at any time and at any position. There are unlimited defensive substitutions. There are to be NO defensive coaches on the field for any age division. 8U divisions will use 10 fielders.
- 10. PITCHING RULES:**
- A. Pitchers are limited to the following "inning" restrictions:
- | <u>Per Game</u>       | <u>Per Day</u>         | <u>Entire Tournament</u> |
|-----------------------|------------------------|--------------------------|
| 3 (8-12U) / 4(13-14U) | 6 (8-12U) / 7 (13-14U) | 12 (8-12U) / 14 (13-14U) |
- PENALTY:** Upon discovery (by protest) of a violation (a single pitch) of the above inning restrictions, the violating team shall immediately forfeit that game. Any forfeited games will end in a 6-0 score for 9U, 10U, 11U and 12U; and a 7-0 score for 13-14U.
- B. The delivery of a single pitch in an inning constitutes an "inning pitched."
- C. Once a player has been replaced on the mound, he may not return as a pitcher in the same game.
- D. A coach may visit a pitcher on the mound once each inning. A 2nd trip to the same pitcher in the same inning will result in the pitcher's removal from the mound. A visit to tend to an injury does not count as a trip to the mound.
- E. **BALKS:** There will be 1 warning per pitcher per game for balks. If a second should occur, it will be called and the appropriate penalty applied. After a balk call, the coach may have a "not charged" visit to the mound where the umpire(s) will explain the violation to the pitcher.
- 11. SPEED UP RULES:** In order to complete games within the 1 hour and 45 minute time limit, avoid unnecessary delays, and keep games moving along, the following SPEED UP rules will apply:
- A. **THE TIME BETWEEN INNINGS WILL BE NO MORE THAN 1 MINUTE.** If a batter is delayed in being ready to hit, the umpire may call a "STRIKE" on the batter; and if the fielders are not ready to play, the umpire may call a "BALL" on the batter.



**NOTE:** Before assessing a penalty, an umpire will use good judgement in determining whether a delay is caused by extenuating circumstances (injury, broken equipment, etc.). The intent is not for umpires to be looking to assess penalties, but to keep games moving along given the time constraints.

- B. Once a player enters the batter's box to hit, he may not step out of the box until the completion of his turn at bat unless for injury, the need to avoid a pitched ball, or other safety measure (such as dirt in one's eyes) dictates leaving the batter's box.
  - C. Intentional walks will be indicated to the umpire who then will direct the batter to take 1st base. No pitches need be thrown.
  - D. When the catcher for the next inning reaches base, a replacement runner may take his place on the bases. The replacement runner will be the player who made the last out.
12. **BASERUNNING SAFETY:** If a play is made on a runner at any base, except 1st base, when the defending player is in possession of the ball and within "arm's reach" of the base, the baserunner must avoid malicious contact with the fielder. Umpires are instructed to use the Federation Rule guideline for this. **AVOID MALICIOUS CONTACT!**
13. **SCORING SYSTEM:**
- A. **PRELIMINARY ROUND:** Points will be awarded on the outcome of games where a:
    - a. WIN = 2 points
    - b. TIE = 1 point
    - c. LOSS = 0 points
  - B. **CHAMPIONSHIP ROUND:** Following the Preliminary Round games, total points for each team, along with the Tie Breaker Rules, if necessary, will be used to determine the CHAMPIONSHIP ROUND teams plus who the home teams are in these games.
14. **TIE BREAKER RULES:** If necessary to determine CHAMPIONSHIP ROUND seeds and who the home teams are in these games, the following TIE BREAKERS, in the order listed, will be used:
- A. Head to head competition
  - B. Fewest runs allowed (total)
  - C. Highest run differential (runs scored minus runs allowed). This will be limited to a maximum of plus or minus 10 runs (i.e. if Team A beats Team B 19-1, Team A only gets credit for +10 runs, and Team B is credited -10 runs).
  - D. Coin toss
15. **DISPUTES AND PROTESTS:**
- A. **DISPUTES:** For other than judgement calls (for which no dispute resolution mechanism is necessary), disputes will be handled immediately on the field by the home plate umpire. The home plate umpire may consult with the Tournament Director or his on-field representative before issuing a ruling.



- B. **PROTESTS:** All game protests will be settled by the Tournament Director or his on-field representative at the time of occurrence. These decisions are final and are not subject to appeal. No protests will be considered if the protest is made after one or more pitches have taken place after the protested play.

**16. AWARDS:**

- A. **Team Trophies:** Awarded to 1st and 2nd place in each Age Group.

- B. **Individual Awards:** A maximum of 15 per team will be awarded to the 1st and 2nd place teams in each age.

17. **CLEANUP:** Please clean your dugout after each game. The maxim should be: **LEAVE IT CLEANER THAN BEFORE YOU ARRIVED. THANKS!!!**