



**2019 Prior Lake Athletics for Youth (PLAY)  
Prior Lake Invitational Baseball Tournament  
Tournament Rules  
ALL LEVELS OF PLAY**



**Coaches:** You are responsible for knowing the rules in this document. Many games can be resumed much quicker if the coaches know these rules and have them on the bench for quick referral.

Tournament Directors do not have the ability to inform you of your playing times due to tournament size. You are responsible for checking our website – <http://www.playinfo.org/2019-pl-invitational> – on Saturday evening to verify playing times on Sunday if advancing from pool play to bracket.

**The Tournament Directors have sole discretion on interpreting all rules and to make any decisions or interpretations on issues / questions not specifically outlined in these rules.**

**Alcohol and tobacco are not permitted anywhere on the premises. This includes parking lots. A team can be immediately disqualified by the Tournament Director if any person associated with a team (coach, parent, player relative, etc) violates this rule.**

#### **ELIGIBILITY**

##### **COACHES**

Every coach that is part of the team will need a concussion certificate. A copy of the concussion certificates from every coach on a team must be presented to the Tournament Director prior to the team's first game of the tournament. Coaches who do not complete the training course or do not have a copy of the certificate will be ineligible to coach.

##### **PLAYERS**

Players must participate on the team nearest to where they reside or nearest to where they attend school.

**Exception:** Any player who has obtained a waiver through the Minnesota Baseball Tournaments (MBT), Metro Baseball League (MBL) or Gopher State Baseball League (MYAS) will be allowed to participate with his current team no matter where he resides or attends school.

##### **TEAMS**

Intact teams only. **No ALL-STAR Teams allowed.** In order to participate in an MBT event, you must compete with the roster submitted for league play. Teams are allowed to pick up three players from their local association as long as they are of the same age or younger and play at the same or lesser level. Example: Class AA teams may not pick up players from Class AAA of any age.

All teams must either play in the Metro Baseball League or Gopher State Baseball League. If they do not, it is their responsibility to request a waiver from MBT in order to be eligible to play in our tournaments. A copy of the approved waiver must then be provided to the Tournament Director.

No Renegade Teams or All-Star Teams. Definition: A renegade/All-Star team is defined as any team that is comprised of players who all reside in the same community or attend the same school, but who have chosen to bypass the local traveling association to form a team. It is also defined as any team that is comprised of players from multiple communities where recognized youth associations exist.

#### **ROSTERS**

A properly completed Tournament Roster must be hand carried to the tournament site. Any team with an improperly completed roster shall be withheld from competition. Once the roster has been submitted it may not be amended in any way. MBT roster limit is 18.

## **2019 Prior Lake Invitational Baseball Tournament Rules**

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Each player appearing on the Tournament roster must have in their possession (to be presented at team check-in) a copy of one of the following to verify their age and birth date:

- Birth Certificate
- Computer Printout from School Showing Birth Date
- Driver's License/Permit
- Certificate of Age from Church on Letterhead
- Valid Passport
- Certification of Age on Letterhead Signed by a Superintendent/Principal/Attendance Officer
- Hospital Certificate of Birth
- School Issued ID which includes birth date
- Baptismal Certificate which includes birth date

Players must be prepared to prove their age upon the request of a Tournament Representative. Any team found to have used an ineligible player will be immediately disqualified from competition. The Tournament Director reserves the right to investigate eligibility matters at any time, including after the event.

### **SPORTSMANSHIP**

P.L.A.Y. Travel Baseball expects all participating teams, players and fans to cheer for their teams in a positive and respectful manner. We do not tolerate any cheering meant to demean or antagonize an opponent or any team "chanting". This is defined as anything that must be memorized / learned and / or yelled in unison or in a choreographed fashion by the team. Example – A team chant of "Call the cops, we just stole your base!" would not be allowed. However, spontaneous cheers such as "Let's go Lakers!" in a rally situation are considered both positive and respectful. All cheering must cease once the opposing pitcher is on the pitching rubber and is ready to deliver the next pitch. Additionally, while we understand many teams / parents like to play music during the games anything that is considered offensive by the Tournament Director will not be tolerated. Use of noisemakers of any kind is not permitted (e.g., cowbells, whistles, air horns, water bottles filled with rocks, etc.). Music can be played before games begin and between innings **but is not allowed during the inning** (i.e. no "walk up songs" for batters is permitted).

**Violation of any of these sportsmanship rules can result in ejection of the Head Coach, forfeiture of the game being played and / or disqualification of the team from the tournament.**

### **AGE DIVISIONS**

- 9U: Born on or after May 1, 2009
- 10U: Born on or after May 1, 2008
- 11U: Born on or after May 1, 2007
- 12U: Born on or after May 1, 2006
- 13U: Born on or after May 1, 2005
- 14U: Born on or after May 1, 2004
- 15U: Born on or after May 1, 2003

### **REFUND POLICY**

If you cancel your registration after March 24<sup>th</sup>, 2019 we will refund your payment only if we can fill your spot in our tournament at full price.

If the tournament has to be canceled due to unforeseen circumstances (i.e. weather, etc.) AND:

- a. A team does not begin a game, their entry fee will be refunded;
- b. A team does not complete a game, their entry fee minus \$75 will be refunded;
- c. A team completes one game, their entry fee minus \$150 will be refunded;
- d. A team starts a second game, no refund will be issued.

**MBT GAME EQUIPMENT**

1. Unless modified here, all game equipment shall be in accordance with specifications listed in the National Federation of High School rule book. Decisions made by the Umpire regarding equipment are final.
2. All teams must wear numbered jerseys of the identical color; duplicate numbered jerseys are to be considered illegal and will not be allowed. Tape numbers are not acceptable. Illegally uniformed players must be withheld from competition until they become legal.
3. Metal spikes – High School rules will apply for the 13U, 14U and 15U age groups. They will not be allowed in the 9U, 10U, 11U, and 12U age groups.
4. Proper helmets must be worn while batting, base running and catching in accordance with the NFHS guidelines.
5. Bats with one-piece rubber grip and knob combination are ILLEGAL.
6. Bat restrictions: 9U-14U: All bats must have the new USA stamp (unless using a -3 BBCOR bat). 15's can use a BBCOR bat or wood bat.

9U, 10U, 11U, 12U, 13U	Bats must be 2 1/4" with unlimited weight differential or bats 2 5/8" and have a -11 differential or less (i.e. 31" – 20.0 oz.)
14U & 14/15A	Bats must be 2 5/8" or smaller with a -5 or less differential
15U	Bats must be 2 5/8" or smaller with a -3 or less differential

**PENALTY FOR ILLEGAL EQUIPMENT:** On the first violation of 4-1-3b for entering the box with an illegal bat, the penalty for an illegal bat is applied (7-4-1a) A batter is also out as in above penalty or when the batter enters the batter's box with an illegal bat (see 1-3-5) or is discovered having used an illegal bat. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play. Also, the head coach shall be restricted to the bench/dugout for the remainder of the game. On the second violation for entering the box with an illegal bat, the penalty for an illegal bat is applied and the head coach shall be ejected. On subsequent violations for entering the box with an illegal bat, the penalty for an illegal bat is applied and the designated head coach shall be ejected. On detected violations of 4-1-3b for the use of a damaged helmet, the helmet shall be immediately removed from play.

7. All cast, splints and braces must be padded with at least ½" of closed-cell, slow-recovery rubber or other material of the same minimum thickness and having similar physical properties. No protective equipment shall have exposed metal or any other hard material.
8. Teams must supply their own first-aid kits.

**PLAYING RULES**

**National Federation of High School rules shall govern play, except where modified in this document. These rules are in accordance with MBT State Tournament Rules.**

1. Head Coaches, as the representatives of the team and their home City, will be **required to sign a Code of Conduct** prior to their first game played in the tournament. Failure to abide by the Code of Conduct by any player or coach of a team will result in the forfeiture of the game in progress and the team will be removed from the tournament.
2. We use an online tournament website to assist with tracking the tournaments, however, the **official schedules** are the pools/brackets posted at Ryan Park and/or the Ponds Park concession stand. It is the responsibility of the coach to know the schedule and field assignments. **Be at your designated field at least 30 minutes prior to the scheduled game start time as we will start games early if the prior game concludes ahead of schedule.**
3. A 10-minute grace period will be allowed for a team's first game before a forfeit is declared. Scheduled game time OR revised game time based on Rule #2 is forfeit time for all remaining games. A team that is a NO SHOW for their first game has one hour to contact the tournament director regarding the status of their remaining pool play games. If no contact is made within one hour, that team's games will be declared forfeits. Forfeiting teams **MAY NOT** advance from pool play.
4. **Teams shall supply game balls, including (1) new ball per game.**
5. Home team in pool play will be determined by a coin toss prior to each pool game. Home team in bracket play will be top seeded team (best seeded number).

6. Each team is allowed a maximum of 4 coaches in the dugout at any time. A scorekeeper may also be in the dugout but is included in the total of 4.
7. Only players listed on the Tournament roster may occupy the team bench. One youth batboy may occupy the bench in addition to the team coaches.
8. No protests are allowed on subjective calls. Umpire decisions are final.

9. **Inclement Weather:**

Weather sirens: Teams will vacate fields immediately and seek protection. Teams **should not** wait for Tournament Director to visit the field with directions. Tournament Director will determine when play can resume if possible in that session.

Lightning: Any visible lightning will cause **immediate** suspension of play and leaving the fields and benches for everyone's safety. It is the discretion of the Tournament Director to call games in progress as final at that point (if the game is in the bottom of an inning and the Home team is leading they would be declared the winner; all other scenarios would revert back to start of the inning to determine winner and final score of the game) or call 30 minute game suspension period. If lightning is witnessed near end of 30 minute mark, games can, at tournament director's discretion, be called as final.

10. A game that is suspended due to inclement weather (or for any other reason) may be resumed from the exact point of suspension. If any portion of the tournament is deemed unplayable, the tournament director reserves the right to do whatever necessary to complete the tournament, including changing format, shortening or eliminating games, etc. For games shortened by inclement weather, revert back to the last completed inning, which did not end in a tie for bracket play, and the last complete inning for pool play regardless of score.
11. We reserve the right to re-schedule and/or shorten games should inclement weather be pending, or interfere with play.
12. The 10-run rule is in effect throughout the entire tournament including Championship Bracket games.

**9U, 10U, 11U & 12U** – games will end at the conclusion of 3 ½ innings (home team) or 4 innings (visiting team) if the score differential is 10 runs or greater;

**13U, 14U & 15U** – games will end at the conclusion of 4 ½ innings (home team) or 5 innings (visiting team) if the score differential is 10 runs or greater.

13. **Pitching Restrictions:**

Age – Level	Restrictions
<b>9U, 10A</b> ** Pitchers may <b>NOT</b> re-enter a game as pitcher once they have been removed for any reason **	65 Maximum Pitches per Day 105 Maximum Pitches per Tournament <b>**During pool play only, pitchers will start each batter with a 1-1 count in place**</b>
<b>10AAA/AA</b> ** Pitchers may <b>NOT</b> re-enter a game as pitcher once they have been removed for any reason **	75 Maximum Pitches per Day 115 Maximum Pitches per Tournament
<b>11U &amp; 12U</b> ** Pitchers may <b>NOT</b> re-enter a game as pitcher once they have been removed for any reason **	85 Maximum Pitches per Day 125 Maximum Pitches per Tournament
<b>13U, 14U &amp; 14/15A</b> ** Pitchers may <b>NOT</b> re-enter a game as pitcher once they have been removed for any reason **	95 Maximum Pitches per Day 135 Maximum Pitches per Tournament
<b>15U</b> ** Pitchers may <b>NOT</b> re-enter a game as pitcher once they have been removed for any reason **	95 Maximum Pitches per Day 135 Maximum Pitches per Tournament

For all ages: If a player reaches their number of allowed pitches during an at-bat they may finish pitching to that batter but must immediately be removed from the pitching position upon completion of the plate appearance.

**VIOLATION** of the pitch limits will result in the Head Coach being ejected for the remainder of the tournament. The team will forfeit the game of infraction. The pitcher in violation of rule will be ejected for the game of infraction and the next game, and he is also prohibited from pitching the rest of the tournament. Teams must keep track of number of pitches during each game and verify with the opposing coach and umpire immediately following the game. Tournament Director will have scorecards that may be reviewed if called upon.

Two defensive timeouts and/or mound visits are allowed PER PITCHER, PER GAME for 9, 10, 11, 12, 13, 14 & 14/15A age groups. On the second timeout/mound visit, the pitcher must be removed from the pitcher position for the remainder of the game. (This is also considered “removed by rule”). High school rules will apply for the 15U age group.

**14. Legal Pitches:**

**9U, 10U, 11U & 12U** – The following pitches are legal, fastballs, change-ups (including a peace change), palm balls and knuckle balls. All other pitches, including but not limited to curve balls, knuckle curves, sliders, etc. shall be considered illegal. 1<sup>st</sup> offense – warning; 2<sup>nd</sup> offense pitcher and head coach are disqualified for the remainder of that game.

**13U, 14U & 15U** – High school rules will apply

**15. Balks:**

A balk may not be called in the 9U, 10U & 11U age groups unless the umpire judges the pitcher is being intentionally deceptive. A fake pitch will be considered a balk resulting in a dead ball with all runners advancing one base. High school rules will apply for 12U, 13U, 14U & 15U age groups.

**16. Pitching / Base Path Distances:**

Age	Pitching Distance	Base Path Distance
9U / 10U	46 feet	60 feet
11U	46 feet	65 feet
12U / 13U	52 feet	75 feet
14U / 15U	60 feet 6 inches	90 feet

**17. Base Running:**

- Head first slides are allowed at all ages.
- Runners at all ages must avoid contact with defensive players.
- Runner must always avoid deliberate contact (all ages) at home plate. Runner will be declared out if contact is direct and intentional.

**9U, 10U** – Stealing is permitted however a runner may not leave the base until the ball crosses home plate. If the runner leaves early a dead ball is declared and the runner in violation is out.

Dropped 3<sup>rd</sup> strike – Batter is out, runners may advance at their own risk, and ball is live.

**11U** – Stealing is permitted; however a runner may not leave the base until the ball leaves the pitchers hand. If the runner leaves early a dead ball is declared and the runner in violation is declared out.

Dropped 3<sup>rd</sup> strike – batter is out, runner(s) may advance at their own risk – ball is live.

**12U, 13U, 14U & 15U** – High school rules apply to leading off, stealing, dropped 3<sup>rd</sup> strike, etc.

**18. Substitutions:**

**9U, 10U, 11U, 12U, 13U, 14U & 14/15A** – must use free substitution and must bat entire bench.

**15U** – High school rules regarding designated hitter and re-entry. The NFHS rules states for starting players: Any of the starting players may withdraw and re-enter once, including a player, who was the designated hitter, provided said player occupies the same position in the batting order whenever they are in the lineup. A substitute who is withdrawn may not reenter.

**MBT Exception:** Replacement of injured players and/or courtesy runners. If an active player sustains an injury that requires them to leave the game and their team has used all of their available substitute players, the coach may substitute for the injured player with the first player on the bench who had previously lost their eligibility via the re-entry rule.

**19. Courtesy Runners:**

**9U – 13U & 14/15A** – A courtesy runner will be allowed for the current catcher anytime (see Rule #25 for exception). This means the catcher must be the catcher of record before and after the at bat. The courtesy runner will be the last player that made an out. The player that is run for must catch the next inning.

**15U** – A courtesy runner will be allowed for the current catcher anytime (see Rule #25 for exception). Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners until all players have participated. If all players have participated, then the courtesy runner will be the last player that made an out. The player that is run for must catch the next inning.

**20. Number of Starting Players:**

Teams must start the game with 9 players. If due to injury, team discipline or illness, a team may finish a game with 8 players. A team reduced to less than 9 players due to an ejection by the umpire(s) shall be required to forfeit the game they are playing.

**21. Batting Order After Injury, Ejection, etc.:**

**9U – 14U & 14/15A** – If a player comes late to a game or leaves early, the batting order is closed up (eliminate the batting spot if player left) or opened up (add the new player at the bottom of the order). If a player is injured or removed from the game for discipline reasons by the coach(es) the batting order is closed up (eliminate his batting spot). It is not an out when his spot comes up to bat. If a player is ejected, then his batting spot is an out each time it comes up. If a batter gets hurt during his at bat, then the next batter in order will assume his count.

**15U** – If a team goes down to 8 players due to an injury, discipline by the coach or a departing player, the batting spot is an out each time it comes up.

**Exception:** If a team has players on the bench that have been previously taken out of the game they may “re-enter” the game for the injured, disciplined or departing player.

**22. Batting Out of Order:**

A player who is batting out of order and has taken a pitch will be replaced by the proper batter, if questioned by the opposing team. It is not an out. The proper batter assumes the current pitch count.

**23. Game Length / Time Limits:**

Age	Max Innings	Min Innings	Time Limit
9U, 10U, 11U & 12U	6 Innings	4 innings	1 Hour 45 Minutes
13U, 14U & 15U	7 innings	5 innings	2 Hours

- Umpires should announce the time the game starts, but are not required to give notice that time limit may occur during a subsequent inning. Coaches shall record the Start Time provided by the Umpire and track game progress against time accordingly. Umpire's time is official time.
- In Pool Play games, if the score is tied at the end of regulation the game shall end as a tie.
- When the **Time Limit** is reached, no new inning can be started. If an inning has started the game will **end immediately if the home team is ahead or scores the go ahead run in the bottom half of the inning or when the inning is completed.**
- There is no time limit for Championship Bracket games. However, if required due to City requirements for us to vacate some fields by 5 pm, if either team deliberately stalls or slows the game, umpire will invoke 20 second rule after first warning (ball or strike called against offending team).
- 5 warm up pitches allowed on field for pitchers after 1<sup>st</sup> inning. Coach accordingly.

**24. Team Disqualification:**

If a team is disqualified from the tournament, it only affects the results of their last game (and only if a legal protest had been filed by their opponent prior to completion of that game).

**25. Extra Innings in Bracket Play:**

If a Bracket Play game goes to extra innings the first extra inning (Inning 7 for 9U through 12U and Inning 8 for 13U through 15U) is played as a regular inning. If the score remains tied after that inning is completed the next inning and all subsequent innings are played using the International Baseball Federation Extra Inning procedures:

- Each team will begin the inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
- To begin the inning, representatives from each team will meet at home plate and will indicate (at the same time) to the home plate umpire where the team wishes to begin the batting order. That is, the teams have the option of beginning the inning anywhere in the existing batting order that was in effect when the previous inning ended. Note that this is not a new lineup (just potentially a different order), and it may very well be the same lineup that ended the previous inning. The rationale for doing so is to ensure that both teams have an equal chance at having what they consider to be their best hitters and base runners in a position to score in the inning.
- In the first inning with runners automatically placed on base if one of them is the catcher then a courtesy runner is not allowed for the catcher until there are 2 outs in the inning – this is to prevent “gamesmanship” not in the spirit of fair competition.
- For example, if the team decides to have the #1 hitter in the lineup hit first, then the #8 hitter will be placed at 2B and the #9 hitter will be placed at 1B. Furthermore, if the team decides to have the #3 hitter in the lineup hit first, then the #1 hitter would be at 2B and the #2 hitter would be at 1B.
- Once those players/runners are determined for the inning, the order of any subsequent innings will be determined by how the previous inning ended. That is, if the inning ends with the #6 hitter having the last plate appearance (PA), then the next inning begins the #7 hitter at bat, and the #5 hitter at 2B and the #6 hitter at first base.
- No player re-entry is permitted during extra innings.

**26. Ejections:**

Any coach, parent or spectator ejected from a game will be suspended for the remainder of the tournament. These individuals may not be within 200 feet of the team bench throughout the remainder of the tournament. Any player ejected from a game will be suspended for the remainder of that game plus the next game. If the suspended party negatively affects the tournament in any way, they will be removed from the facility and may not set foot on any MBT Tournament facility for the remainder of the weekend. If the individual(s) refuses to leave promptly and orderly the police will be called. It is possible for the individual/team to face additional penalties regarding future MBT participation.

**27. Pool Play Seeding and Tie Breaker Methods:**

When breaking a tie among teams in the same pool the following method is used:

1. Head to head
2. Least number of runs allowed against tied teams
3. Run differential against tied teams (maximum plus or minus 10 run)
4. Least number of runs allowed in total pool play
5. Run differential in total pool play (maximum plus or minus 10 run)
6. Coin toss

If more than 2 teams are tied, please use examples below:

**Example #1:**

If no teams are tied AFTER applying tie breaker #2 as in Team A = 11 run differential, Team B = 10 run differential, Team C = 8 run differential. Then Team A is a #1 seed in the pool, Team B is #2, and Team C is #3.

**Example #2:**

If two teams are tied AFTER applying the tie breaker #2 and determining the #1 Seed as in Team A = 12 run differential, Team B = 8 run differential, Team C = 8 run differential. Thus team A is #1 seed and the #2 seed is determined by the head to head between Team B and Team C.

**Example #3:**

If two teams are still tied AFTER applying the tie breaker #2 and determining the # 3 Seed as in Team A = 10 run differential Team B = 11 run differential Team C = 11 run differential. Thus team A is #3 seed and the #1 seed is determined by the head to head between Team B and Team C.

**\*\* Also note that won-loss-tie record is always the first method to differentiating teams. \*\***

Win = 2 points; Loss = 0 points; Tie = 1 point

When breaking a tie among teams from **different** pools for bracket seeding purposes the following method is used (NOTE – Once a criteria eliminates a team(s) then the seeding criteria resumes from #1 for the remaining tied teams):

1. Total Overall Points – Win = 2 points, Loss = 0 points, Tie = 1 point
2. Head to head
3. Most Number of Wins (e.g. a team that is 1-2-0 beats a team that is 0-1-2)
4. Least number of runs allowed in total pool play
5. Run differential in total pool play (maximum plus or minus 10 runs)
6. Coin toss

If more than 2 teams are tied, please use examples below:

**Example #1:**

If there are multiple teams tied and any teams are eliminated AFTER applying tie breaker #4 you return to tie breaker #1 and begin applying it for all remaining teams. If there are only two teams remaining AND they played each other in Pool Play then the winner of the Pool Play game is seeded higher based on tie breaker #2.

**Example #2:**

If multiple teams are tied and any teams are eliminated AFTER applying tie breaker #4 you return to tie breaker #1 and begin applying it for all remaining teams. If there are more than two teams remaining AND all remaining teams allowed the same number of runs in Pool Play you would look to apply tie breaker #5. If that eliminates any teams you would then return to tie breaker #1 and begin applying it for all remaining teams.