

# Art Von Memorial Rules & Regulations

## Rules & Regulations

The following rules and regulations will govern play in the Art Von Memorial Tournament. The official rules will be the National Federation of State High School rules except where modified below. Any situations not covered here or in the National Federation rule book will be determined by the Tournament Director & Umpire in Chief. ***It is your responsibility to read, understand and adhere to the rules.***

### General:

Lake Park Baseball does not carry insurance on tournament participants or spectators. It is the responsibility of the individuals and/or teams to provide their own insurance.

No Protests allowed. Home plate umpire will settle all disputes, and may consult with Division and/or Tournament Directors for guidance if requested.

Only the Manager, 2 assistant coaches, 1 Scorekeeper and players may occupy the dugout.

Home team will be official scorekeeper. The home team will be determined by a coin toss for all games for all pool play games. In bracket play, the higher seed will have the option of home or away.

No infield warm-ups taken on game fields prior to game. Rain - If rain prevents a game from re-starting (field must be recovered to acceptable level by the umpires) within 20 minutes of next scheduled game and 4 innings have completed, then the game is a complete game. If less than 4 innings, game will be declared incomplete.

### Tie-Breakers:

1. Overall Record
2. Head to Head
3. Least Number of Runs Allowed (In the event of a tie, it will revert to head to head)
4. Run differential
4. Base Race

### Player Eligibility:

Players in their respective age groups must not reach the next age level before May 1 of their eligibility year. **You must have proof of age for all rostered players available throughout your tournament.** Should an eligibility protest be filed during the tournament, you must be able to prove the player's eligibility. If a player is found to be ineligible after a team's first game has started, both the player and the team will be disqualified. **Note:** A player may only be rostered on one team participating in the tournament. .

The following are examples of acceptable proof of age:

- \* A photocopy of their birth record from the state, county or municipal bureau of vital statistics on the place of birth. A photocopy of the delayed registration of birth if the athlete's birth was not recorded on the day of birth, issued by the same bodies.
- \* Current Passport or Drivers License
- \* Consular Service form FS-240, "Report on Birth" issued by the U.S. State Department
- \* Immigration and Naturalization forms I-151 and I-25 and form number 43-R311-7 issued by the U.S. Department of Justice
- \* School letterhead document showing players Date of Birth, signed by a school official.
- \* Electronic platforms such as "Schoolview" showing current student records and birthdate.

**Ejections and Penalties:** Any player, coach or fan ejections will fall under required review of the corresponding division director and tournament director, to determine severity of infraction and resulting duration of ejected status.

**Home/Visitor:** For all Pool Play games the home team will be determined by a coin flip.

In Bracket Play games the higher seeded team (from the initial tournament seeding process) will have their choice of Home/Visitor.

**Infield Practice:** "Taking infield" will not be allowed prior to tournament games. All pre-game warm ups to be done in the outfield or in the infield foul territory only.

**Game Length:** 10-12U: 6 innings 13-14U: 7 innings

**Pool Play Time Limits:** 10-12U: 1 hour 45 minutes 13-14U: 2 hours

**Note:** The "stop watch" for pool play games does not begin until the actual start of the game (the first pitch) and not necessarily the time listed on the tournament schedule. No new inning will be started after time has expired. ***There will be no time limits for Semi-Final & Championship Games.***

If a game is tied at the end of regulation and the time limit has not been reached, extra innings will be played.

At the completion of each half inning, the umpire will stopwatch the transition to the next half inning. The oncoming defensive team will have 2 minutes from the final out of the previous inning to warm up, prior to the resumption of play. Be sure to have pitching assignments and prep catchers known to insure timely play.

<b>Pitching/Base Distances:</b>	10U:	46 feet / 60 feet	(No Balks)
	11U:	46 feet / 60 feet	(No Balks)
	12U:	52 feet / 75 feet	(Balks, 1 Balk Warning/Pitcher)
	13U:	52 feet / 75-80 feet	(Balks, No Balk Warnings Issued)
	14U:	60 feet, 6 inches / 90 feet	(Balks, No Balk Warnings Issued)

**Pitching Restrictions:** Pitchers may pitch up to a combined 6 innings in a day 9-12u, or 7 innings in a day 13-14u, however if a pitcher throws more than 3 innings in a day they are unavailable to pitch the next day. A pitcher can pitch a maximum of 8 innings for the tournament. Note: 1 pitch in an inning constitutes a full inning of work.

**PENALTY for violations of pitching restrictions:** The head coach will be ejected from that game and the next scheduled game. The offending pitcher will be suspended from the pitching position for the following game. The **second** offense during the same tournament results in suspension of the coach for the remainder of that tournament.

There are no restrictions on pitch type. Pitchers may throw Fastball, Curveball, Slider, Changeup, Knuckleball, or anything else they deem to be fit to compete.

**Run Rule:** The game will end at the conclusion of 4 innings (3½ if the home team is ahead by 10 or more runs).

The 15-run rule will apply after three innings (2½ if the home team is ahead). This rule applies to all ages and divisions.

**Continuous Batting/  
Free Substitution:**

**9 - 14u** will have the option to use continuous batting and free substitution. This must be declared to the umpire and the opposing head coach prior to the start of the game and will continue for the remainder of that game.

**NOTE for Continuous Batting:** An injured batter or runner that cannot continue to participate will be replaced by the last player to be put out. This will end the injured player's participation for the remainder of that game. This will **NOT** be recorded as an out unless it drops the batting line-up below nine players. Each team's lineup must list a minimum of nine players to start a game. A game will be forfeited to the offended team when a team is unable to provide nine players to start the game or cannot provide eight players to finish the game (NFHS Rule 4-4-1f). 1. A "rostered" player may be placed at the end of your lineup if he/she is not present at the start of the game (this applies to teams that start a game with nine players).

**Base Running:**

**10U:** A runner may leave the base after the ball crosses the plate. The runner is out upon leaving the base early. On a dropped third strike, the batter is out.

**11U:** A runner may leave the base after the ball leaves the pitcher's hand. The runner is out upon leaving prior to release. On a dropped third strike, the batter can attempt to run to first base, unless it is occupied with less than 2 outs.

**12-14U:** National Federation of High Schools rules apply.

**Runners are never required to slide** but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal (NFHS rule 8-4-2-b-2).

For any questions regarding Interference and/or Obstruction rule interpretations, reference rule 2-21 (Interference) and 2-22 (Obstruction) in the NFHS rule book.

**Courtesy Runner:**

Courtesy runner allowed for the catcher of record at any time, using the last out recorded.

**Baseballs:**

Teams will supply 2 games balls per game. If additional baseballs are needed, teams should supply them alternately.

**Bat Rule:**

All bats must comply with the current legal bats in USSSA OR USA bat regulations. All regulations are posted under the Baseball portion of the [www.myas.org](http://www.myas.org) website.

The 14U age division will use the "-5" drop rule (14/15A teams can use either -5 or -3 approved bats). 9U-13U divisions may use the "-10" or below



