



2025 Blaine Bengal Bash Rules & Regulations



Blaine Area Traveling Baseball Association (BATBA) welcomes you to the 2025 Blaine Bengal Bash!

The following rules and regulations will govern play in the 2025 Blaine Bengal Bash baseball 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 Committee, which consists of the Tournament Director, the Assistant Tournament Director and the Head of Umpires.

It is your responsibility to read, understand and adhere to all rules.

Check-In

All teams must be prepared with the following documentation upon arrival at the tournament:

- **Concussion Training Certificates**
 - Each coach must have a current concussion training certificate on hand. These must be available upon request at any time during the tournament.
- **Team Roster**
 - Teams are limited to a **maximum of 15 players**. A printed copy of the team roster must be available.
- **Player Birth Certificates**
 - Coaches must have a copy of each player's birth certificate readily accessible in case of verification.

Coaches should **carry all required documents**—including concussion certificates and player birth certificates—throughout the tournament for inspection if requested.

Eligibility

All teams must be from a bona fide baseball association or accepted school program. Teams that participate in the AAA level traveling baseball league must compete at the AAA level in the Blaine Bengal Bash. Out-of-state teams are ineligible unless affiliated with Gopher State Baseball League (GSBL) or Metro Baseball League (MBL).

No renegade or all-star teams are allowed to play.

- 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 and/or any team that is comprised of players from multiple communities where recognized youth baseball associations exist.

The MYAS organization and team classification guidelines are available to view at www.myas.org.

May 1, 2025 will be the determining date for the age of the competitor. Any player competing in a specific age division must remain in the same age division throughout competition. Coaches are expected to have each player's proof of age in their possession. Should an eligibility protest be filed during the tournament, you must be able to prove a player's eligibility. If a player is found to be ineligible after a team's first game has begun, that team will be disqualified from further participation in that tournament.

The following documents are acceptable as proof of age (to be presented if there is a protest):

- A photocopy of a birth record from the state, county or municipal bureau of vital statistics on the place of birth; hospital records are not acceptable
- Current valid Passport
- 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
- 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

Conduct

All players, coaches, and spectators are expected to follow the conduct policies set forth by their respective leagues.

Any individual ejected from a game due to unsportsmanlike conduct **will be prohibited from attending any tournament site for the remainder of the tournament**. If a player or spectator is ejected, the Head Coach will also be ejected for the remainder of that game only.

Ejection decisions are final and cannot be protested. Protests related to judgment calls by umpires are not permitted. Only rule interpretation protests are allowed. These must be submitted immediately to the Site Director and Umpire and resolved on the field. The Tournament Directors and Head of Umpires may be consulted if necessary.

Home / Visitor

Pool Play Games: The winner of a coin toss will choose to be the Home or Visiting team.

Bracket Play Games: The higher-seeded team from Pool Play will choose to be the Home or Visiting team. If the two teams are the same seed (e.g., 1 vs. 1 or 3 vs. 3), a coin toss will determine who chooses to be Home or Visitor. *The call of “heads” or “tails” must be made before the coin is flipped.*

Infield Practice Game Length

“Taking infield” will not be allowed prior to tournament games.

Pool Play Time Limits

- **9U–12U:** 6 innings or no new inning after 1 hour and 45 minutes.
- **13U–14U:** 7 innings or no new inning after 1 hour and 45 minutes.
- Pool Play games may end in a tie. Extra innings will **not** be played, even if time remains.

Bracket Play Time Limits

- **9U–12U:** 6 innings or no new inning after 2 hours.
- **13U–14U:** 7 innings or no new inning after 2 hours.
- **Championship Games:** No time limit.
- **Quarterfinal Games (if applicable):** Follow **Pool Play** time limits.

If a Bracket Game is tied after regulation (6 innings for 9U–12U, 7 innings for 13U–14U) **or** at the time limit, the **International Tie Breaker** will be used.

International Tie Breaker (Bracket Play Only)

- Applies to all age levels (9U–14U).
- Each half-inning starts with **zero outs** and a **runner on second base** (the runner is the last scheduled batter of the inning).
- A **minimum of one full inning** must be played, giving both teams an equal opportunity to score.
- Repeat the format until a winner is determined.
- All pitches thrown during extra innings count toward the pitcher’s pitch count.

Game Start Time

- Games **may start up to 15 minutes early** if the field is available.
- The **final out of the previous inning** marks the official start time for the next inning.
- The **official game clock starts with the first pitch**, tracked by the umpire.

Mercy Rules

9U-12U

- **15-run rule:** The game will end at the conclusion of 2½ innings if the home team is ahead by 15 or more runs. The game will end after three innings if the visiting team is ahead by 15 or more runs.
- **10-run rule:** The game will end at the conclusion of 3½ innings if the home team is ahead by 10 or more runs. The game will end after four innings if the visiting team is ahead by 10 or more runs.

13U-14U

- **20-run rule:** The game will end at the conclusion of 2½ innings if the home team is ahead by 20 or more runs. The game will end after three innings if the visiting team is ahead by 20 or more runs.
- **15-run rule:** The game will end at the conclusion of 3½ innings if the home team is ahead by 15 or more runs. The game will end after four innings if the visiting team is ahead by 15 or more runs.
- **10-run rule:** The game will end at the conclusion of 4½ innings if the home team is ahead by 10 or more runs. The game will end after five innings if the visiting team is ahead by 10 or more runs.

Weather Delays or Game Suspension

The Tournament Directors or Site Director reserves the right to modify time limits, shorten games, or alter the tournament format due to inclement weather.

- If a game is shortened, the official score will be the score at the end of the last completed inning (minimum 3 innings).
- Exception: If the home team is leading and the visiting team has completed its half of the inning, the score when the game is called will be final.
- Games not reaching 3 innings will be considered suspended and resumed as time allows.
- Any suspended or unplayed Pool Play games will be recorded as a 3-3 tie.

Late Games / Lights Out

Field lights will turn off at 11:00 PM.

If a game is still in progress at that time, it will be paused and resumed the following morning at 8:00 AM as the first scheduled game.

Pitching & Base Distances

Age Division	Pitching Distance	Base Distance
9U-11U	46 feet	60 feet
12U	52-54 feet	70-75 feet
13U	52-54 feet	75-80 feet
14U	60 feet, 6 inches	90 feet

Portable (temporary) pitching mounds may be used in the 9U-13U divisions.

Pitching Restrictions Pitch count limits are based on GSBL and USSSA standards but have been adapted for tournament play. All coaches are required to follow the limits below:

Pitch Count Limits by Age Division

Age Division	Max Pitches Per Game	Max Pitches Per Tournament
9U-10U	70	90
11U-12U	75	100
13U	75	110
14U	85	120

When a pitcher reaches a pitch limit (game or tournament):

The pitcher is allowed to complete the current at-bat, even if it results in exceeding the limit.

Examples:

- A 10U pitcher reaches 70 pitches with a 1-2 count. The pitcher may finish the batter, even if it puts them over the limit.
- An 11U pitcher reaches 100 tournament pitches mid-at-bat. They may finish the batter, even if they go over 100 total.

Rest Days

There are no required rest days or pitch rest rules during the tournament.

Pitch Tracking

- Umpires will report pitch counts to the Site Director after each game.
- Each team is responsible for tracking pitch counts for **both teams**.
- Official pitch counts will be recorded at Tournament Headquarters and updated in the **Tourney Machine app**.

Penalties for Pitching Violations

- Use of a pitcher beyond allowable limits will result in **forfeiture of the game**.
- The **Head Coach** will be **ejected from the current game and the team's next scheduled game**.
- The **offending pitcher** will be suspended from pitching in the **next game**.
- A **second violation** by the same team during the tournament will additionally result in the **Head Coach being suspended for the remainder of the tournament**.

Pitch Type Restrictions (9U-11U Only)

- **Allowed pitches:** Fastballs, changeups, and knuckleballs.
- **Not allowed:** Curveballs and other breaking pitches.
 - **First offense:** Warning
 - **Second offense:** Pitcher is removed from the mound for the remainder of the game.
 - The umpire's decision is final and cannot be protested.

Balk Rule

- **9U-11U:** Balks will not be called unless the pitcher is **intentionally deceptive** or **makes a play on a runner**.
- **12U-14U:** Standard high school balk rules apply.

Trips to the Mound / Defensive Conferences

- A team may visit the mound **once per pitcher per game** without penalty.
- **On the second trip**, the pitcher **must be removed** from the mound.
- This rule applies **per pitcher**, not per inning.

Starting Pitcher Re-entry Rule

- The starting pitcher may be withdrawn and **re-enter one time**, but only as a pitcher.

Intentional Walks

- An intentional walk may be issued without throwing pitches.
- The 4 pitches of an intentional walk **do not count** toward the pitcher's total pitch count.

Metal Cleats	<p>9U–12U: Metal cleats are not permitted.</p> <p>13U–14U: Metal cleats are permitted.</p> <p><i>Metal cleats are <u>strictly prohibited</u> on portable pitching mounds, regardless of age division.</i></p>
Game Baseballs	Each team is required to provide one new game ball per game, with a minimum of three game-quality baseballs available during the tournament.
Equipment	All bats, helmets, catcher's gear, footwear and other equipment must conform to National Federation of High Schools rules and regulations.
Bats	<p>Applicable to 9U–14U Divisions</p> <ul style="list-style-type: none"> ▪ All bats must comply with MYAS regulations. ▪ Bats must also adhere to USSSA Rule 7.01C regarding bat standards. <p>Drop Rules</p> <ul style="list-style-type: none"> ▪ 14U Division: Must use bats with a maximum drop of -5. ▪ 12U–13U Divisions: Must use bats with a maximum drop of -10. ▪ 9U–11U Divisions: No drop restriction — players may use any drop size. <p>Penalty for Use of an Illegal Bat</p> <p>First Offense</p> <ul style="list-style-type: none"> ▪ If an illegal bat is discovered during or after use, but before the next legal pitch: <ul style="list-style-type: none"> ○ The defensive team may choose to accept the result of the play or ○ Have the batter declared out and all runners return to their previous bases. ▪ No automatic out or ejection unless the team elects the out option. <p>Second Offense</p> <ul style="list-style-type: none"> ▪ In addition to the First Offense penalty, the Head Coach will be ejected from the game. ▪
Uniforms	Team jerseys should be of <i>identical</i> color and should have a six-inch number on the front or the back.
Pool Play Seeding & Tie-Breaking Procedure	<p>Teams will be seeded for bracket play using the following order:</p> <ol style="list-style-type: none"> 1. Best Record 2. Head-to-Head Result (<i>Skipped if more than two teams are tied</i>) 3. Least Runs Allowed 4. Run Differential (<i>Maximum +/-10 runs per game</i>) 5. Most Runs Scored 6. Coin Flip

Team Rosters

Rosters may consist of no more than 15 players. Player numbers are required. Coaches must input their rosters online through the *Tourney Machine* system.

Number of Players

Teams must start the game with **9 players**. If a team cannot start with 9 players, the game will be forfeited. A team may finish a game with **8 players** if the reduction is due to injury or illness.

If a team is reduced to fewer than 9 players due to an **ejection**, that team will be **disqualified** from the game.

9U–13U: Continuous Batting

- If a player **arrives late**, they will be added to the end of the batting order.
- If a player **leaves early** or is **injured**, their spot in the batting order is closed (removed). It will **not** count as an out.
- If a player is **ejected**, that batting spot will count as an **out** each time it comes up for the remainder of the game.

14U: NFHS Rule 13-3 (Re-entry Rule) applies.

- Any starting player, including a **Designated Hitter (DH)**, may be withdrawn and **re-enter once**, provided they return to their original spot in the batting order.
- A **substitute player** who is withdrawn may **not** re-enter the game.
- **Exception for injury:** If all substitutes have been used and an injury occurs, a previously withdrawn player may re-enter to replace the injured player.

Continuous Batting / Free Substitution**9U–13U: Continuous batting and free substitution required — *no exceptions*.**

- Injured players are replaced by the **last player put out**. Player is done for the game. Not an out unless lineup drops below 9.

14U: Option to use continuous batting and free substitution. Must be declared **before game** to umpire and opposing coach.

Lineup Minimum: Must start with 9 players. A forfeit occurs if a team can't start with 9 or finish with at least 8.

Base Running

9U–10U: Follow MYAS/GSBL base running rules. Runners may lead off and/or steal after the ball crosses the plate. **Exception:** On a passed ball from the pitcher or an overthrow from the catcher back to the pitcher, **runners may not steal home** at any time during the tournament.

The only times a runner on 3rd base may advance home are:

1. On a **batted ball**, or
2. On an **attempt by any defensive player** to pick off or retire a runner at **any base**.

A batter/runner that is awarded 1st base on a base on balls (“walk”) may **NOT** lead off 1st base or advance to 2nd base until a pitch leaves the pitcher’s hand/crosses the plate to *the next player in the batting order*. Other runners occupying a base when the batter/runner is awarded 1st base on a ball four may advance at their own risk, if the pitch is a passed ball.

Runners must be on their base when the pitcher has control of the ball on the rubber and is set to make their next pitch.

A batter may **NOT** attempt to advance to first base on a dropped third strike. Runners already on base may advance at their own risk.

11U: Follow MYAS/GSBL base running rules.

12U–14U: NFHS rules apply; no base running restrictions.

Sliding: Not required, but if chosen, must be legal. Jumping, hurdling, or leaping over a fielder lying on the ground is legal; diving over a fielder is not.

Rule interpretations: Refer to NFHS for interference or obstruction.

Courtesy Runner: Allowed for the current catcher *only with two outs*. The catcher must catch the next inning. The courtesy runner is the **last runner put out**.

Inclement Weather

On-Site Field Officers will be the primary contact for coaches regarding weather-related decisions at their location. The On-Site Field Coordinator may communicate directly with the **Tournament Directors** to determine how to proceed.

Suspension of Play

Umpires are instructed to **immediately suspend games** at the first sign of:

- **Visible lightning**
- **Extreme winds**
- **Heavy rain/downpours**

When games are suspended

- Umpires should note the **inning, outs, count, base runners, and lineups**.
- Play **must not resume** until **30 minutes** after the last observed lightning or thunder.
- During hazardous weather, coaches and families should seek **appropriate shelter** if available.

Warm-Up After Delay

- If play resumes **after more than 30 minutes**, teams will be given **5 minutes of warm-up time**.
- Otherwise, **extended warm-up pitches** and **around-the-horn throws** are not permitted.

Ongoing Rain or Multiple Delays

- The On-Site Field Officer will determine when fields are safe and ready for play.
- Games may be **rescheduled earlier or later**, including into the evening or early morning.
- **All teams should remain available** during their scheduled times, as games may be moved with little notice.
- **Tourney Machine (App/Website)** will be updated as often as possible with game status and changes.

BATBA reserves the right to alter the **tournament format** in order to complete the event. Adjustments may include:

- Switching from pool play to **single elimination**
- Using **standings from completed games** for seeding
- **Shortening games** or changing schedules as needed
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Morning Rain or Overnight Weather

- Unless conditions are **dangerous**, teams must arrive at their scheduled fields.
- Teams should be prepared to **play within 5 minutes** of their game time once the field is ready.

Lightning Protocol

BATBA follows **MSHSL lightning/thunder safety guidelines**:

“When considering resumption of an athletic activity, the MSHSL recommends that everyone should wait at least 30 minutes after the last flash of lightning or sound of thunder before returning to the field.”

First Aid

Team Responsibility

Each team is required to bring its own first-aid kit and ice packs. These supplies are the responsibility of the participating teams and should be provided by their home communities.

Medical Supplies

Host sites are not responsible for supplying first-aid materials, including ice.

Trainer Availability

Athletic trainers may or may not be on-site. Plan accordingly and be prepared for minor injuries.

Serious Injuries

In the event of a serious injury:

- The player's parent/guardian and coach will be permitted onto the field.
- The parent/guardian or coach will determine whether emergency medical services (e.g., ambulance/paramedics) should be called.
- Costs incurred for emergency services are the responsibility of the injured party.