



## ***Tournament Rules and Procedures:***

Stafford Baseball League would like to welcome you to our St Pattys Day Derby, Stafford Spring Showdown, and Memorial Day Slugfest. These events will be held in Stafford County, Virginia, and hosted at the beautiful Chichester Park.

All paperwork must be turned in prior to your first game or you will forfeit registration fee.

***Smoking is NOT ALLOWED within one hundred and fifty (150') feet of any field in use.***

**Check In** – Tournament Director will have a table on site(s) for check in throughout the first day of the tournament

**Roster** – Each team must turn in their official roster at check in with proof age on hand if challenged (birth certificate). Roster is limited to 18 players per team and cannot be modified after check in. Birth Certificates WILL NOT be collected – just verified in case of challenge.

**Coaches** – Teams are limited to four (4) identified coaches in the dugout.

**Insurance** – All teams are required to have their own insurance and must produce a copy for the tournament director at each location to keep at check in. No exceptions.

**Baseballs** – Game balls for each game will be provided to the umpires.

**Bats** – All bats must be USA Baseball or USSSA 1.15 BPF approved (big barrel bats are allowed). BBCOR and Wood bats are allowed for 13U.

The following bats are banned from competition in all our events:

[Please click here for a list of banned bats.](#)

**Uniforms** – All players are required to be in the same uniform with matching number of the official roster that is turned in. Managers and Coaches are not required to be in full uniform, but are expected to be dressed appropriately if they will be on the field. No sandals or flip-flops.

**Umpires** – All games will have two umpires throughout the tournament.

**Regulation Game/Suspended Games** – Home team will be determined by a coin flip or by format according to division. All tournament games will have a one hour and forty five minute (1:45) time limit. No new inning will be started if time limit has been reached. If a pool play or consolation game is tied and the time limit is over, it will end in a tie. If an elimination game or championship game is tied and the time limit is up, we will play extra innings using the International Tie Breaking Procedures.

The tournament director and/or the Umpire Chief have the right to suspend games due to inclement weather. The facilities have lights – so darkness will not be a factor. The tournament director will have access to a lightning detector. Tournament Director will make the call – not your app on your device. Stafford County mandates removal from field if lightning is within 8 miles and suspension of activities for 30 minutes after last lightning or thunder.

If a pool play/consolation game is suspended and it has reached regulation (4 innings – 12 and under/ 5 innings 13 yr. olds) and cannot be continued – it will be ruled a complete game with the score of the most recent completed inning.

**If a pool play/consolation game is suspended and it has NOT reached regulation (4 innings) and cannot be continued – it will revert back to the last completed inning and be ruled complete game with the score of that inning.**

**Semi-Finals – Same rules as above. In addition – If an inning did not get completed or is tied at last completed inning and the game cannot be resumed – the higher seed will advance to finals.**

**Championship Game – If there is a suspension and game cannot be completed – score will revert to last completed inning. If that is a tie or an inning was not completed, both teams will be named Champions.**

**Refund Policy – Refunds will be given for Inclement weather ONLY. If no games in tournament are played, teams will receive a full refund. If team only gets one game, a 50% refund will be given. If two or more games are played, no refund will be given.**

**Mercy Rule –**

**15 after three (3) innings or two and a half (2.5)**

**10 after four (4) innings or three and half (3.5)**

**8 after five (5) innings or four and half (4.5)**

**Dimensions – 9's & 10's - 46ft pitching - 65ft bases. 11's and 12's - 50ft pitching - 70ft bases. 13's and 14's - 60'6" pitching - 90ft bases.**

**Real Baseball – In addition to the older age groups the 10's, 11's and 12's will play leads, pick-offs, dropped 3rd strike, and balks.**

- 9's will play no leads, no dropped 3rd strike, and no balks. Runners can steal when ball reaches the plate.

- 8U - Machine Pitch
  - 5 pitches per kid
    - Umpire can/will determine “no pitch”
  - No steals
  - No leads
  - 5 runs max scored per inning. Swap sides at that point
    - Unlimited runs in the final inning
      - No new inning after 1:45 mark
      - Last inning will be called with the visiting teams first at-bat after the 1:30 mark
  - No infield fly
  - Once a fielder begins throwing motion back to pitcher it will be considered a dead
  - Coaches will run machine
  - 4 outfielders and 1 pitcher in the field
  - Courtesy runners allowed for catchers with 2 outs only
  - No head first slides at any base

### **Tie Breaker (Pool Play)**

- **W/L record**
- **Head to head result**
- **Run Differential (Max 10 runs per game)**
- **Least Runs Allowed (RA)**
- **Runs Scored (RS)**
- **Coin Flip**

**Pitching log** – Tournament will provide a pitching log to the HOME team. The home teams scorekeeper must keep track of BOTH teams innings pitched. Upon completion of the game both coaches must sign the log. The pitching log must be returned to the tournament director after every game.

**Lineups** - A team may elect to bat 9, entire lineup, or any number in between with EH's. This decision must be presented at plate conference with umpires. Any player in batting lineup (EH) may play freely defensively without announcement to umpire and opposing manager with the exception of Pitcher. If a team has substitutes that are not in starting lineup, all changes must be announced to umpire PRIOR to change.

**Injuries and Substitutions** – If an injury occurs to a player he may be substituted with an eligible non-starting substitute. If a substitute is not available (No subs or batting entire lineup) that spot in the lineup will be skipped with no penalty, however, the skipped player will be ineligible to return to that game. If injury occurs while on base path, an eligible sub or last out may run for the player (In this case – player may return) the next inning. If injury occurs while batting and player cannot continue, the next batter will

finish the at-bat with the count as it was for the injured player. Teams must finish game with at least 8 players in lineup or forfeit.

**Courtesy Runners** – are allowed for the pitcher of record and the catcher of record. A legal player not in current lineup may be used as courtesy runner (in this case – they cannot be later inserted as a sub for another batter that inning). If no substitute is available, the last recorded out shall be the courtesy runner. No one player can be the courtesy runner for both the catcher and the pitcher in the same inning.

**Pitching Rules** – a recorded out defines a third of an inning. A pitching log (provided by tournament) **MUST** be signed by both managers at end of game. Violation of the innings limit will result in a forfeit.

<i>One day max /pitch next day</i>	<i>One Day Max</i>	<i>Tournament Maximum</i>
<i>3ip</i>	<i>6ip</i>	<i>8ip</i>

If a pitcher takes the mound for a warm-up pitch, he becomes the Pitcher of record and must pitch to a batter. Once there is a change of the Pitcher of record, ANY PREVIOUS PITCHER FOR THAT GAME MAY NOT RETURN TO THAT GAME. In other words, a manager cannot “bring back the Starter” for a relief appearance or as their “closer”.

A Pitcher **MUST** be removed as the Pitcher of record upon the second visit during an inning OR the third visit in a game for that pitcher.

New Pitchers will be allowed 8 warm-up pitches and 5 on subsequent new innings. Managers are responsible for having someone to catch for Pitcher warm-ups if the catcher is not immediately available.

**Balks** – Balks will be called with no warning for ages 11-14U

- 10U will be given one warning per pitcher.
- 9U - No balks

**Head First Slides** – are NOT permitted when sliding into home plate for 12 and under divisions. (8U cannot slide head-first ANYWHERE) Player will be called out regardless of outcome of play.

**Metal Spikes** – are only allowed for 13-14U in this tournament.

**Slash Bunts** – will not be permitted in this tournament for 12 and under divisions. If a player shows bunt after the pitcher has started his delivery, he may NOT then swing at the pitch. If this play is “attempted”, successful or not, the batter will be called out.

**Contact Rule** – It is the runners responsibility to avoid contact with fielding player in all plays at a base. If the umpire feels that there was intentional contact with player, the runner will be called out. If the umpire feels that the contact with the other player was malicious, the runner will be called out and ejected from game.

**Player/Coach Ejections** – If a player or coach is ejected from a game for any reason, they are required to immediately leave the field/dugout area to at least the parking lot. Player/Coach will then automatically be suspended for the teams next game in tournament. The Tournament Director has the right to suspend the player or coach from the tournament in its entirety should the situation warrant such a decision.

**Parent/Fan Ejections** – If a parent or fan is suspended from a game by the Umpire OR Tournament Director they will also be suspended from the remainder of the tournament. Team Manager is responsible for assistance with their fans and removing the parent as asked.

**Protests** – will not be entertained. Game rulings will be final by the chief umpire/Tournament Director. Rulings regarding the tournament and seedings by the tournament director will be deemed final.

**Awards** – There will be a brief award ceremony at the conclusion of the championship games. Trophies will be given to the Champions and the runner-ups.

**Concessions** – will be open throughout the tournament.

**Rules** - For any rules not specifically covered we will default to VHSBL rules.

**Tournament Format** –We will do everything possible to keep the structure of the tournament. However, weather may cause us to change the format in any way to allow for the tournament to happen.