



Baseball Tournament Rules Ages 10-14

TOURNAMENT RULES

Major League Baseball rules will be used with the exception of the following:

1. A game shall consist of 6 innings (12U & below) or 7 innings (13U & above) in length. However, no new inning will start after two hours, unless the score is tied. The official scorer should record the time of the first pitch as given by the umpire. A new inning shall start when the third out is made. There will be a two hour and 30 minute time limit for championship games.
2. A fifteen-run spread after 3 innings, twelve run spread after 4 innings or eight-run spread after 5 innings will constitute an official game.
3. In the event of rain, 4 innings will be an official game. Should weather cause postponement of a game in progress that is not yet an official game, that game will be suspended and completed from the point that it was suspended.
4. During the pool play portion of the tournament, the home team will be determined by a flip of the coin between the opposing managers. The coin flip should take place prior to the start of the game and the umpires do not need to be present. During all elimination play, the higher seeded team will be home. The home team shall occupy the first base dugout and provide the official scorer for the game.
5. There will be no tournament imposed pitching limitations on the number of innings or pitches that may be thrown.
6. A pitcher may not re-enter the pitching position for the remainder of the game once he has been removed from that position.
7. A base runner will be called out when he does not slide, or avoid contact, if the fielder has the ball or is in the act of fielding the ball. If the fielder is not in the act of fielding the ball, the runner is not required to slide and the fielder must yield the base and baseline. Any flagrant contact caused on the part of the base runner will result in an ejection for that game.
8. Base and pitching distances:
14 & Under - 80' baseline, 54' pitching
13 & Under - 80' " 54' "
12 & Under - 70' " 50' "
11 & under - 70' " 50' "
10 & Under - 65' " 46' "
Pitching mounds will be in place on all fields.

9. Game time is forfeit time.

10. Teams must have 8 players to start and play a game.

11. Each manager has a choice of the following three options for a lineup. Each manager must declare his lineup intention prior to the start of the game and must use that option for the entire game. Both managers need not use the same lineup option.

Option #1 – The standard 9 player batting order used in Major League Baseball.

Option #2 – A 10 player batting order that includes an extra hitter. There will be free defensive substitutions amongst the 10 player lineup.

Option #3 – A continuous batting order that includes all players in the batting order. There will be free defensive substitutions amongst all players in the lineup.

If options 1 or 2 are used, failure to maintain the same number of players in the lineup throughout the game will result in an out each time that position in the lineup comes up. The one exception to that rule is play may begin with 8 available players without penalty. Once a 9th player arrives, the team must maintain a 9 player lineup (may not build to 10) for the duration of the game.

If option 3 is used, and for any reason a player must be removed from the game, an out will not be recorded for that spot in the order. If a player is at bat and injured and has to be removed from the game, the next player in the batting order will assume the count of the player who was removed. Player(s) arriving after a team has begun batting will be added to the bottom of the batting order.

12. Players from the starting lineup may re-enter once, but they must re-enter for the same player that replaced them. Once a substitute is removed from a game they are ineligible to return (This only applies to option #1 & #2 in rule 11).

13. An intentional walk will be an automatic base with no pitches thrown. The manager of the defensive team should request the intentional walk through the home plate umpire.

14. A courtesy runner for the pitcher or catcher may be requested at any time. A courtesy runner can be anyone not presently in the batting lineup or the last batter not currently on base. A player may only appear as a courtesy runner one time per inning.

15. Metal spikes are not allowed for ages 12 & below. Ages 13 & above will be allowed to use metal spikes. Pitchers are strongly encouraged to not use metal spikes on the pitching mounds.

16. All protests must be settled at the time of occurrence by the BVRC tournament director.

17. The winning team is responsible for verifying that the game result has been posted before they leave the complex.

18. If a team forfeits a pool play game they may not advance to elimination play.

DETERMINING POOL CHAMPION

1. In the event two teams have the same pool record, the team which won the head to head game will be the pool champion.

2. In the event three teams have the same pool record, the team that allowed the fewest runs **against the other teams it is tied with**, will be the pool champion. If two totals are the same, the team that won the head-to-head game will be the pool champion.

3. In the event the tie cannot be broken by rule #1 or rule #2, the team that scored the most runs **against the other teams it is tied with**, will be the pool champion. If two totals are the same, the team that won the head-to-head game will be the pool champion.

4. In the event the tie cannot be broken by rule #1, rule #2 or rule #3, a flip of a coin will be used to determine the pool champion.

DETERMINING WILD-CARD TEAMS

1. The team with the fewest number of losses in pool play will be the Wildcard.

2. If two or more teams are tied:
- a. Fewest runs allowed in pool play
 - b. Most runs scored in pool play
 - c. Flip of a coin

DETERMINING SEEDING FOR ELIMINATION PLAY

1. Pool record

2. If two or more teams are tied:
- a. Fewest runs allowed in pool play
 - b. Most runs scored in pool play
 - c. Flip of a coin