

# 2017 BERRIEN SPRINGS BASEBALL ALL STAR TOURNAMENT RULES



**TOURNAMENT DIRECTOR:** Jon Rodriguez Phone: 269-208-6149  
**Email:** jrodriguez@gbsrd.org

## **2017 RULE CHANGE 20-Jun: Teams will have the option to bat their whole line-up**

1. This tournament is a pool play style format. The tournament is open to players ages 14 years of age and under as determined by age on April 30. Any violation of age limitations for any bracket could disqualify the entire team from further participation in the tournament. Little League rules will apply for Peanut and Minor leagues. Majors will be BPA rules, with the exception of pitch count for majors and Pony leagues and other noted exceptions. Pony League will follow MHSAA rules with noted exceptions:  
Peanut-8U  
Minor League-10U  
Major League-12U  
Pony League-14U
2. Tournament officials shall have the right to request birth certificates for any player. Team managers requesting proof of age shall do so before the team's next scheduled game (this shall not exceed 24 hours). All inquiries are to be directed to the league director.
3. Registration fees are non-refundable. Gate admission will be \$5.00 per car for anyone entering the grounds.
4. Smoking or the use of tobacco products on school grounds is prohibited. No pets are allowed on the school grounds.
5. Use of gas or charcoal grills is not allowed.
6. Team rosters can have a maximum of 1 manager, 2 coaches, 1 scorekeeper, 1 bat person, and 15 players. No changes to the player roster can be made after it is submitted to the tournament director. The bat person cannot be used as a player. Only roster personnel can be in the dugout. Team rosters must be turned into the tournament director before the first game. Players may not be on more than one roster.
7. The starting line-ups must be presented to the opposing teams before the start of the game. Be sure to include player's full name, uniform number, and playing position. This should be done on roster sheets provided for by the tournament host.
8. The home team is determined by a coin toss by the tournament director and team representatives. The home team will use the third base dugout and the visiting team will use the first base dugout.
9. All teams are to be ready at the scheduled starting time, and should be present at least 30 minutes before the game. Time and location of infield practice will be determined by the tournament director. Infield practice may be limited to 5 minutes per team.
10. All players entering the game must be reported to the official scorekeeper using the substitute forms. When the official scorekeeper determines that a player has entered the game without being reported, the umpire will be asked to call time-out. That player will be removed from the game and not allowed to enter until the next half inning. In such cases, the original player will be reinstated.

11. At least 10 players (Peanut/Minor), and 9 players (Major), on a submitted and approved roster must be present to start a game. A game can be played with 9 players (Peanut/Minor), 8 players (Major), but the 10<sup>th</sup> spot in the batting order will be an out for Peanut/Minor, and the 9<sup>th</sup> batter will be an out for Majors. If a rostered player arrives after the start of the game he will not be allowed to enter that game at any time. [Can be protested to director if known beforehand] Rosters cannot be added to after the first game of tournament play.

12. A player playing the pitching position in U8 & U10 age divisions must wear a batting helmet with a protective face guard.

13. Innings and time limits: No new inning will begin after time limit. Score keeper will be official clock. The following are guidelines for pool play games. Tournament and Championship games will not have a limit.

8U 6 innings (1 hour 30 minutes)

10U 6 innings (1 hour 30 minutes)

12U 6 innings (1 hour 45 minutes)

Pony 6 innings (2 hours for pool play)

14. All tournament games will be completed. If the game is suspended due to darkness and/or weather, the tournament director will reschedule the game for completion. The suspended game will be continued from the point of suspension. Each team may use only those players attending the original game and submitted on the starting line up form.

15. Mercy Rules

10 run rule: A game will end when a team leads by 10 or more runs after: 4 innings have been completed or 3 1/2 innings have been completed with the home team leading by 10 or more runs (Peanut, Minor and Major). 4 1/2 for Pony League

20 run rule: A game will end when a team leads by 20 or more runs after 3 innings have been completed or 2.5 innings if the home teams is leading by 20 or more runs. (Peanut, Minor and Major).

3.5 innings for Pony League.

16. Players must be dressed in an appropriate baseball uniform. Shoes with metal cleats are not allowed. Pony may use metal cleats but may not slide cleats up. Any player doing this will automatically be ejected.

17. Foul or abusive language and unsportsmanlike conduct by players, coaches, or Fans could result in ejection or removal from the grounds.

18. A manager may question an umpire's book rule interpretation. There will be no Challenge on a judgment call. A manager must present the book rule to the umpire before the next pitched ball. If not done, the call will stand. There will be no protested games.

19. All equipment and team personnel must stay in the dugout, except for base Coaches and on deck batters.

20. For efficient game times observe the following rules:

a. Players should hustle on and off the field

b. The catcher should keep shin guards on until entering the on deck circle

c. Use the courtesy runner for the catcher in the pitching machine

leagues, and for pitcher/catcher in the major league. The runner must be a player that is not currently in the game, and will not be charged with officially entering the game. A courtesy runner must enter between at bats (not after a batter has begun their at bat)

21. For an intentional walk in the major league the coach of the defensive team shall Notify the umpire, and the batter will be awarded first base. This may be done before or after the at bat has begun. There will be no intentional walks in U8-U10 divisions.

21. For substitutions in all leagues any starting player that has been removed from the Game for a substitute may re-enter the game at any time, provided he returns to his original spot in the batting order, and may do so only once. When a starting player re-enters the game, his

substitute must leave the game. A substitute may not re-enter the game except in the case of an injury. A starting player re-entering the game may play any position except a pitcher in the major league may not return as a pitcher.

An extra hitter (EH) will be allowed in all age divisions. This can only be used if a team starts a game with a roster of 10 players in U8-U10, and 9 players in U12-Pony. This will give a team an eleven (11) player line up in Peanut and Minor divisions, and a ten (10) player line up in the Major and Pony divisions. The EH must be declared before the start of the game, and used the remainder of the game. If a team has only 11 players on the roster (Peanut/Minor) and 10 (Major/Pony), and a player were to get injured and have to be removed from the game, that spot in the batting order will be declared an "out". The player in the EH position, while not actually play a defensive position, but will be treated as such for defensive purposes. The re-entry rule applies for the EH position.

Example: Baker is the EH and batting 2<sup>nd</sup>. Charles is the catcher and batting 3<sup>rd</sup>. Baker can become the catcher and Charles the EH. Both players would remain in their original batting positions in the batting order.

Players can move freely in defensive positions with the exception of the pitching position (Major), the EH is considered a defensive position. Once a pitcher (Major) is removed from the pitching position he may not return to pitch.

Re-entry Rule: A substitute player shall bat in the replaced player's position in the team's batting order. A starting player removed from a game shall be allowed to re-enter the game once (exception of pitcher in Major divisions) but must bat in their original position in the team's batting order. A substitute player removed from the game is ineligible for the remainder of the game.

22. Major league pitchers are limited to 9 connecting outs per game. Once the pitcher is removed from the pitching position he may not return to pitch in the game.

23. Infield fly rule is in effect for U12, and Pony age divisions.

24. In Peanut, Minor, and Major, if a player intentionally removes his helmet while on base that player will be called "out". If time is "out", then players are allowed to remove their helmets. Pony League will follow MHSAA rules for this infraction.

The Official Little League Rulebook will be used (Peanut, Minor, Major) except as noted in these general rules and pitch counts that affect any live pitching age group.

## **BU PEANUT LEAGUE RULES**

1. 10 players will be used on the field of play. 4 outfielders and 6 infielders. The outfielders can be positioned anywhere in the outfield grass. One pitcher will be stationed on either side of the pitching machine within the circle. The player must remain beyond the wheel until the ball is pitched.
2. If a batted ball hits the machine the ball will be ruled a "dead" ball. The batter will be awarded first base and all other runners will be given one base from the time of the pitch.
3. The umpire will determine whether the pitched ball is a strike or a ball. There will be no walks. The umpire will adjust the machine at the completion of an inning, or if the machine were to be hit by a ball or player.
4. No stealing at any time.
5. No infield fly rule.
6. Runners cannot advance on a passed ball from the machine to the catcher.
7. Runners are limited to one base on an overthrow.
8. There will be a circle around the machine measuring 14 feet in diameter. Hashmarks will be placed between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, and 3<sup>rd</sup> and home. A runner may not advance once the pitcher has control of the ball inside the pitching circle, unless he is past the hash mark. If the runner has not passed the hash mark he must return to the base he last occupied. Once the ball is in the circle the umpire will signal the play dead.
9. Runners are limited to one base on any overthrow, whether or not it goes out of play.
10. Bunting is allowed.
11. Machine speed will be 42 MPH or 56 RPM.

The Official Little League Rulebook will be used (Peanut, Minor, Major) except as noted in these general rules and pitch counts that affect any live pitching age group.

## **10U MINOR LEAGUE RULES**

1. 10 players will be used on the field of play. 4 outfielders and 6 infielders. The outfielders can be positioned anywhere in the outfield grass. One pitcher will be stationed on either side of the pitching machine within the circle. The player must remain beyond the wheel until the ball is pitched.
2. If a batted ball hits the machine the ball will be ruled a "dead" ball. The batter will be awarded first base and all other runners will be given one base from the time of the pitch.
3. The umpire will determine whether the pitched ball is a strike or a ball. There will be no walks. The umpire will adjust the machine at the completion of an inning, or if the machine were to be hit by a ball or player.
4. Runners may steal 2<sup>nd</sup> and 3<sup>rd</sup> base only, and cannot leave until the ball has crossed the plate. On an overthrow to any base (not to the pitcher), runners can advance at their own risk. When a runner leaves before the ball crosses the plate he will be asked to return without penalty, but the play is stopped. Any batted ball during the time of the infraction will result in a strike.  
Note: If there is a runner on 3<sup>rd</sup> base and a play is made on a runner stealing 2<sup>nd</sup>, that runner on 3<sup>rd</sup> base may advance on an over thrown ball to 2<sup>nd</sup> base.
5. No infield fly rule.
6. Bunting is allowed.
7. Pitching machine speed will be 48 MPH or 68 RPM
8. The play will be considered over when the umpire has the ball from pitcher. The pitcher will hand the ball to the umpire.

## **12U MAJOR LEAGUE RULES**

The Official Little League Rulebook will be used (Peanut and Minor) except as noted in these general rules. (pitch count will not be totaled)

1. Major league pitchers are limited to 9 outs per game. Once the pitcher is removed from the pitching position he may not return to pitch in the game.
2. Infield fly rule is in effect for U12 and Pony age divisions.
3. **Lead-offs are allowed!**
4. **NO Drop 3<sup>rd</sup> Strike.**
5. In Peanut, Minor, and Major, if a player intentionally removes his helmet while on base that player will be called "out". If time is "out", then players are allowed to remove their helmets. Pony League will follow MHSAA rules for this infraction.
6. For an intentional walk in the major league the coach of the defensive team shall notify the umpire, and the batter will be awarded first base. This may be done before or after the at bat has begun.
7. No dropped 3<sup>rd</sup> strike.
8. Big Barrel Bats are allowed.

## **PONY LEAGUE RULES**

1. MHSAA rules apply unless specified.
2. Each pitcher is permitted to pitch 12 outs per game. A starting pitcher may re-enter the game one time only.
3. The maximum bat size is 2 ¾ No little league or softball bats are permitted. The minimum size is 2 5/8 barrel.
4. Courtesy runner for pitcher or catcher at any time. Must be a non-playing player.