

# Twinsburg Stars and Stripes Tournament Rules

## GENERAL TOURNAMENT RULES

### 1. Age Requirements

Age of the player is determined by the age prior to May 1st. Divisions are as follows:

8U Kid Pitch	8 & Under
9U	9 & Under
10U	10 & Under
11U	11 & Under
12U	12 & Under
13U	13 & Under
14U	14 & Under

### 2. Rosters

- a. The maximum number of players on a team's roster is 15.
- b. The roster is due in by the start of the team's first game.
- c. A player may only appear on one team's roster per age group for the tournament.
- d. The roster must include the player's full name, roster number, birth date.
  - Birth certificates must be carried and available at all times in case questions arise.
- e. No changes to the team's roster will be allowed after the start of the team's first game.
- f. No player may be rostered on more than one team's roster in the tournament, regardless of division - this could be grounds for forfeit for ALL teams involved.

### 3. Game Format and Rain-Out Policy

- a. 3 games per team.
- b. Teams will either play
  - 3 pool games, with typically the top four (4) teams (top two (2) teams in each pool) advancing to single elimination play, or
  - 2 pool games with all teams advancing to single elimination play.
- c. In the event of bad weather or other unforeseen issues (pandemic, etc), the tournament director reserves the right to modify and complete the tournament as deemed appropriate.
  - However, the tournament director will make every attempt to complete the tournament.
  - Please check the Twinsburg Baseball League (TBL) website for rain out information and updates.
- d. The TBL has had very good success in past years without cancellations. However, in the event the tournament is canceled due to weather, the following refund will be in effect:
  - 0 games played = 75% refund
  - 1 game played = 50% refund

- 2 games played = 0% refund

#### 4. Team Policies

- Metal spikes are permitted for 13U and 14U.
- Teams must be present 30 minutes prior to the start of the game.
- No teams are permitted on the infield prior to games. Batting practice, infield practice, and soft toss against any fencing is prohibited.
  - However, wiffle balls are permitted in the outfield.
- The minimum number of players to start a game is 8.
  - Any team with less than eight players at the scheduled time of their game will forfeit.
  - **There is NO GRACE PERIOD.**

#### 5. Field Setup

<u>Division</u>	<u>Pitching</u>	<u>Bases</u>
8U	43'	**60'
9U	46'	65'
10U	46'	65'
11U	50'	70'
12U	50'	70'
13U	54'	80'
14U	60'	90'

\*\*Can be 65' bases depending on field availability

#### 6. Home Team

- In single elimination games, the team with the higher seed will be the home team. If both teams have the same seed, a coin flip will determine the home team.
- In pool play games, home teams are decided by a flip of a coin.

#### 7. Innings and Mercy Rules

- A regulation game for 8U-10U will be 6 innings.
- A regulation game for 11U-14U will be 7 innings.
- Ties
  - Ties are not permitted in single elimination games.
  - Ties are permitted in pool play games.
- Any game suspended before 3 innings (2 1/2 innings if the home team is leading) have been completed shall be completed at a later time.
  - However, the time limit still applies and will be carried over when the game is continued.
- Mercy rules will be in effect for all games, including semi-final and championship games, and will be applied in the following cases:
  - after 3 innings (2 1/2 if the home team is leading) in a case of a **15 run lead**; or
  - after 4 innings (3 1/2 if the home team is leading) in a case of a **12 run lead**; or

- after 5 innings (4-1/2 if the home team is leading) in a case of a **lead of 10 or more** runs.

#### 8. Time Restriction in Championship Games

- a. There is no time restriction in championship games.

#### 9. Time Restriction in Pool Play Games, Semi-Finals and any non-Championships single elimination games

- a. No new inning will begin after 1 hour and 50 minutes from the start of a pool play game.
- b. If **the time restriction has been reached** and the pool play game is tied, the pool play game will be recorded as a tie.
- c. If the pool play game is tied at the end of regulation **and the time restriction has not been reached**, one additional inning will be played. If the pool play game remains tied after this additional inning, the pool play game will be recorded as a tie. In the case of elimination or semi-finals games, the game will continue until a winner is determined.
- d. Under no circumstances will an additional inning be played at the end of regulation of a pool play game **if the pool play game is not tied**.
- e. If the time restriction is reached in the bottom of an inning with the home team ahead, the game immediately ends, the score is final as of the time restriction, and the home team is declared the winner.

#### 10. Tie Breakers for Seeding in Single Elimination Games

- a. The tie breaker structure is as follows:
  - Winning Percentage
  - Head to Head result - Tourney Machine definition of Head to Head - (It should be noted that this tie breaker is completely ignored if all of the teams tied do not play each other an equal number of times. For example if there are 3 teams tied and one team played the other two, but the other two did not play each this tie breaker will be ignored regardless of the outcome of the two games played by the first team)
  - Least total runs allowed
  - Run differential-maximum 10 per game
  - Most Runs Scored-maximum 10 per game.
  - Coin flip
- b. If a team involved in a tiebreaker has forfeited a game, the team will automatically be eliminated.
- c. Forfeits will be recorded as a score of 10-0 for the purposes of seeding.

### **GENERAL GAME PLAY RULES**

1. Where not covered herein, High School Rules will apply.

## 2. Bats

- a. **8U – 12U:** All bats must have a branding, label, or stamp proving BPF 1.15. USABat, BBCOR are also allowed.
- b. **13U:** All bats must have a branding, label, or stamp proving BPF 1.15, and length/weight ratio must be, -8, -5 or -3. USABat, BBCOR are also allowed.
- c. **14U:** All bats must have a branding, label, or stamp proving BPF 1.15, and length/weight ratio must be, -5 or -3. USABat, BBCOR are also allowed.

### Banned Bats

- DeMarini 2015 CF7 (-5)
- Easton 2015 XL1 (-5)
- DeMarini 2016 CF8 (-5)
- DeMarini 2016 CF8 (-8)
- DeMarini 2016 CF8 (-10)
- DeMarini 2017 CF Zen Balanced (-8) (29/21, 30/22, 31/23, 32/24)\*\*
- DeMarini 2017 CF Zen SL 2 3/4" (-10) (28/18, 29/19, 30/20, 31/21, 32/22)\*\*
- DeMarini 2017 CF Zen Zero Dark 2 3/4" (-10) (29/19, 30/20)\*\*
- Demarini 2017 CF Zen (-5)
- DeMarini Custom 2017 CF Zen 2 3/4" (-10)
- DeMarini Custom 2017 CF Zen Balanced (-8)
- Dirty South Kamo BB KA (-8) (30/22, 31/21, 32/22, 31/23, 32/24 only)
- Easton Ghost X (30/20 only)
- Marucci Cat5 MCB2 33/30 BBCOR
- Louisville Slugger Blue Meta Composite (33/30 model only)
- Nike BT0636 CX2

\*\*Re-tooled models of these bats may be used. Once returned from the manufacturer, these bats will have updated model numbers and new orange end cap and stickers indicating the corrected performance standards. \*\*

## 3. Penalties for illegal bats will be assessed as per the NFHS rule book:

- a. 1st violation - Batter is pronounced out (if discovered before a pitch to next batter) & head coach is restricted to the dugout for the remainder of the game.
- b. 2nd violation (Same Game) - Batter is pronounced out (if discovered before a pitch to next batter) and head coach is ejected.
- c. Subsequent violations: batter is pronounced out (if discovered before a pitch to next batter) and designated head coach is ejected.
- d. When a batter is pronounced out for violation of bat rules, the defense may take the penalty or result of the play. The head coach penalties apply in either case.

## 4. Additional Hitter (AH)

- a. An AH may be used in the tournament.
- b. If an AH is to be used, it must be declared before the game.
- c. The AH may bat in any spot in the batting order.
- d. The AH may be inserted into the field later in the game.
- e. The AH is considered a defensive position.

- f. A team using an AH will be batting 10 players.
- g. If a player is ejected from a game and cannot be replaced, an out will be recorded in his spot in the batting order.

## **5. Continuous Batting Order (CBO)**

- a. A CBO may also be used in the tournament.
- b. If a CBO is to be used, it must be declared before the game.
- c. If a team chooses to use a CBO, each of team's players must be in the batting order.
- d. For example, when using a CBO, a team that has 13 players must have all 13 players in the batting order. The team is not permitted to leave one or more of those 13 players out of the batting order.
- e. Teams may freely insert players in defensive positions each inning.
- f. If a player is injured or sick and cannot continue to play, an out is not recorded, and the place of the player in the batting order is skipped.
- g. However, once a player is skipped, they cannot return to the game.

## **6. Infield Fly Rule**

- a. The **infield fly rule** is in effect for all divisions.

## **7. Dropped 3rd Strike**

- a. In all divisions except for 8U, a batter can run on a **dropped 3rd strike**.

## **8. Lead offs and Stealing**

- a. Lead offs and base stealing are not permitted in 8U.
- b. In all other divisions, including 9U, lead offs and base stealing are permitted.
  - TBL believes that allowing lead offs and base stealing for 9U teams is a great opportunity to prepare 9U teams for the upcoming 10U season.

## **9. Intentional walks**

- a. Intentional walks can be verbally given – all 4 pitches do not need to be thrown.

## **10. Balks**

- a. Balks will not be called in 8U.
- b. Balks will be called in 9U, 10U, 11U, and 12U, with one warning per pitcher being issued before a balk is called.
- c. Balks will be called in 13U and 14U with no warnings issued.

## **11. Re-entry Rule**

- a. Re-entry is allowed.
- b. A starting player may re-enter the game one time, but only in the player's original spot in the batting order.
- c. A substitute withdrawn from the game may not re-enter.

## 12. Speed Up Rule

- a. When there are 2 outs in an inning, a team up to bat may use a courtesy runner for the catcher of the previous inning.
- b. The runner must be someone not presently in the game.
- c. If a team has no bench players, the player that made the last out may run.

## PITCHING RULES

### 1. Mound Visits

- a. A pitcher **must be removed** on the second mound visit by a coach / manager in an inning.
- b. **Catcher / player visits** to the mound are permitted within reason but limited to 15 seconds in duration.
- c. The **umpire** has full discretion to restrict catcher / player visits to the mound if:
  - an unreasonable number of catcher / player mound visits are being made,
  - the 15 second catcher / player mound visit time limit is being repeatedly and/or purposefully disregarded; or
  - the umpire makes a subjective determination that catcher / player mound visits are being made for intentional game delay or purposes contrary to the spirit of the game.

### 2. Pitcher Warm Up

- a. A limit of 5 warm up pitches will be allowed between innings for a pitcher returning from a previous inning.
- b. A limit of 7 warm up pitches will be allowed for a new pitcher.

### 3. An Inning Pitched Is?

- a. **One pitch** constitutes an inning pitched.

### 4. Pitcher Returning to Game

- a. Once a player leaves the pitching position for one pitch, the player **may not return** as a pitcher for that game.

### 5. Daily Pitch Limit

- a. In **ALL** age groups, no player may **pitch more than 7 innings in one day**.

### 6. 8U Limitations

- a. No 8U player may pitch more than 3 innings per game.
- b. No 8U player may pitch more than 8 TOTAL innings per tournament.

### 7. 9U and 10U Limitations

- a. No 9U or 10U player may pitch more than 3 innings per game.

- b. No 9U or 10U player may pitch more than 8 TOTAL innings per tournament.

#### 8. 11U and 12U Limitations

- a. No 11U or 12U player may pitch more than 4 innings per game.
- b. No 11U or 12U player may pitch more than 10 TOTAL innings per tournament.

#### 9. 13U and 14U Limitations

- a. No 13U or 14U player may pitch more than 5 innings per game.
- b. **However, there is no limit as to the TOTAL number of innings per tournament that a 13U or 14U player may pitch.**

#### 10. Ineligible Pitcher/Forfeit of game

- a. Once a player reaches their pitching limit for a game, the day, and/or tournament, they are considered ineligible to pitch again based on which limit they achieved.
- b. If said player/pitcher is ineligible to pitch based on the limits set for their age group and pitches a single pitch while ineligible, the contest will be forfeited by the team.
- c. When a player meets a pitch limit, they are only ineligible to pitch, they can still play in the game at another position, per line up rules.
- d. Also, if a player only meets a game pitch limit and/or day pitch limit, one can return another game if innings still remain for the day and/or tournament.
- e. It is the responsibility of the opposing coach to bring to the attention of the umpire if a player is ineligible.

- 11. The TBL recommends that coaches use Major League Baseball (MLB) Pitch Smart guidelines **to ensure player safety**. Additional information about MLB Pitch Smart recommendations can be found at <https://www.mlb.com/pitch-smart/pitching-guidelines>

### **CONDUCT**

#### 1. Ejections

- a. Any person ejected from a game is **excluded** from the next game.

#### 2. Avoiding Malicious Contact

- a. Players must **avoid "malicious contact"** when a play is being made.

#### 3. Umpire's Judgment

- a. An **umpire's judgment is final** and is not eligible for protest.

#### 4. Conduct of Team

- a. **Head coaches** are responsible for the conduct of themselves, their staff, their players, and their fans.
  - **Only the head coach may communicate with umpires during the game.**

- In consideration of others, the head coach is requested to ask their fans not to bring pets.

## 5. Guidelines for Games Played at Chamberlain School

- Parking is limited at Chamberlain School. Additional parking is located at Dodge School, which is across Ravenna Road from the fields.
- The Twinsburg High School football stadium is off limits to the coaches, their staff, their players, and their fans.

## General Reference Table

	Innings	Official Game*	Time Limit	Mercy Rules 3rd / 4th / 5th	Steals	Leadoffs	Dropped 3rd Strike	Infield Fly Rules	Base Distances	Pitching Distance	Pitching Limits*** Game/Tourn	Balks	Bats All must be BPF 1.15 or BBCOR
<b>8U</b>	6	3	1:50	15 / 12 / 10	No	No	No	Yes	**60'	43'	3 inn / 8 inn	No	No restrictions
<b>9U</b>	6	3	1:50	15 / 12 / 10	Yes	Yes	Yes	Yes	65'	46'	3 inn / 8 inn	Yes, 1 warning/ pitcher	No restrictions
<b>10U</b>	6	3	1:50	15 / 12 / 10	Yes	Yes	Yes	Yes	65'	46'	3 inn / 8 inn	Yes, 1 warning/ pitcher	No restrictions
<b>11U</b>	7	3	1:50	15 / 12 / 10	Yes	Yes	Yes	Yes	70'	50'	4 inn / 10 inn	Yes, 1 warning/ pitcher	No restrictions
<b>12U</b>	7	3	1:50	15 / 12 / 10	Yes	Yes	Yes	Yes	70'	50'	4 inn / 10 inn	Yes, 1 warning/ pitcher	No restrictions
<b>13U</b>	7	3	1:50	15 / 12 / 10	Yes	Yes	Yes	Yes	80'	54'	5 inn / None	Yes, no warnings	-8, -5 or heavier
<b>14U</b>	7	3	1:50	15 / 12 / 10	Yes	Yes	Yes	Yes	90'	60'	5 inn / None	Yes, no warnings	-5 or BBCOR

\*Any game suspended before 3 innings (2 1/2 innings if the home team is leading) have been completed shall be completed at a later time

\*\*Can be 65' bases depending on field availability

\*\*\*One pitch constitutes an inning pitched. **In ALL age groups, no player may pitch more than 7 innings in one day**

\*\*\*\*For 8U – 14U, All bats -5 or greater must be stamped BPF 1.15 USSSA, USA Baseball or BBCOR. There are no bat size restrictions on weight or length as long as bat has "BPF 1.15" stamp for 8U-12U