



## Bobbertown Classic 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 Director. **It is your responsibility to read, understand and adhere to the rules.**

**Check-In:** Coaches or an adult representative (team manager) must check in your team at the Tournament Headquarters located at the concession stand at the High School field (Field 2) prior to playing your first game of the tournament.

**Roster/Coach Limits:** Rosters may consist of no more than 15 players and must be submitted to the tournament director prior to game play. Your roster is frozen once your team qualifies for or is offered a spot in the GSTC. Teams are allowed a Head Coach, two Assistant Coaches and a designated Scorekeeper to be on the bench.

**Ejections and Penalties:** Any player, coach or spectator ejected from a game will be suspended for the remainder of the tournament. These penalties may carry over to future MYAS/MBL events.

**Home/Visitor:** For all Pool Play/Round Robin games the home team will be determined by a coin flip. In Bracket Play games the higher seeded team will have their choice of Home/Visitor. For a bracket game with two of the same seeded teams, a coin flip will determine home team.

**Infield Practice:** "Taking infield" will not be allowed prior to tournament games. We would appreciate all pre-game warm ups be done in the outfield or in the infield foul territory only.

### Game Length:

- 9-12U: 6 inning games (No inning run limits)
- 13-14/15U: 7 inning games
- Games are official after 3 innings.
  - In pool play, games will be played until the inning limit above or time limit outlined below. Ties will stand after the time limit.
  - Bracket games will be played until a winner is determined.
- Extra innings will start with a runner on second base (last out of the previous inning). Extra inning pitches count toward the pitchers daily and tournament totals.
- Teams must start the game with 9 players. If due to injury or illness, a team may finish a game with 8 players. A team reduced to less than 9 players due to an ejection shall be disqualified and forfeit the game.

### Pool Play Game Time Limit Policy:

- **Game Duration:** All pool play games will have a **hard stop at 1 hour and 50 minutes**, regardless of the game situation.



## Bobbertown Classic Tournament

- **Incomplete Inning:** If the game is stopped in the middle of an inning:
  - The **score will revert** to the last fully completed inning, unless the home team has taken the lead in the current inning.
  - **Pitch counts will still count** for any pitcher who threw during the incomplete inning. These pitches will apply toward their daily and tournament pitch count limits.

### 10-Run Rule:

- 9-12U: The game will end at the conclusion of 4 innings (3½ if the home team is ahead by 10 or more runs).
- 13-14/15U: The game will end at the conclusion of 5 innings (4½ if the home team is ahead by 10 or more runs).

### 15-Run Rule:

- 9-14/15U: The game will end at the conclusion of 3 innings (2½ if the home team is ahead by 15 or more runs).

### Pitching Restrictions:

- 9U & 10U: A player may pitch a maximum 115 pitches total for the tournament, but no more than 75 in any one day.
- 11U & 12U: A player may pitch a maximum of 125 pitches total for the three-day tournament, but no more than 85 in any one day.
- 13U & 14/15U: A player may pitch a maximum 135 pitches total for the three-day tournament, but no more than 95 in any one day.

**Pitching restriction violations:** The head coach will be ejected from that game and the next scheduled game. The offending pitcher will be suspended from the pitching position for the following game. The second offense during the same tournament results in suspension of the coach for the remainder of that tournament, as well as possible imposition of further sanctions subject to the review of the MYAS Board of Advisors.

**Note:** If a pitcher reaches their maximum number of allowed pitches during an at-bat, they may finish pitching to that batter but then must immediately be removed from the pitching position.



## Bobbertown Classic Tournament

**\*\*Teams shall agree on pitch count after every inning and report that count to the umpire. The umpire will report the game score and pitch counts to the Tournament Headquarters following every game.\*\***

**Starting Pitcher:** This rule applies for all ages (9-14U): The starting pitcher may be withdrawn and re-enter once (at pitcher). Relief pitchers may not re-enter pitching position.

**Curve balls** are not allowed in the 9U-12U age divisions. First offense - warning; second offense - ejection from the pitcher's position.

**Balk Rule: 9-11U ONLY:** The only balk that will be called (9U-11U) will be a fake pitch; this balk will result in a dead ball and all baserunners advancing one base.

**Trips to the mound:** Only two trips to the mound are allowed by a coach/manager. The pitcher must be removed from the pitcher position on the second trip.

### Lineup and Substitution:

- 9-13U: Teams will use continuous batting and free substitution
- 14/15U: Teams may use free substitution and continuous batting. This must be declared to the umpire and the opposing head coach prior to the start of the game and will continue for the remainder of that game.
  - If free substitution is not declared, then MYAS rules governing substitutions, designated hitters, and extra hitters will be in effect.
- Players arriving late must be added to the bottom of the batting order. No player may be added to the batting order or the field once their team has hit through the order once
- An injured batter or runner that cannot continue to participate will be replaced by the last player to be put out. This will end the injured player's participation for the remainder of that game. This will NOT be recorded as an out unless it drops the batting line-up below nine players.

### Base Running:

- 9U: A runner may leave the base after the ball crosses the plate. The runner is out upon leaving the base early.
  - On a dropped third strike, the batter is out and the base runners may advance at their own risk.
  - A runner is not allowed to advance/steal home on a passed ball, but may advance to any base (including home) on an overthrow back to the pitcher.
  - A walked batter may not advance beyond 1<sup>st</sup> base until the next pitch



## Bobbertown Classic Tournament

- 10U: A runner may leave the base after the ball crosses the plate. The runner is out upon leaving the base early.
  - On a dropped third strike, the batter is out and the base runners may advance at their own risk.
  - A walked batter may not advance beyond 1<sup>st</sup> base until the next pitch
- 11U: A runner may leave the base after the ball leaves the pitcher's hand. The runner is out upon leaving the base early.
  - On a dropped third strike, the batter is out and the base runners may advance at their own risk.
  - A walked batter may not advance beyond 1<sup>st</sup> base until the next pitch
- 12-14/15U: National Federation of High Schools rules apply.
- Runners are never required to slide but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder if the fielder is lying on the ground. Diving over a fielder is illegal (NFHS rule 8-4-2-b-2). For any questions regarding Interference and/or Obstruction rule interpretations, reference rule 2-21 (Interference) and 2-22 (Obstruction) in the NFHS rule book.

### **Courtesy Runner:**

- A courtesy runner (the last runner to be put out) will be allowed only for the catcher and only when there are two outs.
- Projected substitutions are not allowed. Courtesy runners are only allowed for the catcher of record.

**Infield Fly Rule:** The infield fly rule is in effect for all age groups

**Baseballs:** Each team is responsible for providing 1 MYAS/MBL approved baseball for all games. If additional baseballs are needed, teams should supply them alternately.

**Metal Cleats:** Metal cleats are prohibited for 9-12U.

**Bat Rule:** All bats must comply with Gopher State Baseball League rules for your age group.

**Forfeits:** Tournament officials will administer the rule so that any team that intentionally causes a forfeit will NOT benefit and will NOT advance to the championship round unless the Tournament Committee determines there were extenuating circumstances causing the forfeit. A game will be considered a forfeit when a team is unable to provide at least nine players to start the game or cannot provide eight players to finish the game. A 10-minute grace period will be allowed for a team's first pool play game. All other tournament games will be considered a forfeit at the scheduled game time. A forfeit win will be scored 6-0.



## Bobbertown Classic Tournament

**Weather:** In the event of inclement weather (or for any other reason) during the tournament, the Tournament Director reserves the right to do whatever necessary to complete the tournament, including but not limiting to the changing of the tournament format, shortening games, etc. The decision of the tournament director is final.

If the temperatures become extreme the Umpires and Coaches will be advised to use reasonable judgment regarding heat and water breaks. We will recommend taking a few extra minutes after the 3rd or 4th inning for cool down/water break. This timeout will not affect the regulation game time limits and the umpire should tell you what the new game ending time is after the break.

If poor weather results in games being canceled on Friday or Saturday, tournament officials reserve the right to revise a shortened format for the remainder of the tournament.

**Proof of age** may be requested at any time by the Tournament Director. Acceptable proof is a copy of a public record of birth (Issued by State, County, or City). Violation of this rule results in forfeiture of game(s) played.

**Injuries:** Teams should provide their own first aid kits. The tournament will have small bags of ice and limited first aid supplies available. **There is not a trainer onsite.** Should a serious injury occur, the parent/guardian or coach shall determine the best course of action for the injured player.

- An injured player may be replaced on the bases by the previously recorded out. If an injured player is replaced, they shall not be allowed to reenter the game.
- An injured player who does not reenter the game shall be skipped in their lineup without incurring an 'out' unless the injury drops a team down to 8 players.
- A player who is skipped in the lineup shall not reenter the game.

**Rain Out Policy:** A complete game, for the sole purpose of determining rain out refunds, is defined as 3 full innings.

1. 0 innings played in tournament – 100% reimbursement of entry fee.
2. 1 game played – 50% reimbursement of entry fee.

### **Tie Breaking Procedures:**

1. Win-Loss-Tie Record
2. Head-to-Head
3. Least Runs Allowed in Pool Play
4. Run Differential in Pool Play (Maximum plus or minus 10 runs per game)
5. Most Runs Scored in Pool Play
6. Coin Flip For a 3 (or more)-way tie, the first step is to break the 3 (or more)-way tie by these rules and then start all over with the remaining teams.



## **Bobbertown Classic Tournament**

-NOTE: Once the pool winner has been determined, the tie between the remaining two teams shall be broken based on head-to-head competition (above).

Misunderstood Rule: This tiebreaker does NOT rank teams 1-2-3. The three-team tie is broken first, the top seed is declared, and then the two-team tie is broken by the procedures listed above in the 'Two-Team Tie'.



## **Bobbertown Classic Tournament**

### **COACH & PLAYER CODE OF CONDUCT**

1. I will not berate the officials or "trash talk" to my opponent.
2. I will not use profanity.
3. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, contest administrators and officials at every game.
4. I will place the emotional and physical well being of my teammates and opponents ahead of my personal desire to win.
5. I will treat other players, coaches, fans and officials with respect regardless of race, gender, creed or ability.
6. I will demand a sports environment that is free from drugs, tobacco and alcohol and will refrain from their use at all MYAS sporting events.
7. I will do my best to remember that youth sports are supposed to be FUN and that winning and losing are part of everyone's experience.
8. I will express my concerns through the proper channels in a dignified manner.
9. I will respect the volunteers that are assisting with the conduct of these events.
10. I will respect and adhere to the rules governing eligibility and competition.

### **PARENTS/SPECTATOR CODE OF CONDUCT**

1. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, contest administrators and officials at every game.
2. I will place the emotional and physical well being of the athletes ahead of my personal desire to win.
3. I will demand a sports environment that is free from drugs, tobacco and alcohol and will refrain from their use at all MYAS sporting events.
4. I will remember that the game is for the kids - NOT the adults.
5. I will do my best to make sure that youth sports are a FUN and POSITIVE experience.
6. I will treat other players, coaches, fans, volunteers and officials with respect regardless of race, gender, creed or ability.
7. I will not berate the officials.
8. I will not undermine the coaches' instructions or directions.
9. I will not use profanity.
10. I will communicate my concerns through the proper channels in a dignified manner.