



METAL CLEATS NOT ALLOWED IN AGES 11U AND BELOW

NO METAL CLEATS ON PORTABLE PITCHING MOUNDS

NO NOISE MAKERS PERMITTED DURING TOURNAMENT PLAY

RULES (09U – 13U DIVISIONS)

New Rule: effective February 15th, 2013: Right handed pitchers can not fake a pick off attempt to third base. It is now a balk. This rule applies to 9U-13U. Note 14U -18U are playing high schools rules where the faint to third is a legal move.

A pitcher that steps toward first or third must throw to that base. A pitcher can still step towards second and not throw to that base.

- **Mandatory Team Check in is:**
One hour before your first game time. Your team must have the following items: (A) Official **BASEBALL FOREVER** Team Roster Form, (B) Valid team insurance with team name as insured, (C) Copies of birth certificates for all participating players. ****Please Note: Any player without birth certificate is not eligible to play until copy of birth certificate, or some other acceptable (i.e.-passport, student identification card) proof of age is produced and approved by tournament director. Player age documentation must be present with team manager for the duration of any given tournament.**
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- **Age divisions are based on the following:**
All BF Baseball Tournaments ages 8's thru 18's will use the May 1 age cutoff date. To determine your team's age, determine your oldest player's age as of April 30th. Player participating in a given division cannot turn the next age before May 1st. Example: Player in 10U division cannot turn 11 before May 1st or he is too old for that division and must play in the 11U division. Players may play up but not down in age.
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- **Sporting News rules shall apply,** along with **BASEBALL FOREVER (USA)** National rules.
- **Click here for Sporting news Rules**
- Age Division Distances= 7U-8U- 42ft mound, 60 ft bases 9U – 46 ft mound, 65 ft bases, 10U -46 ft mound 65 ft bases, 11 & 12 – 50 ft mound 70 ft bases, 13U-54 ft mound 80 ft bases (Some 14Us will play 54x80), 14 & above – 60.6 ft. mound 90 ft bases. (*9U AND 10U base distances are 65 ft field permitting. In the case of certain baseball facilities only having 60 ft pegs installed 9U AND 10U may play at 60 ft.) Additionally pitching distances for all age divisions may be subject to change in the case of some baseball facilities having permanent dirt mounds with differing pitching plate (rubbers) distances.
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- **All team managers must report and verify score of each of their games:**
Team Managers are required to report and verify their scores immediately following completion of each game during the tournament to tournament director/site director at director's check in table. This is required to help insure that all scores of games are correct and to detect any incorrect game scores to help prevent any incorrect seeding of teams due to human error. Managers: When signing official game score cards upon completion of your game please check for accuracy of the score.
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- **BASEBALL FOREVER Seeding Hotline is official for playoffs:**
Managers, upon completion of all pool play games in your division, please check the official **BASEBALL FOREVER** tournament seeding posted online at our official **BASEBALL FOREVER** website (www.baseballforever.net) to confirm your team's seeding for the playoff round. Only the seeding posted on the **BASEBALL FOREVER** website brackets/seeding page are official. Managers please note that if you should feel that your seeding is in error please contact the tournament director immediately by phone or in person at tournament site.
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- **Pitching Limitations and Rules:** There are no pitching limitations in any age division in **BASEBALL FOREVER** tournament play. Parents and managers please use common sense. Please note that any violation of any pitching rules may result in the automatic ejection of manager and or player.
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- **Metal cleats:** Allowed in ages 12 and up. However, there are no metal cleats allowed on the portable pitching mounds, unless specified on the Brackets page.
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- **Slide or Avoid Rule** will be in effect at all age levels. Any player is out when the runner does not slide or makes no attempt to avoid a defensive player while in position of the ball (or is judged to be in the act of catching the ball) and waiting to make a tag. All players are required to avoid collision with another player while running the bases. If, in the judgement of the umpire, the runner does not make an effort to avoid collision, he is to be declared out. If in the judgement of the umpire the act is deemed to be malicious, the runner will be ejected from the game. Base runners are not allowed to maliciously go after a defensive player to break up a play at any base.
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- **Flagrant collision:** When there is a collision between a runner and a fielder who is clearly in possession of the ball, the umpire shall judge whether the collision was avoidable and whether the runner was attempting to dislodge the ball or simply attempting to reach the base. If the runner is judged to have attempted to intentionally dislodge the ball, the runner shall be called "Out", the ball is dead, and all runners return to their last base touched at the time of the interference. Any player, in the judgment of the umpire, flagrantly colliding with any fielder is subject to immediate ejection.
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- **Managers responsible for players, fans and team conduct:**Managers are held responsible for the conduct of their players, coaches and fans. Game personnel (including spectators) shall not use language or gestures that will, in any manner, refer to, or reflect negatively toward opposing players, coaches, umpires, or spectators. PENALTY:In the case of unruly fans or unsportsmanslike conduct from fan(s) the team's manager will be given the opportunity to inform fan(s) that their behavior is subject to that fan(s) being ejected from the game and from the park. If once fan(s) is warned by manager and behavior persists fan(s) will be ejected from park. If manager does not warn fan and behavior continues both manager and fan will be ejected.
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- **Manager only allowed to appeal to umpire** Only managers or recognized head coach is allowed to appeal to umpires during the game and all conversations with an umpire should be conducted after a time out has been called and be held in a calm and professional manner. Verbal abuse of the umpire will not be tolerated and may result in ejection from the game. Assistant coaches not adhering to this rule are subject to immediate ejection from game.
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- **All ejections of managers and coaches** Any manager or coach ejected from the game is required to sit out the next game also (mandatory). After being ejected a manager or coach must vacate the premises of the current game and the next game of which he is suspended (must adhere to the cannot see or hear ejected coach policy). Any manager caught continuing to coach after being ejected or suspended will be suspended for an additional period of time and/or possibly the remainder of the event.
- **Player ejections:** Any player ejected from a game is subject to an additional one game suspension at the tournament director's discretion.

Managers are responsible for the conduct of his players and fans at all times. Managers are subject to ejection if his players or fans are out of control. Players ejected during game must remain in dugout for remainder of game. Ejected player must sit out the remainder of game quietly and without incident. Penalty: Failure of player to act without further incident in dugout will result in up to and including additional and immediate (1) game suspension or even disqualification for remainder of tournament.

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- **Post-Game Misconduct:** If a team, coach or player displays misconduct or poor sportsmanship AFTER a game has concluded, the player or coach may be ejected from the next game – the team may forfeit the next game – or may be suspended at the discretion of the BF tournament director.
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- **Game Misconduct:** No coach, player, or team shall, at any time, whether from the bench, coaching box, or playing field, attempt to incite by word or sign, any unsportsmanlike conduct or demonstration by spectators.
Penalty: Offending team member is subject to immediate ejection from game. (Profanity of any sort is strictly prohibited and is grounds for immediate ejection)
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Failure to leave park after being ejected from game: If any manager, coach or fan, upon being ejected during game, refuses to leave the park in a timely manner determined by the tournament director the game shall be deemed a forfeit.

- **Team Line-Up Card:** Must be turned in to Home Plate Umpire at or before manager's Home Plate meeting before the beginning of each game. All players participating in game must be entered on official team line-up card to be eligible to participate in game. Note: Any players arriving after start of game must be listed on the team line-up card that is turned in to the umpires prior to the start of the game to be eligible to play.
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- **Teams may elect to bat 9 players or bat 10 players (Ages 08U Thru 13U) with the 10th player as an EH**
Team must field a minimum of 8 players to start game. If a team has less than 8 players game time is forfeit time. Teams may also bat entire roster in age division 08U thru 13U. High School age divisions (14U thru 18U) may bat up to 9 batters using a DH or 10 players utilizing an EH (please the 14U-18U division rules further down this page). Teams electing to bat their entire roster should note that in case of a player not being able to continue due to injury will only be an out the first time that player's spot comes up in the batting order, however in the case of a player ejection, the ejected player's spot will be an out every time that player's spot comes up in the batting order. A minimum of 8 players shall be required to start a game and teams cannot finish with less than 8 players with the 9th spot being an automatic out every time up. 9th player can be added to line up (if listed on official line up card) at any time during the game as long as that player is legally rostered on team. Starters may re-enter one time only in their original batting order. DH is not permitted in age divisions 13U and below. NOTE: In the event of a player being injured during the course of a game and injured player cannot continue and the team has no more players with eligibility (subs have been used) the last declared substitute used by respective team then will be allowed to sub for the injured player. No outs are declared at this point. This exception is used to promote player safety and in the spirit of fair play.
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- **Designated Hitter:** (DH), may be used in the 14U and over divisions. Normal substitution rules apply for the Designated Hitter (DH).

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- **Extra Hitter:** A team may use the EH, (extra hitter) if desired in any (Ages 9 thru 13) XDS tournament game. The manager must declare the use of an EH prior to the start of the game. The EH position shall be considered the same as any other position. Normal substitution rules apply. However, any team that begins play using an EH, must maintain a 10-player line-up throughout the game. If, due to injury, a team shall fail to field nine players, an out shall be recorded each time the EH was to have come to bat. Note: The extra hitter listed on the original line-up is considered the extra hitter for the entire game no matter what defensive position he assumes during the game. The extra hitter may occupy any position in the batting order. Once the game has commenced, the position of the EH in the batting line-up cannot change during the game.
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- **Jewelry shall be prohibited** (except Medical Alert bracelets) One warning be given per team followed by player (possible) ejection for ensuing infractions by players of the team for the remainder of the game.
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- **Time Limits:** Official game time limit for 9U-12U is 6 innings with no new inning after 1 hour 45 minutes (whichever comes first). 13U thru 18U will play 7 innings with no new inning after two hours (whichever comes first). Once an inning begins it must be completed. Ties count in pool play. Note***Managers, please have your team ready to play immediately following the completion of the preceding game. For the benefit of all participants in our events it is our desire to keep all games going off on time even if that includes beginning your game prior to the scheduled game time start.
CHAMPIONSHIP GAME TIME LIMITS: 9U-12U is 2 hours. If after 2 hours a winner has not been decided the California tie breaker will be put in place until a winner is decided. 13U-18U is 2 hours 15 minutes. If after 2 hours 15 minutes a winner has not been decided the California tie breaker will be put in place until a winner is decided.
California tie breaker – Starting the new inning in overtime a runner (last out) will be placed at second base (with no outs) and full innings will be played until a winner is determined.
- **Time Limits – ONE DAY TOURNAMENT EVENTS:** Official game time limit for 9U-12U is 6 innings with no new inning after 1 hour 40 minutes (whichever comes first). 13U thru 18U will play 7 innings with no new inning after 1 hour 50 minutes (whichever comes first). Once an inning begins it must be completed. All Ties must be played out with the California tie breaker being put in place after regulation time/innings has expired. Note***Managers, please have your team ready to play immediately following the completion of the preceding game. For the benefit of all participants in our events it is our desire to keep all games going off on time even if that includes beginning your game prior to the scheduled game time start.
CHAMPIONSHIP GAME TIME LIMITS: 9U-12U is 2 hours. If after 2 hours a winner has not been decided the California tie breaker will be put in place until a winner is decided. 13U-18U is 2 hours 15 minutes. If after 2 hours 15 minutes a winner has not been decided the California tie breaker will be put in place until a winner is decided.
California tie breaker – Starting the new inning in overtime a runner (last out) will be placed at second base (with no outs) and full innings will be played until a winner is determined.
- **Game Time Start:** Official game time begins at the start of the managers Home Plate meeting.
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- **Between Innings:** A maximum of 90 seconds or 5 warm up pitches, whichever comes first) will be allowed between innings with timing started upon the 3rd out. The umpire shall keep time. Automatic strikes may be called on an offensive team not ready, after the umpire has directed teams to play. Additionally any defensive not ready to begin play when umpire commences play with may be assessed automatic "balls". If an injury requires an emergency pitching change, the new pitcher will have 10 minutes maximum for warm up, during which time the game clock shall be stopped.
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- **Use of Illegal Players:** Any team using illegal players (i.e. – player being too old for division) shall be subject to discipline ranging from forfeiting a game, possible ejection from tournament and possible future sanctions imposed by **BASEBALL FOREVER**.
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Tournament Director Reserves the Right to alter format of any tournament event in order to finish tournament event in a timely manner. This includes shortening minimum game guarantees, modifying game schedules, time limits and innings per game if necessary. Additionally, every effort will be made to finish tournament but in case of rain, darkness or other acts of nature, director reserves the right to shorten games or modify schedules in order to finish event.

Tournament director reserves the right to move tournament event park site/location of event, if necessary, in the event of a change in field(s) status, field conditions, amount of teams ultimately in an event, acts of nature or any other unforeseen circumstances in order to accomodate all teams and in the best interest of the tournament event.

Rainout/Tournament Cancellation Policy:

In the event of tournament being cancelled by weather or any other unpreventable occurrence, every effort will be made to complete the tournament or schedule a make up of the event. Schedules may be changed, games may be shortened and a 2 day tournament may become a one day tournament. In the event of a rainout with no make-up tournament scheduled, we will offer all teams a credit based on the following criteria:

1. A full rainout, meaning no games were played, a credit will be issued for the entire entry fee.
2. One game played, 1/2 credit of entry fee.
3. Two games played no credit will be issued.

All credits must be used in the same area the tournament was schedule in and not transferable to another area or region.

In the event a tournament is rained out, while in progress and a make-up date is scheduled. Any team/s not able to play in the make-up will not be entitled to a refund or credit. The tournament director has the right to alter schedules, adjust time limits, or adjust the number of playoff participants in order to complete the tournament. The tournament director also reserves the right to alter the amount of credits issued.

Tie games in playoffs (and Championship games) in extra innings or past game time limit: If after one extra inning of regulation play has been completed and a winner is still not determined, the California tie breaker will come into play until a winner is determined. **California Tie Breaker:** runner placed at second base at the start of every half inning with no outs. Runner must be last out of previous inning. In Pool Play a tie stands and will not be played out.

- **Run rules:** 20 run rule after 1 inning in all age divisions, 15 run rule after 2 innings in all age divisions, 12 run rule after 3 innings in all age divisions, 10 run rule after 4 innings in all age divisions, 8 run rule after 5 innings in all age divisions.
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- **Home team will be determined by coin flip,** home team must occupy the third base dugout (Unless mutually agreed upon differently by both opposing managers). All changes must go thru the home plate umpire. In playoff rounds, the higher seed will be the home team. Higher seeded team also has the option of choosing to be visiting team.
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- **Official Scorekeeper** may sit in stands or in the vicinity of the backstop, the official scorekeeper cannot sit in the dugout or in the area of the dugout. Reminder: the scorekeeper is by rule an unbiased game official whose conduct is governed by that very definition.
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- **2014 BASEBALL FOREVER Bat Rules**
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- **13U Division and below:** Metal baseball bats manufactured for baseball must be stamped with the 1.15 BPF certification.

Wood bats are permitted in all age divisions.

14U -18U Division: -3 bats only. All -3 bats must be stamped with the BBCOR stamp. Wood bats are permitted in all age divisions. *Penalty for use of illegal bat will be out. 2nd offense will result in ejection of offending player.*

Catchers must be properly equipped for safety purposes. "Properly equipped" is per judgment of chief umpire and tournament director. (i.e. no skull caps allowed, catchers head gear must cover ears & catchers must wear athletic protective cup.)

- **All protests** will be ruled on immediately by tournament director and all decisions are final. All protests must initiated thru the home plate umpire before being brought to the tournament director. Once the next pitch is thrown or once the umpires leave the field after the completion of the game your team loses the right to a protest. Only managers may protest. Only a rule interpretation may be protested. Umpire judgement calls are not protestable. Requesting to view another teams roster to protest the use of an illegal player is considered as a protest. At which the time a protest is granted by the tournament director a \$100.00 cash deposit shall be immediately be collected by the tournament director. If the protest is upheld, the \$100.00 shall be immediately refunded. If the protest is denied the deposit shall be forfeited. Absolutely, No pre-game infield on any of the fields. Warm up in foul territory only please.

Courtesy Runners: A courtesy runner may be used for the pitcher or catcher at any time. Courtesy runner can only run once in an inning and must be a player not presently in the game/line-up. If batting the entire team the last out would be the courtesy runner. The same runner may not run for both the pitcher and the catcher in the same inning. Courtesy runner for the catcher with two outs is mandatory. (This is also referred to as the "Speed Up Rule which is intended to help speed the game along so as to help insure that teams get their full games in.)

Intentional walk: may be announced by the manager in the 08U thru 13U age levels. 14U -18U (4) balls must be thrown.

Missed bases: requires a live ball appeal play.

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- **Forfeits:** Any team forfeiting a game may not advance to playoff round if it is determined that it is beneficial to that team with regards to runs allowed/differential etc.
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- **Some parks may have gate fees.** Private parks policies and gate fees may differ and are determined by those respective parks. Gate fees where posted are not optional.
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- **Alcoholic beverages:** are not allowed to be brought into the ballparks.
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- **Tobacco products (smoking or chewing):** are not allowed during tournament play within the confines of the ballparks, stands, playing fields, etc. Please smoke or chew in designated areas.
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- **No ball buckets or coaches chairs on the playing field.**
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- **Wherever stated clearly:** "BASEBALL FOREVER Rules" supersede ALL Official Sporting News Rules for all **BASEBALL FOREVER** events.
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RULES (14U – 18U DIVISIONS)

- NATIONAL FEDERATION OF HIGH SCHOOL (NFHS) rules shall apply: along with BF Rules for age divisions 14U thru 18U. **BASEBALL FOREVER** adheres to strickly to National Federation of High Schools (NFHS) rules for all tournament play in the the 14U THRU 18U divisions with the following exceptions:
A) No pitching limitations in high school age divisions.
(Managers please use common sense with the safety of your pitcher in mind).

- B) Mandatory runner for catcher with two outs.
- C) Courtesy runner for pitcher and catcher at any time. Same runner cannot run for both pitcher and catcher at any time. Runner must be last out or a player not presently in the line up.
- D) EH is allowed only when team is batting 10 players. Nine batters can bat in line up with or without a DH. EH is not allowed when team is only batting nine batters.
- E) Batting entire line up is also permitted in the 14U High School division.
- GAME TIME LIMITS: 7 innings or 2 hours. Whichever comes first. No new inning after 2 hours
- F) 14U Division: -3 bats only. All -3 bats must be stamped with the BBCOR stamp. Wood bats are permitted in all age divisions.

- **BASEBALL FOREVER (USA) Bat Rule for High School age divisions (14U thru 18U):**
Wood bat or BBCOR (".50") bats. BBCOR certification label must be a permanent label stamped on the bat by the manufacture to read "BBCOR .50".
Penalty for use of illegal bat will be an out. 2nd offense will result in ejection of offending player.
Wood bats are permitted in all age divisions.

Questions & Answers (1-19-11)

NOTE*** For all age divisions any player violating the bat rule (2nd offense) during the same tournament event will be ejected from the game and will have to serve an additional game suspension automatically. No appeal. Player must be caught in the act of using bat. Any play subsequent to violation of bat rule by player will be deemed an automatic out and play will be deemed dead and any resulting play will revert. Any second violation by same team during the same tournament will result in the automatic ejection of player and manager from the game. Both manager and player will sit out an additional game suspension. No appeal. Any player or coach caught violating bat rule a second time in same tournament will be suspended for duration and remainder of the tournament . No appeal.

RULES (8U DIVISION – PLAYER PITCH)

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- 8U Pitching distance shall be 40 ft mound and 60 ft bases.
*in the event of a baseball facility only having 65 ft pegs installed the 8U division will be played at 65ft base distances. Additionally pitching distances for all age divisions may be subject to change in the case of some baseball facilities having permanent dirt mounds with differing pitching plate (rubbers) distances.
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- Bunting is allowed.
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- The game shall be six (6) innings. The game time limit 1-1/2 hours.(No new inning after 1 hour 30 minutes)
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- Tie games in playoffs will be played out in extra innings. Game will be played until a winner is determined. In Pool Play a tie stands and will not be played out.
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- A game shall become official after three innings have been completed or after 2-1/2 innings if the home team is ahead.
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- A team may start a game with no less than eight (8) players. Failure to field eight players is cause for forfeit. (Only 9 players shall play the field). Teams can start with 8 players and finish with eight players. If 9th player shows up after game has started the player can be added to the line up in the 9th spot.
***A minimum of 8 players shall be required to start a game and teams cannot finish with less than 8 players with the 9th spot being an automatic out every time up.
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- Mercy rule: 15 runs after 3 innings 8 runs after 4 innings.
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- Balk rules do not apply.
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- No lead offs. Players cannot leave base until after ball crosses home plate.
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- Stealing home is not allowed. Home plate is dead. Runner on 3rd must be forced home by a walk, HBP, or advance on a hit ball. Exception: Runners on 3rd may not advance unless play is made on him at third base (example: catcher or pitcher attempts to pick off 3rd base runner).
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- Batters may not advance to first on dropped 3rd strikes.
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- It is the base runner's responsibility to avoid contact with fielder in possession of the ball is on the rubber with ball in his possession. Exception: Runners may advance when the ball is hit to the pitcher and time has not been called.
- Runners may advance at their own risk if a defensive player, including the pitcher, should make a throw to any base in a pick-off effort.
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- The team may bat nine (9) players – or a 10th player if using the E-H rule. Teams may also bat entire roster if they wish with free substitution.
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- Batting order cannot change. Starters re-entering must assume their original place in the batting order.
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- Defensive coaches must remain in, or in front of, the dugout at all times.
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- Infield fly rule is in effect.
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- To intentionally walk a batter, no pitches are thrown, Coach or fielder just needs to inform umpire and point to first base.
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- The courtesy runner rule, for pitcher or catcher is allowed. A player, who has not been in the game, may be allowed to run for the pitcher or catcher. A courtesy runner may run for only one player per inning. If the same batter gets on base twice in the same inning, only the same courtesy runner may be use. NOTE: Courtesy runner for the catcher with two outs is mandatory.
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- Wherever stated clearly these "**BASEBALL FOREVER Rules**" supersede ALL Official Sporting News Rules for all **BASEBALL FOREVER** events.