



# Western PA AAU Baseball Tournament Rules

All Coaches, Players, and Parents are asked to read these Rules  
in their entirety.

<https://www.playaaubaseball.com/>

<https://tourneytownusa.com/>

<https://www.itournamentbrackets.com/>



## **Registration:**

We have partnered with Tourney Town USA to handle all registrations for the 2021 season. All teams are encouraged to visit their website at <https://tourneytownusa.com> and register for any of our 2021 events! Payment in full will be accepted at the time of registration. All payments made online are non-refundable and non-transferable.

If registering online but are not able to pay online, Final Payment is Due and is non-refundable and non-transferable 60 Days prior to the Tournament.

Final Roster submitted, listing all coaches, 14 Days prior to the Tournament.

## **Refund Policy:** 3 or 4 game minimum tournaments

0 Games Played – 100% credit to a future event, less a \$100 administration fee.

1 Game Played – 50% credit to a future event.

2 Games Played – 20% credit to a future event.



## **Payment and Cancellation Policies:**

**Payment Policy:** Prices are based on a per team rate and do not include any processing fees that will be charged by Tourney Town. If paying online, those fees will be in addition to the team fee.

**Suspended Games Policy:** Games not making it to regulation (*4 complete innings for a 6 inning game, 5 innings for a 7 inning game*) due to weather conditions or darkness will be suspended and will resume from the suspension point at the earliest time available. If a suspended game cannot be resumed, it will be considered complete and official at the end of the last complete inning. The information below further demonstrates this point.

**Lightning Policy:** On days/times when a storm is anticipated, the weather will be monitored by the AAU staff and umpires. When lightning is detected, all games will be suspended immediately. Players, coaches, and parents shall then proceed to a safe area. Games will



continue once the lightning has left the area and the staff believes it is safe to resume play.

**Pool Play Games:** If a game is suspended prior to being official and there is not enough time to resume, the game is considered complete at the end of the last completed inning. If a game is tied at the end of the last completed inning, the game will end in a tie. If the 1<sup>st</sup> inning is not completed in a pool play/consolation game and it cannot resume, then the game will end in a tie.

**Elimination Games:** If a game is suspended prior to being official and there is not enough time to resume, the game is considered complete at the end of the last completed inning. If the 1<sup>st</sup> inning is not completed in a suspended game and it cannot resume, then the higher seed will advance to the next round. If tied at the end of the last completed inning, the higher seed will advance.

**Championship Games:** If a Championship Game starts and is unable to be completed due to weather/darkness,



the game is considered final at the end of the last completed inning if the game cannot resume. If tied at the end of the last completed inning or if 1<sup>st</sup> inning is not completed, both teams are named co-champions. If a paid berth is being provided to a future tournament, each team will receive 50% of the paid berth.

**Schedule Change:** Should any tournament be impacted by weather, AAU Baseball reserves the right to adjust the tournament schedule and format.

## **General Information**

**Baseballs and Equipment:** AAU Baseball will provide 2 official game balls prior to each game, other than Championship Games. Each team shall provide their own practice balls. It is the teams' responsibility to provide all additional baseballs, and other baseball/safety equipment.

**Team Uniforms/Cleats:** It is the teams' responsibility to provide uniforms to their players being similar in appearance. All uniforms shall display a number on the



back of the jersey. If a team is playing on a field utilizing a portable turf mound, No Metal Cleats will be allowed on the mound. Jewelry is not permitted during game play. Jewelry worn for medical reasons is also permitted (in these cases, jewelry must be secured to the body). Any item that is deemed to be a distraction or unsafe will not be permitted. The team will receive a warning if a player wears improper jewelry during the game and any players found wearing improper jewelry after the team warning will be ejected for the remainder of the game.

**Awards:** Each tournament will have different awards. The Champion and Runner-Up of each event will get a Trophy and in specific events, the Champion will receive customized rings or belts!! Specialty Awards for All Tournament Team will also be provided for certain tournaments.

**Team Insurance:** Each team is required to carry team insurance to participate in all AAU events and be able to provide proof of insurance upon request. If you do not have team insurance, each team/player will be required



to sign up for an AAU membership which will cover each team/player participating in the event. This process can be done onsite.

**Player Waiver:** Players will be required to complete the waiver prior to competing in any AAU event.

**Dress Code for Coaches:** Managers and coaches are not required to be in uniform during the games. However, we do expect that any adults on the field shall be dressed appropriately while coaching young athletes.

**Dugouts:** ONLY registered coaches and the players are allowed in the dugouts and on the fields.

**Batting Cages:** Each team will be permitted to use one outside batting cage before their scheduled games. This is on a first come first serve basis.

**Team Practices:** All teams are permitted to use the batting cages prior to their games. During the tournament weekend, the fields will be closed prior to



and after the scheduled games. No practices are allowed during these times.

**Field Use:** Only scheduled teams are permitted on the fields. No other individuals are permitted on the field, this includes before, during, and after scheduled games.

**Ready in Advance:** All teams should be prepared to begin their game 30 minutes prior to the scheduled start time.

**Protests:** Protests will be heard and ruled on by the tournament director. The Head Coach of the protesting team must make a cash payment of \$100 at the time of the protest. If the protest is ruled in the protesting team's favor, the \$100 will be refunded to the Head Coach of the protesting team. The ruling made by the tournament director will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave field if after a game.

**Suspension:** Any player or coach that is ejected from a game will be subject to suspension upon review by the tournament director. In interest of maintaining a quality



event, the tournament director reserves the right to eject any person for the site for unruly or unsportsmanlike behavior.

**Concessions:** AAU Baseball offers concessions at all host locations. Concession stands will be open 30 minutes prior to the first scheduled game and will close 30 minutes prior to the end of the last scheduled game.

**Parking:** All AAU Baseball events offer free onsite parking available for coaches, parents, and fans. AAU Baseball is not responsible for any damage or theft to vehicles.

**Eligibility:** A Player's Tournament Age is based on the age they are as of April 30<sup>th</sup> for Spring/Summer events and August 31<sup>st</sup> for Fall events. Players cannot double roster in the same age division. Each team is responsible for keeping a copy of each players birth certificate available for review at all times. If any player does not have his birth certificate available at any time during the event, that player will be ruled ineligible. If a team is caught



using a player that does not have a readily available birth certificate, that team will forfeit every game that player has played in and the team will be removed from the tournament.

## **Tournament Rules**

The default rule book for all AAU Baseball events will be the Major League Rule Book except where amended by the Pennsylvania AAU.

**Home Team Designation:** Home team shall be designated by a coin flip in all pool play games. Higher seed teams shall have choice of home or away team in all bracket games.

### **Lineups:**

**8u:** All Rostered players must be in the batting lineup. All teams shall be allowed to play with 10 players in the field. If choosing to play with 10, 4 of these players must be in the outfield located at least 15' behind the infield



dirt. All players are considered defensive starters for substitution purposes.

**9u-13u:** 9 Roster bat format in which all nine position players must be in the batting lineup. Each team will have the option of using a DH for any position player. Teams shall also have the option to bat more than 9. All players starting in the lineup but not in the field are considered extra hitters, which are considered defensive starters for substitution purposes.

**14u-17u:** Teams may bat anywhere from 9 players to their entire roster. Each team will have the option of using a DH for any position player. The number of batters in your lineup at the beginning of the game must stay the same throughout the entire game. All players starting in the lineup but not in the field are extra hitters (except the DH) which are considered defensive starters for substitution purposes. The DH and the player being hit for are locked together in the same batting order spot in the lineup for substitution purposes.



**Free Defensive Substitutions:** When a team chooses to bat the entire lineup, each player is considered a starter and the team has free defensive substitutions for that game. If a player is injured during the game in which a team is batting the entire lineup, their spot in the lineup shall be considered an out the 1<sup>st</sup> time through after the injury occurs. After this occurrence the spot shall be skipped without penalty. Once the spot in the lineup is skipped due to an injury, that player is not eligible to return to the game in any capacity. If a player is ejected from a game in which a team is batting the entire lineup, that spot in the lineup will be recorded as an out for the rest of the game. Head Coach must bring any lineup issues to the attention of the Tournament Director before the game begins. If a lineup issue is discovered during the game, the ruling will be that the lineup is corrected at that point for the rest of the game. If it is brought to the Tournament Directors attention after the game, there will be no penalty. There will not be a forfeit for this situation since the opposing team is responsible for verifying the other team's lineup prior to the start of the game.



**Injuries/Substitutions:** If a player is injured and no substitute is available, after the first time through the order after the injury, that team will not be penalized with an out. If an injury occurs during an at-bat and the player cannot continue the at-bat, the current at bat shall commence the first time through the order and that player spot shall become an out. The only exception to this rule being when a player is hit by a pitch, a substitute runner shall take his place on the base and the next at bat shall commence the first time through the order. If an injury occurs while on the base paths and there are no substitutes available, the player that made the last recorded out will take the place of the injured player on the bases.

**\*\*Pitcher Re-entry:** If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the pitcher of record and can continue to pitch the game.



## **Pitcher Guidelines:**

**Ages 9/10** – 6 Innings per tournament. No more than 3 Innings per day. 1 pitch shall count as 1 inning pitched.

**Ages 11/12** – 6 Innings for 1<sup>st</sup> 4 games. 1 additional inning per additional game. No more than 4 Innings per day. 1 pitch shall count as 1 inning pitched.

**Ages 13/14** – 7 Innings for 1<sup>st</sup> 4 games. 1 additional inning per additional game. If 4 consecutive innings are thrown in a game, player shall be required to have a 2 game rest before pitching again. 1 pitch shall count as 1 inning pitched.

**Ages 15+** - No Tournament Guidelines. Coaches are expected to be responsible with players in respect to pitch counts for the weekend. 1 pitch shall count as 1 inning pitched.

\*Western PA AAU Baseball reserves the right to alter these guidelines for larger events.

**Balks:** AAU Baseball follows Major League Baseball rules pertaining to balks except for the 10u age group, where



there will be 1 warning per pitcher issued for balks. There will be 1 team warning for 11u. Once a balk is called, it is a delayed dead ball with the batting team having the choice between balk or the result of the play. For clarification, there will be no balk calls at the 9u level.

**Mound Visits:** AAU Baseball follows Major League Baseball rules regarding mound visits. The pitcher must be removed on the second mound visit in an inning.

**Avoid Contact Rule:** Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgment, there is an intentional contact, that umpire may call the runner out on that play and that player shall be ejected from the game. If there is inadvertent contact while the base runner is trying to avoid contact, the base runner will not be called out; again this is a judgment call made by the umpire and shall not be challenged nor shall it be subject to protest. If a player is ejected from the game due to a contact violation, the Tournament Director will make the final ruling on any further suspensions. On force out



situations, if the runner slides, they must slide directly into the base. A slide that is not directly into the base is grounds for an interference call and the runner could be declared out. This call is also considered a judgment call by the umpire. If a runner makes a legal slide directly into the base and contact is made, the runner shall NOT be called out.

**Time Limit:** No new inning may start after the time limit elapses. The standard time limit for 8u is 90 minutes. The standard time limit for ages 9u-13u is 105 minutes. The standard time limit for ages 14+ is 120 minutes. Games can go into extra innings, if tied, as long as the time limit has not expired. Pool play games can end in a tie. If the time limit is reached during an inning, that inning will be the last one of the game. If the home team is winning after the top half of the inning, they will be declared the winner. If the home team is trailing and must hit in the bottom half of the last inning, the game will end at the moment the home team scores the winning run or the visiting team gets the third out of the inning. If the time limit is reached during the bottom half of an inning and



the home team is winning at the moment, the current batter shall finish the at bat and then the game will end. All Championship games shall have NO time limits and shall be completed in their entirety.

Once the time limit has been reached in any Elimination Game, if the game is tied, the next new inning will go into Shoot-Out format. Each team shall start with a 1 out and a runner on 2<sup>nd</sup> base. The runner on 2<sup>nd</sup> base will be the last batted out.

**Intentional Delays:** Intentionally delaying a game to achieve a victory through the time limit is considered unsportsmanlike and will not be tolerated in any AAU sponsored tournaments. The umpires and Tournament Director reserve the right to eject any coach or player for intentionally delaying a game and possibly adding additional time to the game or declaring a forfeit to that team.



## **Seeding Pool Play Teams:**

1. Record
2. Head to Head Results
3. Run Differential
4. Runs Allowed
5. Coin Flip

**Lineup Cards:** Teams must provide their own lineup cards. A copy should be given to the umpire and the opposing team prior to the start of the game.

**On Deck Batter:** All on-deck batters are permitted to warm-up on the same side as the current hitter's swing, with helmet on. Only one on-deck batter is permitted.

**Official Scorebook:** Each team shall be required to provide their official Gamechanger account to the Tournament Director prior to the start of the tournament. The Home Teams Gamechanger account



shall be the official scorebook for each game and those scores shall be used to update the standings. Any challenges to such scores shall be brought to the attention of the Tournament Director within 2 hours following the end of each game. If Gamechanger is not being utilized by the Home Team, an Official Scoresheet shall be provided to the Directors table at the end of the game. The official scoresheet must include innings pitched for both teams.

**Number of Players:** Teams must start the game with a minimum of 9 players and are permitted to end a game with 8 players. Anything less than 7 available players at any time during a game will result in a forfeit for that team.

**Forfeits:** If a team forfeits a pool play game, the Tournament Director reserves the right to declare the team ineligible for the championship round and could impose suspension from future AAU tournaments. The final score of the forfeited game will be based on the team giving up a run per inning for a complete game. If a



team chooses to forfeit a consolation or elimination game, they face suspension in future AAU tournaments. If a team chooses to forfeit a championship game, they are not eligible for tournament awards and AAU reserves the right to replace a forfeited team in an elimination game if possible. If a game becomes a forfeit after it has started due to a team having less than the required 8 players, the official score of that game still follows the guidelines above no matter what the score was at the time of the forfeit.

**Expected Behavior:** Negative behavior/bad sportsmanship is strictly prohibited. Please remember that the games are for the kids, not the adults, and we expect each adult to set a positive example for the players through their words and actions. Any violation will result in removal from the park and possible banishment from future events.

**Cheering/Noisemakers:** All individuals (players, coaches, parents, and fans) are expected to cheer in a positive manner for their own team and never in a negative



manner toward the opposing team. Noise makers are NOT permitted in the dugouts and if they are used by parents/fans, they must not cause any sort of distraction to the opposing team. Realizing the term “distraction” can be subjective, if an issue arises at a field involving noisemakers, the AAU staff may mandate that they not be used during moments of game play. They would only be permitted to be used when the ball is dead or in between innings. If that stipulation is not followed, the noise makers would be prohibited all together for that team for the remainder of the tournament. If any coach, player, parent, or fan is found using any noisemaker after they have been prohibited, the Head Coach of that team shall be ejected for the remainder of the tournament.

**Mercy Rules:** For all games 15 runs after 3 innings, 12 runs after 4 innings, and 10 runs after 5 innings.

**Additional 8u Rules:** Each half inning shall be ended when and if the batting team reaches 5 runs or the defensive team gets 3 out, with the exception of the last inning being unlimited. Regarding any overthrows from a



fielder who has established infield possession, no runner shall advance past the base they are advancing to at the time of the throw. If there is an overthrow from a fielder who has not established infield possession, base runner may advance at their own risk. In order for a base runner to advance to the next base after infield possession has been established, the runner must pass approximately halfway between the base they are coming from and the base they are advancing to. This point is up to the discretion of the umpire. Play will continue at the baserunners risk if choosing to advance after infield possession is established. Each batter will receive 7 pitches or 3 strikes, whichever occurs first. If the 7<sup>th</sup> pitch is a foul ball, the at bat will continue.

**Bat Restrictions:** All USSSA and USA bats allowed except any bats that are included on the national banned bats list.

**Altered Bats:** Altered bats (shaved, rolled, or in any other way altered to increase performance) are not permitted in any way. Any player using an altered bat will be



ejected from the game and their bat will be recorded as an out. All runners will go back to the base they occupied when the batter puts the ball in play. If any Player/Team is found to be using an Altered Bat, the player shall be ejected from the tournament and the Head Coach will be ejected from the game. The player found to be using the altered bat may face further suspension subject to the Tournament Directors review.

**Illegal Bat Penalty:** If the umpire discovers that a batter enters the batter's box with an illegal bat, the batter will be called out (even if a pitch has not been thrown). If the illegal bat is discovered after the ball is put into play (but before the next pitch is thrown to the next batter), the defensive team will have the choice of the result of the play or the batter being called out and all runners returning to the base occupied before the pitch. An appeal on the legality of the bat must be made prior to the next pitch thrown to the next batter or the result of the previous at-bat will stand. If a team is found in violation of this a second time during the same



tournament, the Head Coach shall be ejected immediately for the remainder of the tournament.

### **Ejections/Suspension Policy:**

**Managers/Coaches** – Managers or coaches that are ejected from a game must leave the facility immediately. The Tournament Director shall determine the length of the suspension.

**Players** – If a player is ejected from a game, the Tournament Director shall determine the length of the suspension.

**Parents/Fans** – If a parent/fan is ejected from a game, they must leave the facility immediately and will be suspended for the remainder of the event.

**Fair Play & Sportsmanship:** Intentional disregard for the stated rules as well as obvious unsportsmanlike behavior will not be tolerated and will place the individuals and/or teams involved at risk for a possible forfeit or



banishment from any future AAU events. Any physical altercation will result in immediate ejections for all parties involved. This ejection will be for the duration of the tournament.

**Re-Entry:** Starters may re-enter once, as long as the player occupies the same position in the batting order. Starting pitchers may be re-entered, but not as pitchers.

**Bunting:** If a batter shows bunt, he must either bunt or pull back. The batter can never show bunt, then swing away, or it will be considered an out. Slash bunting is not permitted.

**Courtesy Runner/Speed up Rule:** Teams may pinch run for the pitcher and catcher at any time. The last recorded out or any available substitute will be used for the pinch runner. If the pitcher or catcher is the last recorded out and no substitute is available, the next recorded out will be the runner.



**Intentional Walks:** The coach or pitcher must notify the home plate umpire and the hitter will be granted 1<sup>st</sup> base (all ages)

**Seeds, Gum, Chewing Tobacco:** There is to be no Gum, Seeds, or Chewing Tobacco used in the dugouts or on the field. The umpires have been instructed to give a warning on the 1<sup>st</sup> incident, a run will be removed for the 2<sup>nd</sup> incident, and the team will forfeit and be subject to a \$300 fine for a 3<sup>rd</sup> incident.

**Sliding:** Head first and feet first sliding is permitted.

**Leads & Steals:** Ages 10u and older will play leads and steals. Ages 8u/9u will play Little League Baseball rules. At the 9u level, players can advance to the next base when the ball crosses the plate but may not steal home (this would include trying to advance home on a throw back to the pitcher). For clarification, there will be no leading at 8u/9u.



**Foul Ball Retrieval:** Batting teams are responsible for retrieving foul balls and home run balls and return them to the game.

### **Field Dimensions & Game Length:**

**8u & 9u** – 60' Bases, 46' Mound, 6 Inning Game

**10u** – 70' Bases, 46' Mound, 6 Inning Game

**11u & 12u** – 70' Bases, 50' Mound, 6 Inning Game

**13u** – 80' Bases, 54' Mound, 7 Inning Game

**14u and older ages** – 90' Bases, 60'6" Mound, 7 Inning Game

### **AAU Facilities Policies**

- 1.** All facilities and parking lots for AAU Tournaments are considered Foul Ball Areas. Parking and entry is at your own risk.



2. All facilities used by AAU Tournaments are alcohol free areas.
3. Disorderly conduct and physical/verbal assault will not be tolerated and will result in expulsion from any AAU Tournament facility for the remainder of the event. Further expulsions are at the discretion of the Tournament Director
4. Only “six pack” size coolers are permitted. There are NO other coolers permitted in any AAU Tournament facilities.
5. No soft toss against permanent fencing/netting