

MILFORD LIONS CLUB BASEBALL BASH TOURNAMENT

RULES AND PROCEDURES

10U, 12U, and 15 Age divisions: Ages are determined by age on April 30th. No player may play on 2 teams in the same division. You must play in 2 pool play games to be eligible for Championship play unless preapproved before pool play beginning.

Tournament rules and policies:

- 2 Pool games on Friday, Single Elimination on Saturday.
- 3 game guarantee tournament.
- Home team will be determined by a coin toss, except tourney will be highest seed.
- No new inning after 1 hour and 30 minutes.
- Pool play games can end in a tie. Championship end of game ties will be international rules: (1st extra inning runner on 2nd, next inning runner on 3rd, until the game is won). 9 run rule after 5 innings, 12 run rule after 4 innings and 15 run rule after 3 innings.
- No using metal cleats on the portable mounds.
- Bat Rule:** Bats must be stamped 1.15 BPF: Bats up to 2 3/4 are permitted as long as they are stamped.
- The DeMarini Zen Drop 10-2 3/4 is not allowed.**
- 4 innings or 1 hour constitutes a complete game when delayed or called for any reason.
- Speed up rule/courtesy runners will be allowed for the pitcher or catcher any time. The courtesy runner will be someone not currently in the batting order or if the team has no players on the bench than last batted out can be used. A courtesy runner may be used only 1 time per inning. The runner can only run for the pitcher or catcher but not both.
- Home team will be official scorer unless agreed upon by both teams to allow visiting team to do so, or the umpire determines the visitors as official scorer.
- Protests** will not be allowed on judgment calls. If you want to protest you must do it at the time of the infraction with the home plate umpire. The umpire will then contact a tournament director member.
- We will enforce an avoid contact or must slide rule at all bases. Malicious contact (as determined by umpires) will result in ejection.
- On a double play, the runner must peel away from the baseline or slide or it is an automatic double play. This is also a judgment call by the umpire. This cannot be protested.
- Warm up pitches need to be limited to 8 between innings.
- No infield before games.
- No Defensive huddles between innings.
- Live Balk Rule-If a pitcher balks and throws the ball, the offensive team gets to choose the outcome of the play. Meaning, they get a re-pitch or the result of the play.
- With runners on 1st and 3rd pitcher is allowed to fake a throw to 3rd then throw to 1st (No Balk)
- End of game, please clean up trash in dugout and get out in a timely manner to allow the next team in.
- Show respect to players, your players, your opponents and the officials.
- Any excessive unsportsmanlike behavior by anyone including fans will result in an ejection from the complex. If the problem continues it may result in forfeiture of that team's game.

If there are any discrepancies or questions the final ruling will be determined by Tournament staff: Tyler McMullin, Jeff Davis, Rick Rose or Cory Beebe.

Pitching Rules:

11 innings for tournament. You will keep a pitching log that can be requested at any time by opposing teams. All games/innings must be signed by either the opposing coach or an umpire. If a team is caught cheating the pitching rule, you will forfeit the game in which the illegal pitcher is used and that pitcher will not be allowed to pitch the rest of the tournament. Starting Pitcher may re-enter the game.

ADVANCEMENT AND SEEDING CRITERIA:

Best record

Head to Head

Plus/Minus run differential to a maximum of plus or minus 7 runs per game

Fewest runs allowed to common opponents

Fewest runs allowed to all opponents

Coin flip

DIVISION SPECIFIC RULES:

10U

*6 inning games or 1 hour and 30 minutes whichever comes first.

*Only 9 defensive players allowed on the field.

*Free Defensive substitutions (with no relation to batting order) and teams may bat as many players on the roster if they so choose. Batting order cannot change though. In case of injury and no subs, that player may be removed from the batting order but will take an out the first time that spot come up, after that no penalty incurring.

*Baserunner may steal or advance once the pitch crosses home plate.

*NO Leading off, NO running on dropped 3rd strike.

*8 runs per half inning: After 8 runs scored teams exchange offense and defense. All runs scored on the play of the 8th run are recorded. Last inning, due to time or being the 6th inning will still be played even if the trailing team is too far behind to catch up-unless agreed upon by both teams and umpire. 8 runs per inning rule will apply last inning, it's not unlimited. Mercy rule still applies.

12U

*6 inning games or 1 hour and 30 minutes whichever comes first.

*Free Defensive substitutions (with no relation to batting order) and teams may bat as many players on the roster if they so choose. Batting order cannot change though. In case of injury and no subs, that player may be removed from the batting order with but will take an out the first time that spot come up, after that no penalty incurring.

*Leading off and stealing is permitted.

*Can only play 9 defenders in the field.

15U

*7 innings or 1 hour and 30 minutes whichever comes first.

*Babe Ruth rules apply with the exception of the pitching rules and any rules stated above in the tournament rules.

*Tie Breaker: Babe Ruth rules

*Bat Rule: Babe Ruth 15U rules will apply. The bat may not exceed 34" in length; the bat barrel may not exceed 2 5/8" in diameter; all aluminum alloy bats and all composite handle only with an aluminum

alloy barrel is allowed. Composite barrel bats have to be marked BBCOR .50 All BBCOR .50 bats are allowed.

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Pitching log is on the next page

