



2015 Rich Becher Memorial Tournament Rules

(3) Game Minimum Baseball

(4) Game Minimum Softball

******proof of insurance is needed before all teams play a game******

Please have a copy sent to ryocardinals01@gmail.com and have on you at all time! Form must name Ronkonkoma Youth Organization as Additional Insured

Winning Teams must text results to RYO at 631-913-8796 Name/Venue/Team names/Score

Unless noted prior to the event, Little League Baseball (ages 8-12) and National Federation High School (ages 13 & up) Rules will be used with the following notations. RYO reserves the right to enforce particular invitational tournament rules.

- Rule 1- Rosters: May not exceed 20 players during the tournament.
- Rule 2- Judgment will be used in determining if a field is playable due to rain.
- Rule 3- All players must be fully uniformed (matching hats, jerseys, pants and socks). Managers and coaches on baselines need to be in coaching attire. Managers and coaches on the bench need to be in coaching attire. Coaches must have matching team shirts and are allowed to wear coaching shorts. If they are not in proper attire they cannot make trips to the mound or coach baselines. The umpire can eject any manager, coach or player in accordance with this rule.
- Rule 4- Bat sizes are in accordance with the National Federation. We are an all wood bat league from 15U through 18u divisions. Barrel diameter not to exceed as follows: 8's- 14's: 2 5/8" Maximum Barrel Metal Bats. Only minus -3 bats are allowed in Tournament play. **The use of Composite and BAMBOO is not allowed.** BB CORE use for those in metal tournament pool play. Use of illegal bat will result in automatic out if caught during at bat and or before another pitch is thrown in another at bat.
- Rule 5- The official baseballs used in this Tournament will be provided by RYO.
- Rule 6- The use of baseballs are to be shared by each team, each game, regardless of who is the home team. 2 balls will be issued per game. Teams will have to supply going forward.
- Rule 7- Mercy Rule Drop Dead: if at any point a team goes up 10 runs after 4 innings the game will be final. Same will apply to 8 runs after 5 innings.
- Rule 8- Lightning Rule: If an umpire sees lightning, future play is suspended for 15 minutes. There can be two suspensions before a game is declared over.
- Rule 9- We flip for home team in all games except playoff pool in which case higher seed is home.
- Rule 10- Slide / Avoid contact rule: All players must try to avoid contact at all four bases. Failure to do so will cause the player to be called out on the play and ejected from the game. This is a judgment call by the umpire. Throws that sail into the base path have to be judged individually with the sole interest in the safety of the players involved. Fake tags are illegal and are cause for ejection.
- Rule 11- All players must wear a double-flap helmet when batting and when on base. Catchers must wear skull caps and throat protectors. Umpires may eject players for refusal to wear such equipment. Managers are responsible for catchers to wear protective gear while warming up pitchers.
- Rule 12- All age groups can have an EP/EH (Extra Player) if they choose to bat 10. Ages 8-12, 2 EPs permitted. If you start with 10, you must finish with 10 or take outs in vacated batting positions. EP must be declared at the start of the game – an EP (10th) hitter may NOT be added after the starting lineup is submitted. EP is approved for substitution rule as is with any other starting player.
- Rule 13- Decisions: Tournament Directors shall have final decision on all tournament questions/issues.
- Rule 14- The Speed up rule- Can be used for Catchers at any time. Last batted out in the batting order must be used.

- Rule 15- Insurance claims must be reported to the RYO immediately. Incidents need to be recorded and reported to the insurance company within 48 hours of incident.
- Rule 16- The local rule for forfeits. Forfeit time is 20 minutes. If a team does not have enough players at game time there is a 20-minute grace period for the players to show up. After 20 minutes the game is declared a forfeit, in the case of a doubleheader, both games are declared forfeits. The team that forfeits is responsible for all of the umpire fees. If a team has 9 players it cannot wait 20 minutes for other players to show, the game starts on time as long as 9 players are present. Player Minimum: A team must start with a minimum of 9 players but can finish with no less than 8 taking outs in the vacant batting order positions.
- Rule 17- A manager must be declared before each game. The manager is the person who is listed on the League manager's directory. If the listed manager is not present an assistant will assume the manager's duties. If a defensive conference on the mound includes the manager it is considered a pitcher's conference.
- Rule 18- Protests must be lodged at the time of incident with the home plate umpire before the next pitch is thrown.
- Rule 19- Only games suspended by lightning can be played to completion. Any games stopped by darkness are official if the visitor is trailing after five innings of at bats or the home team is trailing after five innings of at bats. If the visitor takes the lead in the top of the sixth or seventh inning and the home team does not bat in the bottom of the inning, the game reverts back to the previous fully played inning (will not apply in time limited game).
- **Rule 20- Teams must text results to RYO at 631-913-8796 Name/Team name/Score**
- Rule 21- In pool play, games that are official (6 or 7 innings/time limit) with a tie score must be played to completion. Standings for Tournament for playoff purposes, team will advance and/or be seeded based on the following guidelines in the following order:
 - Overall W/L Record
 - If two teams are tied then head-head matchup will break the tie
 - Run Differential (Max. 6 for 6 Innings, Max 7 for 7 Innings)
 - Runs Allowed
 - Coin Toss
- Rule 22- Game Time: Starting time is forfeit time, unless delay is created by RYO. Game time starts at completion of coin toss. Note: all teams should be at assigned field 45 min. to 1 hour prior to game. Time limits. **1 Hour 50 minutes**. No time limit For Playoff/ Championship games
- Rule 23- Ejections. The first ejection warrants a warning but could carry a suspension. The second ejection carries an automatic suspension. The umpires have the right to ask for a suspension, even if it is the first ejection.
- Rule 24- When a manager, coach or player is ejected from the game, that person must leave the bench area. The umpire will resume the game as the ejected person is leaving the area. The ejected party will have ample time [four minutes to leave the field area without being threatened with a forfeit by the umpire. If the ejected party hangs around or verbally abuses anyone the game is over. A coach cannot run the team from a distant area. Failure to comply will result in a forfeit.
- Rule 25 – **All baseline coaches must wear protective skull caps at all times when on the field. There will be no exceptions to this rule. A manager or coach who refuses to wear a cap will be ejected from the game.**
- Rule 26 – All teams should carry proof age for all players. Any player who is not on the team roster before tournament start date is ineligible to participate. No players can be added after the start of the tournament unless a waiver is granted in a special situation due to multiple injuries or unforeseen circumstances. Age Requirement: April 30 will be the designated date to determine ages. Photo copies of birth certificates will be required and must be available upon request.
- Rule 27 -A copy of the rosters are final before tournament begins and should be handed into the Tournament Official. No players can be added without league consent. IE: Team has multiple injuries and needs to add players to honor the schedule and finish the tournament.
- Rule 28 - Physical abuse of an umpire or staff will result in banishment. Physical abuse of an opposing player will result in a suspension. Banishments, suspensions and reinstatements will be determined by the executive committee.
- Rule 29 - Alcoholic beverages on the playing field, dugouts or stands are strictly prohibited and are grounds for immediate ejection and suspension. Anyone found drinking during a game will be suspended indefinitely pending a hearing. If during a doubleheader, the ejection goes for both games. A hearing of the rules committee will be held for further action.
- Rule 30- **Soft toss into fences is strictly prohibited at any Tournament fields. Violators of this rule will be ejected from the premises.**

- Rule 31- Hit Batsman- Any pitcher who hits a batter intentionally will be automatically ejected and must leave the premises. Any pitcher that hits a batsman 3 times in one half inning will be forced to be taken out. Any pitcher that hits 4 batsman in the course of a game will be forced to be taken out.
- Rule-32- Free and Unlimited Defense substitutions will be granted as long as opposing team is made aware of change.
- Rule 33-First to third pick off attempts are still in effect (13u-18u).
- Rule 34-Pitching Rules: No restrictions (coach's discretion).*Eight warm-ups to start, five thereafter.
- Rule 35-**No pre-game infield.** All teams are encouraged to warm up as much as possible before game time in the outfield.
- Rule 36-No Metal Cleats in the following age groups: 8u, 9u, 10u and 11u. No metal cleats at any of the TURF Fields.

Tie-Breaker System: If a game is tied after all innings have been completed (or after the time limit has expired), the "California" tie-breaker rule will go into effect. Each team puts the batter who is scheduled to bat last in that respective half of the inning on second base and plays out a full inning. This happens until the tie is broken and the game is complete.

*Ronkonkoma Youth Organization has the right to supersede any and every rule at any given time to ensure the integrity and well being of all participants.

RYO Tournament events are held to provide Baseball competition for the teams that attend. All managers, coaches, players and spectators must conduct themselves with the spirit of sportsmanship at all times.

***Sunflower Seeds (coaches and spectators),
Chewing Gum, Metal Cleats, Infield/Outfield,
Soft Toss PROHIBITED***

No Soft Toss into any fences at All Venues.

PAL Complex:

***No Parking along main road. Parking for
fields C-1 and C-2 is behind J-Kings. Parking
for C-3 and C-4 is at the North Parking Field.***

Town of Brookhaven Fields:

Rubber/Plastic Cleats are permitted on Turf Fields. Only Turf Shoes or Sneakers are permitted on Turf Mounds. Violators will be subject to Ejection and Suspension.