



## 2013 Tournament Rules and Regulations

**Tournament Director:** Paul Gibson Phone: 631-901-6807  
**Assistant Directors:** Glenn Gibson  
 Corey Frederick

**Rules:** National Federation rules will be used, unless noted.

Age Group	Pitching Distance	Balks	Base Distance	Leading	Stealing	Dropped Third Strike
9u	46'	No	60'	After Ball Crosses Plate	Yes	No
10u	46'	Yes - 1 Warning	65'	Yes	Yes	Yes
11u-12u	51'	Yes - 1 Warning	75'	Yes	Yes	Yes
13u+	60' 6"	Yes	90'	Yes	Yes	Yes

**Tournament Supervision:** The Tournament Director and/or an Assistant Director will be at the facility at all times. The Tournament Director and/or Assistant Director and the umpires will make determinations on all weather related issues, field conditions, and any other situations related to the playing of the game.

**Rosters:** All rosters must be submitted to Diamond Studz Baseball at least **one week** prior to the tournament. The rosters may be mailed or e-mailed (.pdf format). Players may be added to the roster up until your first tournament game however, an updated Roster must be submitted to the Tournament Director or Assistant Director prior to the first game played by that team.

**Birth Certificates:** Birth certificates are the responsibility of each individual team. They must be made available, immediately, if the opposing team protests a player's age. All issues regarding a player's age will be addressed and solved immediately at the field. A team violating the age restriction rule will automatically forfeit the game. They will also be forced to forfeit any previous game played and their manager will not be allowed to coach the rest of the tournament.

**Team Insurance:** Teams are required to have their own insurance. All teams must list Diamond Studz Baseball Inc., and the Town of Brookhaven as Additional Insured.

**Home/Away Team:** In Pool Play, the Home/Away team will be determined at home plate by a coin toss. This will occur when the ground rules are done and any coin tosses done at any other time will not be considered valid. In playoff and championship rounds, the higher seeded team will be the home team.

**Coach/Player Dress Code:** **PLAYERS MUST BE IN MATCHING UNIFORMS:** Jerseys, pants, and caps must be matching to be eligible to warm-up, play, or sit in/on the bench area. Any player not in full matching uniform is ineligible to play and must stay out of the bench area. Each player must have a unique uniform number. **Registered coaches must be uniformed to enter the playing field at anytime. Acceptable coaching attire includes matching shirts, hats, and athletic pants or shorts. Coaches are not permitted to enter the field wearing jeans, cut-off jeans, bathing suits, or flip-flops.**

**Umpires:** 9u will have one umpire per game. Two umpires will be provided for all games at all other age levels.

**Lineups:** The following lineups are allowed for this tournament:

1. A team may bat 9 players.
2. A team can bat 9 players and utilize a DH.
3. A team can bat 10 players and utilize one EH or one EH and one DH.
4. A team can bat 11 players and utilize two EH's or two EH's and one DH.
5. A team can utilize a universal lineup (Hitting the entire team). In this scenario, the coach can still utilize only one DH, and the rest of the players in the lineup are in a fielding position or are an EH.
6. A team may start a game with 8 players. If a 9<sup>th</sup> player arrives before the leadoff hitter bats for a second time, the 9<sup>th</sup> player can be added into the lineup in the last spot of the order.
7. Players that are not in the lineup can't play the field until they are announced to the opposing coach and the umpire. Starters can re-enter the game, but it must be in the same spot of the Batting Order.
8. If a player is injured and the team has no substitutes left on the bench, the team will bat and play the field with 8 players without a penalty when the spot comes to bat in the order.
9. If a player is ejected and the team has no substitutes left on the bench, the team will bat and play the field with 8 players **with** a penalty when the spot comes to bat in the order.

**Designated Hitter's (DH):** A DH can be used in the lineup for any player on the field. However, the team must begin the game with a DH in the lineup and can't add a DH once the game begins. The DH can be eliminated the following ways:

1. The fielder who was being DH'd for comes to bat.
2. The DH enters the field for fielder.

**Extra Hitter's (EH):** An EH can enter the field at any time as a free substitution. The player they replaced in the field will take the initial players spot as an EH.

**Courtesy Runners:** A Courtesy Runner can be used for only the catcher and only with 2 outs. The Courtesy Runner can only be used for a Catcher that caught the prior inning and will catch the next inning that the team is in the field. The Courtesy Runner must be the last batted out.

**Mercy Rule:** The Mercy Rules are as follows:

12 after 3 innings      10 after 4 innings      8 after 5 innings      (Each team must have equal at-bats)

If one team is ahead by 10 or more runs after 4 innings have been played, provided the home team has batted in the bottom of the inning (if losing), curfew is waived and the game will be declared official. EXAMPLE: Team "A" scores 10 runs in the top of the 4<sup>th</sup> and leads 10-0. Team "B" must bat in the bottom of the 4<sup>th</sup> and reduce the lead to within 10 to continue.

**Time Limit:** In pool play and semi-final games, a new inning can't begin after 1 hour and 50 minutes of game play. Once an inning begins, it must be completed. No inning may start after the time limit, unless the Semi-final game is tied and a winner needs to be determined. The time limit will be enforced in all games, **except** championship games. The official time will be kept by the umpires and the Tournament Director and/or Assistant Director at the field.

**Forfeits:** If a team forfeits, the winning team will be awarded a 7-0 win. *(However, please refer to the Tie Breakers Section to see how the Runs Against and Runs Scored are calculated.)*

**Extra Innings/Tie Breaker:** There are no extra innings in Pool Play games or in the Championship game. In playoff extra innings, each team will start with a runner on 2<sup>nd</sup> base with 1 out. The runner on 2<sup>nd</sup> base will be the last batted out from the previous inning.

**Standings-Related Tie Breakers:** In pool play, games that are official (6 or 7 innings/time limit) with a tie score will be recorded as a tie. There are no extra innings in Pool Play Games. For playoff purposes, a team will advance and/or be seeded based on the following guidelines in the following order:

1. Overall Won and Loss record after the completion of Pool Play. Each team will be awarded 3 points for a win and 2 points for a tie. *\*If there was no head-to-head game played amongst 2 teams in Pool Play and the Team A finished 1-0-2 and Team B finished 2-1, Team A would advance.*
2. If two or three teams are tied, head-to-head record will be used first to determine break the tie can be broken.
3. Average Total Runs Against in Pool Play per game played between the involved teams. *\*If a Team is awarded a forfeit win in Pool Play, this game will not be included in the average Total Runs Against. The Score entered for the forfeited game is excluded from the calculation. However, if a Team forfeits a game in Pool Play, this game will be included in the average Total Runs Against for that team. The Score entered for the forfeited game will be included in the calculation.*
4. Average Total Runs Scored in Pool Play per game played between involved teams. *\*If a Team is awarded a forfeit win in Pool Play, this game will not be included in the average Total Runs Scored. The Score entered for the forfeited game is excluded from the calculation. However, if a Team forfeits a game in Pool Play, this game will be included in the average Total Runs Scored for that team. The Score entered for the forfeited game will be included in the calculation.*
5. Lowest runs allowed in a Single Game during Pool Play. *\*Forfeit wins excluded from this Tie-Breaker as well.*
6. Coin Toss

**Protests:** Protests are only permitted on the issues involving rules, **not on judgment calls**. Before the next pitch of that particular game, the team manager must file the protest. This includes protests involving illegal players. The Manager must post a \$100.00 cash Protest Fee at the time of the protest. The Tournament Director and/or Assistant Director, in conjunction with the umpires will determine the outcome of the protest. If the Manager who files the protest wins the protest, they will be refunded the \$100.00 cash that they posted to file the protest. No protests may be filed after the teams and/or umpires have left the field follow a game.

**Manager, Coach, Player, and Fan Ejections:** If a manager, coach, player, or fan has been ejected from the game, they must leave the field within 3 minutes or the team will forfeit the game. Leaving the field will be determined as entering the parking lot of the facility. All managers, coaches, players, and fans that have been ejected will automatically receive an additional one game suspension for the next game. The reason for the ejection will be reviewed by the Tournament Director and/or Assistant Director(s) immediately after the game to determine if the suspension will be upheld for the next game.

**Alcohol and Tobacco Products:** The use or the presence of alcohol products at any Town of Brookhaven facility is strictly prohibited. It is in violation of a Town ordinance. The use of tobacco products is prohibited within the playing field/bench area. Violators will be asked to leave the premises.

**Pitching Restrictions:** There are no pitching restrictions in this tournament. It is recommended that all teams use common sense when using their pitching staff. Please keep in mind the safety of your players.

**Bat Restrictions:** In ages 9 & 10, there is 2 ¼ barrel bat restriction. Ages 11 & 12 there are no restrictions. Ages 13-15 must use a BBCOR approved bat. Ages 16-18 must use a wood bat. All composite bats including Bamboo, Demarini, Baum bats, etc. are ruled illegal. Any player caught using an illegal bat will be declared out.