Edgewood Athletic Association
12U Tournament Rules

1. Please remember we are here for the kids to have a good time, learn good sportsmanship and the game of baseball.

2. ALL TEAMS ARE RESPONSIBLE FOR THEIR OWN LIABILITY INSURANCE and must provide proof of such to the during check-in.

3. Alcohol is not allowed on the Edgewood facility; Tobacco products can only be used in the parking lot area, which is outside of the fenced in area around the diamonds.

4. No pets are allowed.

5. Edgewood will provide a single umpire for each game (two for championship game).

6. Your age on April 30th determines your tournament age. **No exceptions for this rule.**

7. All rosters (15 player max) must be submitted at check-in before the first game. Please keep copies of birth certificates with you throughout the tournament and available upon request by the opposing manager or tournament director. No additions to the roster will be allowed.

8. Each player must wear a numbered shirt, and every batter wears a batting helmet.

9. NO COOLERS WILL BE ALLOWED ON THE FACILITY. WE WILL HAVE A CONCESSION STAND OPEN AT ALL TIMES FOR FOOD, BEVERAGES, AND RESTROOM FACILITIES. We will allow small coolers for towels to help keep the PLAYERS cool during their game that MUST be kept in the dugout.

10. All judgment calls by an umpire may not be protested or argued. Rules protests can be made to the Tournament Director. All rulings by the Tournament Director and/or umpire are final. **No Protested Games**. Rules interpretation must be argued as soon as the dispute arises. The umpire and/or Tournament Director will resolve the dispute before play resumes. All decisions are final.

11. Coaches are responsible for the behavior of the team and fans. No arguing or poor sportsmanship from players, coaches, parent's, and fan's will be tolerated. Any team violating this rule will be given one (1) warning, upon the second violation the individual(s) will be suspended from the current game and the next upcoming game. A suspended coach, player, parent, or fan will be removed from the entire park.

12. Home Team Designation: For Pool Play games, home team designation will be determined by the flip of a coin at the beginning of the game. For pool play games, dugouts are determined on first come first serve basis.

For all Tournament/Championship games, the team with the best seed has choice of either home or away designation. The home team will keep the official book, and the two teams will check the official score at the end of each inning.

13. Grace Period: A 10-minute grace period will be extended after the scheduled start of the game. If, after 10 minutes the team is unable to play, the game will be forfeited 6-0.

14. Minimum Players to Play: The minimum number of players to start and finish a game is eight (8). There will be an automatic out in the 9th batting position if a team is playing with only 8 players. Each team can field nine (9) players including a pitcher, catcher, four (4) infielders, and three (3)

outfielders. If a team is short of players, the team must field a Catcher. All defensive coaches are expected to be in the dugout. Once a team bats through their order the lineup is complete. Therefore if a player arrives after this period he may not bat or field for the team. Defensive substitutions will be allowed during the inning for all lineup players.

15. Complete game: A complete game will consist of six (6) innings, however, if a team is leading by 15 runs (after 4 innings) or 10 (after 5 innings) the game will be called via the Mercy Rule. The championship game will not have a mercy rule. The inning shall be completed once started even if time has expired during the inning. There is a six (6) run limit per inning for all games, innings 1-5. The sixth inning (or extra) is unlimited for all games.

16. Time Limit: **A one (1) hour forty (40) minute time limit** is in effect for all games except the championship game, which will have no time limit. A new inning cannot start after the time limit has expired. The inning shall be completed once started even if time has expired during the inning. Game time will stop (5 minutes max) for any serious injury.

17. Playing Time: All players (except in the case of an injury) must play a minimum of three (3) innings (in a 6 inning game).

18. The members of the Edgewood Baseball Board present at the tournament will decide upon rule questions not discussed within this document.

PITCHING, RUNNING & BATTING RULES

19. You are required to bat your entire roster. However, if one team has fewer batters the opposing team may bat the same number of players. This needs to be documented before the starting of the game. There will be no batting substitutions. If a player misses his batting position the team will be charged with an out each time that position is up to bat. The only exception will be for an injury occurring during the game.

20. The maximum bat size allowed is a **2 ¼" barrel**, no flatten or dented aluminum bats allowed.

21. Bunting is allowed.

22. A batter throwing his/her bat or helmet will be given one (1) team warning. A second offense by any batter will be considered out.

23. Only the batter & on deck batter shall be on the field, all other players must remain in the dugout.

24. Pitchers may pitch a maximum of **3 consecutive innings in a game, 10 per day**. There will be no reinsertion of pitchers to pitch in a game that pitcher has already pitched in. Pitching distance will be 50 feet. Base paths are 70 feet.

25. Time Out Policy – If play has been stopped by a coach/manager to talk to ANY defensive player(s) (not including an injury), a time out will be charged to the pitcher. A pitcher is allowed ONE time-out; on the 2nd charged time-out the pitcher must be removed.

26. BALKS will be called. The first offense called on each pitcher will result in a warning. On each subsequent offense for that pitcher, the base runner will advance one base.

GAME RULES

27. In order to speed up the game, the speedy rule will apply for the catcher on base. This rule applies to the player who will be playing the Catcher position in the next defensive inning ONLY. If the Catcher is on base, with two (2) outs, he can be replaced with another runner. The runner, who substitutes for the catcher on base, will be the player who made the last out. The base runner that is replaced MUST catch the complete next inning.

28. A 6 run limit will be in effect for all innings except for the **6th** inning (or extra) only, which has no limit.

29. Infield fly rule will apply.

30. Uncaught or Dropped 3rd strike will apply.

31. Leads offs are allowed during the entire game.

32. You may tag up on caught fly balls.

33. There will be no completely replayed games. If the game has gone at least four (4) innings, then it will constitute a complete game. 3½ innings, if the home team is ahead.

34. If a game is suspended in the middle of an inning due to weather or darkness and has completed the minimum number of innings to constitute it as a completed game, then the result of that game will revert to the previous full inning played.

35. **The mandatory slide rule** is in effect for all close plays at **ANY** base/home plate. A player not sliding may be considered out in the judgment of the umpire, and the play is considered dead. Once the play is considered dead, all other base runners must return to their previous base and may not advance. Base runners attempting to score must slide at home plate unless in the umpire's judgment, contact is not likely without sliding.

36. **No head first slides**, except to go back to a base already passed.

37. Interference:
a. A coach cannot touch or assist a player while the player is running the bases. Any violation will be considered an out.
b. Base runners who intentionally interfere with the defensive player will be called out.
c. Defensive players must remain out of the base paths and not block bases or home plate when not part of a play at that base or home plate. If a Defensive player interferes with the base runner or intentionally blocks a base or home plate when not part of a play, the player is automatically awarded the base he was heading towards.

38. **Over Throws**. Over throws that land in out of play territory shall result in the base runner(s) advancing only one base.

40. **Injured Base Runner**. The last player to make an out will replace any player sustaining an injury while running on base.

41. **Tournament seeding tie breaker rules:**
- A. Win-Loss Record.
- B. Head to Head
    1. Two teams **OR**
    2. If there is a three or more team tie, and no team defeated every other team head-to-head, then it moves to next tie break rule of Fewest Runs Allowed **OR**
    3. If there is three or more team tie, and one team defeated every other team head-to-head, that one team wins tie break and remaining teams revert back to beginning of tie breaker rules of Win-Loss Record.
- C. Fewest Runs Allowed for all pool play games
- D. Highest Run Scored for all pool play games
- E. Coin Flip

42. Tournament registration fees will only be refunded if all pool play games and tournament games are cancelled.