



### MAJOR LEAGUE RULES WILL BE FOLLOWED IN ALL SCENARIOS WITH EXCEPTION OF THE CHANGES NOTED HEREIN:

#### I. General Rules

1. Each team in the tournament will consist of no more than 14, nor less than 9 players.
2. Each team must have at least nine players to start or continue a game. If at any time this rule is not met, the game is over and the team with enough players to play, nine or more, wins.
3. A 14U team may “call up” from a 12U team *in the same community*. “Call ups” must be rostered as alternate players prior to the start of the tournament.
4. Each manager must turn in a tournament roster prior to their first game (including birthdates).
5. **The official playing age is that player’s age as of April 30, 2017.** All rostered players must be no more than fourteen (14) years old on this date. Birth certificates must be available upon request (Managers are encouraged to keep copies on-hand). If a birth certificate cannot be produced at time of request, that team must produce the document before its next game. If a birth certificate (or photo copy) cannot be produced, the player in question will not be eligible for subsequent games, and the game in which the age of the player was challenged, shall be considered forfeited.
6. During the round robin portion of the tournament, a coin toss will be used to determine the home team. The team that traveled the farthest to the game will call the coin toss.
7. During the Semi-Finals and Final Game, the higher seed will be the home team.
8. Head Coaches will select an MVP from the other team, with assistance from that team as required.

#### II. Conduct

1. The BAA expects Managers to set the example in their actions and words because players and families will follow that lead. Our goal is for this tournament to be fun, instructive, and competitive for the players and we want families to enjoy the opportunity to watch them play ball!
2. Generally, it is the duty of the Manager to insure proper conduct by his team. *Coaches, players, and spectators are to abide by the 2017 BAA Code of Conduct that was distributed to all Managers.* Any member of the Tournament Committee reserves the right to ask anyone to leave the Chartiers Park Complex due to inappropriate behavior.
3. If a call does not go your way, we totally understand... it’s part of the game. However, we expect the coaches to give Umpires the respect that they deserve. **Managers are the only people permitted to discuss a call with the Umpire(s).** Assistant Coaches and players may not approach or yell at umpires regarding calls. Umpires will issue a warning to teams if assistant coaches or players approach them or exhibit poor behavior regarding calls. If any assistant coach or player attempts to engage an Umpire or continues to exhibit poor behavior after a warning, that person will be ejected from the playing field. Unsportsmanlike conduct is at the discretion of the Umpire(s).
4. If a manager or coach is ejected from a game, that person is suspended for the following game and is not permitted to be in attendance for that game. The manager or coach could also face an additional suspension as determined by the Tournament Committee. If conduct continues, the team could forfeit the game and/or remaining games in tournament.
5. If a player is ejected from a game, that player is suspended from the following game but must attend the wearing street clothes and be with his team on the bench. The player will remain suspended until that requirement is satisfied.



### III. Playing Field

1. Pitching rubber will be fifty-four (54) feet from home plate.
2. Bases are eighty (80) feet apart in distance.

### IV. Field Regulations

1. Except for players warming up or on deck, all players must remain inside the dugout.
2. All equipment will be kept behind the protective fence in an orderly fashion.
3. No throwing of bats or helmets, there will be one team warning. After team warning, all other players will be called out. Umpires have the discretion to eject players who throw equipment.
4. For safety precautions, only four (4) coaches, a scorekeeper, a batboy, and team players will be allowed in the dugout at all times. This includes siblings and parents of players.

### V. Playing Rules

1. Each inning will consist of three outs. Infield Fly will be in effect. Leading, stealing, bunting, and head-first slides are permitted.
2. Teams must begin games with at least nine (9) players, but are permitted to finish games with only eight (8) players.
3. Each team will bat its entire roster in the batting order.
4. ***Each player on the team will play at least three (3) innings in the field.***
5. There will be free defensive substitution. The batting order will stay the same, and players may rotate in and out of the game.
6. There will be NO courtesy runner for the catcher with two outs.
7. A dropped third strike is not an automatic out. The batter must be tagged out or the ball must be thrown to first base as per major league rules (i.e. - first base not occupied with less than two outs).
8. If illness or injury occurs during the game, the player removed from the game will be recorded as an automatic out for his/her next at-bat. Subsequent at-bats will be passed over and will not be outs.
9. A runner must make every effort to avoid contact while running the bases. ***Runners are not out if they do not slide, but a player may be called out if he does not slide and there is contact.*** This is a judgment call by the umpire(s).
10. Only umpires can call timeout. Managers, coaches, and players may only request it.

### VI. Bats

1. Bat length: 27" – 42"
2. Width: 2-1/4" or 2-5/8" diameter barrel (Maximum drop = 10)
  - a) 2-1/4" Diameter Barrel Bats must have a Bat Performance Factor (BPF) of 1.15 stamped on the bat and the bat must be stamped "Approved for play in PONY Baseball."
  - b) 2-5/8" Diameter Barrel Bats with -3 must be BBCOR certified (stamped on the bat).
3. ***No 2-3/4" Diameter Barrel Bats are permitted.***
4. ***Bats shall be inspected by the Umpires before the start of games.*** Illegal bats shall be removed from the bench. If an illegal bat is found to have been used during the game, the bat is to be removed from the game and an out shall be recorded for the batter (runners may not advance). The batter and the manager shall be removed for the remainder of the game as well as the next scheduled game. Subsequent at-bats for that player will be passed over and will not be outs.
5. Bats with illegible stamps or markings will not be permitted to be used. Any question regarding bats shall be addressed by the tournament director and the director's decision shall be final.



### VII. Length of Game

1. Games will be seven innings in length or a 120 minute time limit. 120 minute rule will take precedence over all length of game rules (even tie situations). There will be no time limit **and** extra innings will be permitted in the case of a tie *only* in Semi-Finals and Championship Game.
2. The tournament committee will monitor all time limits. **A new inning will not start after 105 minutes have elapsed.** It is encouraged that teams warm-up quickly between innings so that there will be an opportunity to play the entire game. Umpires will be directed to move the game along in between innings as well.
3. An official game is five (5) innings. Games called due to weather or unforeseen circumstances will be suspended with batters, runners, balls, strikes, and pitchers recorded.
4. The 10-run rule will be in effect after five innings for the visiting team and after four and a half innings for the home team. (The 10-run rule will not be in effect for the Championship Game.)
5. The tournament committee reserves the right to shorten games as a result of inclement weather.

### VIII. Pitching

1. A pitcher shall throw in no more than four (4) innings in a game. Delivery of a single pitch to a batter constitutes having pitched an inning.
2. *After pitching four (4) innings in a single game, the pitcher may not pitch in the next game.* There are no restrictions for pitching three (3) innings or fewer in a single game.
3. A pitcher shall throw no more than fourteen (14) innings for the entire tournament.
4. Balk rule is in effect.
5. Once a pitcher is removed from the mound, that player may move to another position but may not return to the mound in the same game.
6. A pitcher is not permitted to wear a batting glove, wrist bands, or white sleeves (protruding from under the issued uniform) while pitching.
7. One trip to mound per pitcher per inning. Second trip, pitcher must be removed.
8. Only three (3) hit batters per pitcher, per game. If a pitcher hits two (2) batters in the same inning, that pitcher must be removed.

### IX. Dress Code

1. Every player will be expected to wear his/her full uniform.
2. The full uniform includes the team shirt (tucked in at all times), pants, and socks.
3. Catchers must wear a chest protector, shin guards, a catcher's helmet with face mask, and a protective cup.
4. Helmets must be left on until runners leave the field of play. There will be one team warning. After a team warning, all other players will be called out.
5. Absolutely no jewelry, casts, or splints. Metal spikes are permitted.



### X. Miscellaneous

1. Ground rules will be discussed before each game and will be consistent throughout the tournament.
2. No appeals. A protest must be made at the time of the incident and must be done properly.
3. Foul and/or abusive language is means for ejection.
4. Any player throwing the bat will be warned along with the rest of the players on that team. The next player from that team to throw a bat will be called out, the play will be dead, and the runners will return to their bases.
5. No fake tags.
6. If a ball goes over/through/under a fence or out of play as a result of an overthrow, the runner will be awarded only the base to which he/she is headed.
7. The umpires will use the unattached bag rule.

### XI. Scoring

1. Teams will receive two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.
2. A forfeit will count as negative two (-2) points for the team that forfeits and two (2) points for the opposing team. The score of a forfeit will be 6-0.
3. The two teams from each bracket with the most points will advance. In the case of a tie, follow the rules defined below.
4. Teams that forfeit any pool games will not be permitted in the Semi-Finals or Championship Game.

### XII. Tiebreakers

1. In the process of breaking a three-way or four-way tie, the tiebreakers are used to determine the 1<sup>st</sup> place position. When determining the 2<sup>nd</sup> place team, the tie breaker process starts over with remaining teams. EX. - If there is a 3 way tie and 1<sup>st</sup> place is then determined, the remaining two teams would then go through the two team tie breaker.
2. Two Teams
  - a) Head-to-head
  - b) Runs allowed
  - c) Run differential
  - d) Coin toss
3. Three or Four Teams
  - a) Runs allowed
  - b) Run differential
  - c) Runs allowed between tied teams
  - d) Run differential between tied teams
  - e) Coin toss

### XIII. RESCHEDULING GAMES

1. Once the tournament begins, games may only be rescheduled due to inclement weather and/or with the consent of the tournament staff. Games ARE NOT to be rescheduled because of a lack of certain players. Call-ups should be used in order to keep the schedule.
2. The tournament committee/director will settle any disputes or conflicts.