

2019 Essex Invitational Tournament Rules rev 6/13/19

The Father's Day tournament and will consist of one weekend.

The Labor Day Tournament will consist of one weekend (three days). Saturday will be for seating and Sunday will begin single elimination.

The tournament will be conducted under the following rules:

All U15-U19 teams will use the American League Rules.

7-8 and 9-10 age groups will use the Official Little League Rule Book and

11-12 and 13-14 age groups will use the American League Baseball Rule Book, except as modified by the following rules:

PLAYER AND TEAM:

1. Age cut off date is May 1, 2019. Younger players may play up into the next highest age bracket.

2. The Tournament Board will determine the division for all teams. Players' eligibility will be determined by the Tournament Board.

3. The Tournament Director will use his/her sole discretion in determining the eligibility of teams for the each division. Factors will include, the bracket where they are placed in their particular league, does their program already have a team in the A bracket, win/loss record, ages of the players. Any team may request to play in a different bracket but they must do so before the schedules are prepared. The Tournament Board reserves the right to make changes for any team from one division to another at any time that it appears that they have been placed into the wrong division., i.e. a team in B division can be moved by us to A division, and an A division team can be moved to B division at any time. Decisions for such change in placement will be made by the Tournament Director and are nonappealable. In some age groups, there may only be one bracket, depending on the number of teams signed up for that particular age group. No guarantee is or will be made that there will be a B bracket in any age group, nor is there a guarantee for any single age groups. We will be using Division 1, Division 2 as opposed to A Division and B Division. We do not want the players to get hung up on which division they are playing in. Decisions such as these are based on the number of teams signed up to play.

4. Players, coaches, managers, parents, spectators, or umpires are not permitted to use alcohol, narcotics, or profanity during the game. Penalty is ejection from the game. No smoking is permitted on or around the benches, on the playing field or on school property.

5. Each team is entitled to a **maximum of 18 players** (but the winner team will still only get 15 trophies/medallions, whichever applies). **Home team will be determined by a coin toss** before each game during the seeding round. On Sunday during the single elimination rounds, the team with the highest seed will be home team. Final decision is made by the Tournament Director and is nonappealable. Team rosters must match the roster turned into the Tournament

Director. Rosters are frozen at the time of your first game, except in extreme emergency situations. Manager must immediately contact Tournament Director if such a situation exists.

6. Managers, four (4) coaches, players, score keepers, and batboy or girl are the only people permitted on the benches during the course of the game. See Rule 28. All managers, coaches must be easily recognized or they will not be allowed on the bench/field. The umpires will ask you to remove yourself from the bench/field. The Rule will be enforced by the Tournament Director.

7. All players and coaches are to remain on their respective benches in their designated areas during the course of the game. This rule will be enforced by the Tournament Site Director. No more than one player may be in the on-deck area at one time.

8. Players must wear headgear with earflaps while batting and while on base. Penalty for failure to do so is the batter or runner is out when the batter steps into the batter's box (Umpire's discretion). Catchers must also wear a catcher's helmet, athletic cup, and throat protector while catching.

9. Use of unauthorized players will result in game forfeiture. If it is brought to the Tournament Director's attention that a team is playing with a player who is NOT on their Roster, that team will forfeit the game to the opposing team. The team with the offending player must be prepared to prove that the player is rostered. The use of an illegal player must be brought to the Tournament Director's attention during the game or within one hour after the game. If the team has a game immediately after said game, then the offending player will NOT play in any subsequent games until a final decision is rendered by the Tournament Director. If it is challenged during the game, the manager will have the option of continuing the game with the offending player until the Tournament Director makes a decision and take a chance on a forfeit, or he can remove the challenged player immediately from the game and the game will not be forfeited even if it is determined that the challenged player is an illegal player.

10. **Batting: 7-8 rule (note: all 7/8 references also apply to U8):**

Option 1: Bat nine (9) or eight (8 if you only have 8 players). No re-entry rule. No DH or EH. Once a player is removed from the batting rotation, he cannot go back into bat. However, if you are fielding ten (10) – see below paragraph 12 – then you may bat ten.

Note: The team must have eight (8) players available to continue the game.

Option 2: Bat your entire roster. You would have free substitution of players, except for the pitcher. If a player is injured, leaves the game, or is ejected from the game, he will be called out. Only one out can be called on the same batter. Should a player arrive late, he will be inserted at the end of the batting order.

If the opposing coaches both agree to it prior to the start of the game, a planned early departure by a player may result in no penalty whatsoever.

No intentional bunting is allowed, however, swinging bunts are allowed. If a batter intentionally bunts a baseball in the umpire's discretion, the batter is out and the ball is dead with no base runners advancing.

No stealing of bases. No leading off. The runner may not leave the base before the ball has crossed homeplate.

Other age groups: Each team will have the option of batting and substitution as follows (for all age groups, except 7-8 or U8 which is listed above). There are four options available. One of these options must be selected **prior** to the start of the game. Once selected, the option cannot be changed during the game. At the plate conference before the game begins, each manager must notify the opposing manager which option they are using.

Option 1: No DH. Start nine (9) (or eight if you **only have 8 players**) ball players in the field and bat the same nine (or eight if you only have 8 players).

Option 2: A DH may be used for any of the nine (9) (or eight if you **only have 8 players**) fielders. The DH and the fielder, for whom the DH is batting, are locked into the same batting position. If the DH goes into a fielding position, the DH is lost for the remainder of the game.

Option 3: Bat nine (9) (or eight **if you only have 8 players**) with free substitution in the field. No re-entry rule. Once a player is removed from the batting rotation, he cannot go back into bat but may continue with the defensive free substitution.

Note: Under all three options the team must have eight (8) players available to continue the game.

Option 4: Bat your entire roster and field nine (9) (or eight **if you only have 8 players**). You would have free substitution of players, except for the pitcher. If a player is injured, leaves the game, or is ejected from the game, he will be called out. Only one out can be called on the same batter. Should a player arrive late, he will be inserted at the end of the batting order.

Note: **This applies to Options 1, and 2 only.** The starting players may be re-entered once. They must be re-entered in the same position in the batting order that they started. If the pitcher is removed on the second trip to the mound in the same inning, he must be removed from the mound and cannot re-enter to pitch. Also, if a player is injured after all eligible players have been used, the team may re-enter another team member (injury only).

Whatever batting arrangement you decide to use, you must declare which one you will use prior to the start of the game and may not change it once the game has started.

11. The team at bat may use **runners for the pitcher and catcher** anytime regardless the number of outs. These runners must be players that are currently not in the game, but are eligible to enter. If batting entire roster, then runner would be last out. If you choose Option 3, you must use a player not in the batting lineup.

12. **Fielding for 7-8 only:** Team can field 10 players in the field. 10th player must be in the outfield, thus playing with 4 outfielders. Outfielders must be in outfield grass and not on infield dirt, if playing on a larger field, umpire's discretion will be used.

Ending a play for 7-8 only: A play ends when the ball is in the pitcher's hand on the pitcher's mound circumference dirt area. It is the umpire's discretion as to whether or not the end of a play has occurred. A play may also end when a play is made at a base such as tagging a runner, or the ball is thrown out of the playing field. If the throw to the base results in a rundown play, then

play will be maintained until the player involved in the rundown is either put out or successfully advances to the base he was attempting to reach. Out of play balls and overthrows will result in the placement of runners at the umpire's discretion. Final ruling on placement of runners is at the umpire's discretion.

Placement of Runners for 7-8 only: A runner who is more than halfway to the next base before the play ends will advance to the next base. If the runner is less than halfway to the next base when the play ends, the runner goes back to the base he was at. Placement of the runners shall be in the sole discretion of the umpire. Players are not allowed to advance on throws from the catcher to the pitcher after a thrown pitch.

Collisions for 7-8 only: All players, whether on offense or defense, shall make a good faith effort to avoid unnecessary collisions at all times. This means that the offensive player must slide or take other appropriate action to avoid collisions, and the defensive player must avoid contact other than that necessary to attempt to get the out. The umpire is the sole authority in determining if the collision is intentional or incidental, and in determining the appropriate response. Failure to observe this rule may result in the awarding of the base and/or an out and may result in additional sanctions by the umpire, including a warning or ejection of the offensive and/or defensive player where necessary. **NOTE:** It is recognized that some degree of collisions are inevitable on plays at home plate; however, blatant (in the judgment of the umpire) attempts by the runner to dislodge the ball or cause injury are not allowed, and in likewise fashion the catcher must avoid contact other than that necessary to attempt to get the out.

Obstructions for 7-8 only: Defensive players shall have unimpeded access to attempt to field the ball. Likewise, offensive players' ability to advance must not be unnecessarily blocked by defensive players. In cases where the advancement would interfere with the fielding of the ball, the fielding of the ball shall take precedence. Offensive players must take any reasonable action (e.g., pausing or slowing their advancement, etc.) needed to provide that unimpeded access to the defensive player. If the defensive player's ability to field the ball is impeded – inadvertently or intentionally - by the offensive player, then the umpire may choose to call the impeding player out. If an offensive player's ability to advance is impeded by any defensive player's action other than that associated with fielding the ball then the umpire may award an advancement. The umpire's judgment is final.

Infield Fly Rule for 7-8, U8, U9, 9-10, and U10: Infield fly rule **WILL NOT** be in effect.

13. You can start with eight (8) players and finish with eight (8) players. If you start with nine (9), and one player is ejected you can still finish the game with eight (8) players, even if the reduction in players is due to an ejection. If you do not have a player to replace the ejected player, you will take an "out" each time the missing player comes to bat. However, if you are missing a player for any other reason (injury, had to leave) and you have no player to replace him, you will take an "out" when the missing players comes to bat but only the first time.

Note: The rules above supersede both Little League and American League Rules.

14. Rubber cleats or rubber soled baseball shoes will be permitted for all age groups. Metal spikes are optional for all teams U13 and above.

15. Conventional baseball uniforms are required and will include shirt, pants, cap, and socks. Shirts are to be numbered and numbers must be visible with no duplications. Any duplications or missing numbers will result in a penalty or loss of time at bat and the batter will be called out. Neatness should be stressed. Special permission from the Tournament Director is needed to deviate from this requirement.

16. Game balls will be at the field for the umpires to use during the games. However, some off-sites may run out of balls, and in that case please be prepared to bring balls to the field.

17. Unsportsmanlike conduct going to the bases will result in the runner being called out at the Umpire's discretion. Manager must notify Tournament Director immediately if a player/coach/manager has been ejected. **Please text me (443-642-0349) immediately.** If a player is ejected, he will not be allowed to play in the next game - one game suspension unless waived by the Tournament Director. If a manager/coach is ejected, it will be the Tournament Director's decision regarding any suspensions. Failure to notify the Tournament Director of ejections could result in a forfeited game.

PLAYING FIELD

18. The following playing fields will be used:

Age group 7-8, U7, U8:	60' diamond with 40' pitching distance. Home to 2 nd Base 84'10"
Age group 9-10, U9, U10:	60' diamond with 46' pitching distance.
Age group 11-12, U11, U12:	70' diamond with 50' pitching distance.
Age group U13 and up:	90' diamond with 60'6" pitching distance.

19. No team player, coach or manager is allowed on the playing field prior to the coin toss.

PITCHING

20. Any team member may pitch, subject to other restrictions of the pitching rules. Batters must make an effort to get out of the way of the pitch. This is in the umpire's judgment. A player, who is removed as a pitcher, regardless whether the removal is during or in-between innings, is not eligible to pitch again in the same game. **For 7-8 only,** any pitcher hitting two (2) batters in one inning or three (3) in one game must be removed as a pitcher. For other age groups, there is no restriction on the number of hit batters by a pitcher. This is a decision for each manager.

21. We do not keep "innings pitched" so you do not have to report it. Number of innings allowed for each pitcher is:

Age group 7-8, U8: no more than three (3) innings **per game** - no balks.
Age group 9-10, U9, U10: no more than four (4) innings **per game** -no balks
Age group 11-12, U11, U12: no more than four (4) innings **per game**
All teams playing on 90 ft: Unlimited – no restrictions.

If a pitcher has pitched more than the allotted innings above, the umpire should be notified immediately and the offending pitcher will be removed from the mound. If he is not immediately removed from the mound, the game will be forfeited.

If a player steps onto the mound and picks up the baseball, he will be considered the pitcher of record. Please make sure that no one other than the pitcher steps on the mound at any time during the game.

22. One pitch constitutes one inning pitched. In 7-8, it is child pitching, no coaches pitch.

23. **For 7-8 only: Strike Zone.** The strike zone should be agreed upon by both managers and the umpire before the start of the game. It is recommended that the strike zone be slightly enlarged to speed up play and minimize the number of walks.

24. Any pitcher who is withdrawn from the mound cannot return to the mound in the same game..

25. Warm up of pitchers and catchers during the game shall be in an area behind the fence sheltered from foul balls. No warm up pitching on the field prior to the commencement of the inning; any violation will result in an automatic “out” before the inning begins. If a player is used to warm up a pitcher, they must wear a catcher’s facemask or batting helmet with facemask and a protective cup. If a relief pitcher comes into the game, he is allowed five (5) warm up pitches, except in the case of injury.

26. Any manager or coach who goes onto the playing field two (2) times in an inning to talk to a player or pitcher must make a pitching change. The only exception to the rule is if the umpire in the case of injury or some equipment damage calls time.

MANAGER AND COACHES

27. Refusal of a manager or coach to leave the field when requested by an Umpire could result in forfeiture of the game by the Umpire.

28. It must be apparent during the game who are managers and coaches. All managers and base coaches are to be dressed the same so that they can be distinguished from parents. **Only the manager, not coaches, are allowed on the field to talk to an umpire regarding any call or controversy.** Other coaches and parents are not allowed on the field. All managers must notify the umpires prior to the game that they are the manager and the appropriate party to discuss controversies with the umpires. Managers are responsible for their parents and must keep their parents under control at all times.

OFFICIAL GAME

29. There is a time limit for all games (unless designated otherwise at the start of the tournament). All teams will be notified when the schedule comes out as to the time limit. When the “time limit” is reached, if in the middle of an inning, the inning will finish, unless otherwise designated prior to the start of the tournament. **Note that the time limit will begin to run at the end of the ground rules at which time the managers and umpire will synchronize their watches.** Games on Saturday may end in a tie. In case of rain or darkness, it will be considered a completed game after 3 innings in 7-8 and 9-10 age groups; and after 4 innings in all other age groups. If the game is in the middle of the inning when it is called for rain or darkness, the score will revert back to the last completed inning. If the game is not completed as noted above because of rain or darkness, the game will be suspended. The Tournament Director must be notified immediately will set a time/location for the game to continue. The game could be moved to another field with lights in the case of darkness.

Game time will be set by the Tournament and **forfeit time will be ten (10) minutes** after the time set.

30. Number of innings per game for the seeding rounds could change. All managers will be notified of any change once the tournament schedule comes out. Otherwise, it will be :

Age group 7-8:	Six (6) innings
Age group 9-10:	Six (6) innings
Age group 11-12:	Seven (7) innings
Teams on a 90 ft:	Seven (7) innings

31. The championship rounds for some age groups will be played at East Regional Park under the lights depending upon field availability.

32. **Scores:** It is very IMPORTANT that we get the scores as soon as possible, so we are also asking that you send a text to **443-642-0349** to report the scores. When texting, please be sure to put your AGE GROUP and Team Name along with the score and the name of the opposing team. If you are unable to text, you can send an email to bat4essextournament@gmail.com. This will be a double check so that we can post scores, standings, brackets on the website: www.essexdugout.com. We would like feedback on the umpires so feel free to email me about them.

For 7-8 only. Scoring. Innings will be three (3) outs or five (5) run maximum per inning for innings 1 through 5. However, if the bases are loaded and the final batter hits more than a single, then those runners who come in to score will count (which could conceivably make it more than 5 runs max and that is okay.) During the 6th inning and extra innings, there is unlimited scoring.

33. Inclement weather policy. Rules may be deviated from due to inclement weather and the necessity to get the games played. Be prepared for last minute changes in the schedule. You will be given as much notice as possible.

OFFICIALS

34. The Umpire will make the decision concerning stopping the game in the event of darkness or wet playing conditions. The Tournament Director will have final authority as to the playability and use of the fields.

MISCELLANEOUS

35. **Refund policy.** There are no refunds. At the discretion of the Tournament Director, all teams who pull their teams after the cutoff date for registration, will not be refunded their registration fee. However, if the Tournament Director decides to refund the registration fee, there will be a \$100.00 administration fee for all refunds.

36. The numbers on the uniforms will be recorded at the first game, and every game thereafter. Players must have the same number on their uniform throughout the tournament unless authorized by the Tournament Director to make such change.

37. **Bats:** Composite bats are allowed. All bats for 8U-13U must be stamped a USA or 1.15 BPF Certification. (BBCOR is also allowed at 13U).

All bats for 14U to 19U must be stamped BBCOR.

It is the responsibility of the coach to ensure that only authorized bats are used. During play, umpires have, at their discretion, the right to inspect bats at any time or upon the request of the opposing coach. If upon inspection, the bat is found to not conform to tournament rules, the player will be ruled out and the bat must be removed from play. Coaches please check your players' bats to ensure compliance.

The allowed maximum bat sizes for this tournament are:

8U & 9U - No barrel restrictions, minus unlimited
10U to 13U- No barrel restrictions, minus unlimited
14U to 19U- BBCOR, minus 3 only.

No inappropriate heating of bats will be allowed in the tournament. If any coach, player or parent is found to have altered the temperature (and thus performance) of a bat by an inappropriate means – such as propane, heating pads, heaters, etc. – the HEAD COACH of the offending team will be ejected for the remainder of the tournament. The altered bat will be removed for the rest of the tournament.

38. **Slaughter Rule:** On Saturday for seating: A ten (10) run rule will be in effect for age groups after four (4) innings. On Sunday for single elimination games: 7-8, U8, U9, U10 and 9-10 will have a ten (10) run rule in effect after 4 innings. For all other age groups, there will be a ten (10) run rule in effect after five (5) innings.

39. If all players have been used and an injury occurs and the injured player cannot continue a player who had exited the game, if available may re-enter the game. That player may not pitch, if he has pitched previously in the game.

40. Bat throwing by batter: 1st offense, there is a warning to offending team. 2nd offense by any batter on offending team becomes an “**OUT**”. *All subsequent offenses are also OUTS.*

41. The “**MUST AVOID CONTACT**” rule is in effect for all age groups at the Umpire’s discretion. While not a specific rule, coaches are requested to highly discourage any type of headfirst slide in all age groups. This is a safety request and not a rule as such. Sliding into a base will be interpreted to be attempting to avoid contact.

For 7-8 only: Runners must avoid contact. Any runner who in the judgment of the umpire fails to slide, slides with malicious intent, or otherwise does not avoid contact shall be called out and may be ejected from the game (umpire’s discretion). **HEAD FIRST SLIDING IS NOT ALLOWED.** No sliding into 1st allowed under any circumstances.

42. Action taken for violations of these Rules may result in game forfeiture, game suspension, or removal from the tournament. Verbal or physical threats of personal/physical assault to any umpire will not be tolerated and will result in disciplinary action. Unsportsmanlike conduct by players, managers, coaches, parents, or spectators will not be tolerated. Managers are responsible for their team, their conduct, and the conduct of the team’s parents, and spectators. Failure to control any of the above may result in a game forfeiture being issued by the home plate umpire, if in his judgment, he has issued the appropriate warning with no positive results. **No use of AIR HORNS or COW BELLS during the games.** This is extremely annoying to the other team as well as onlookers. Razzing of players is not allowed. The use of profanity and/or fighting among players will result in the removal of the players involved. The throwing of equipment and/or uniform parts (gloves, hats, etc.) will result in a warning being issued to the Team for the first offense. The second offense will result in the player(s) being removed from the game. At no time are players, coaches, managers, or spectators allowed in the area immediately behind and/or along the backstop and/or out-of-bounds marker. If, in the judgment of the umpire, any person is in flagrant violation of the above rule, that shall constitute grounds for warning, ejection, and/or forfeiture of the game by the offending team.

43. **All controversies of any kind will be decided by the Tournament Director and those decisions will be final and non-appealable.**

PROTEST

44. A protest based upon a play that involves an Umpire’s judgment is not permitted. The Umpire’s word is final. If the Protest concerns Rule interpretations, the objecting manager must notify the Umpire **PRIOR TO THE NEXT PITCH** that the game is being played under protest. The Umpire will notify the opposing manager and make a public announcement to the scorekeeper. The game must be completed. After the game is completed the protesting manager must submit in writing to the tournament director with the protest fee. The written notification

must be completed within four (4) hours of the completion of the teams last scheduled game for that day.

45. The protest fee is \$100.00 cash and must be submitted at the time of the Protest. The protest fee is non-refundable and is an administrative fee which will be placed in the Tournament treasury.

46. Decision on Protest made by Tournament Director is final.

TROPHIES AND MEDALLIONS

48. **Father's Day Tournament:** Trophies will be awarded to a maximum of 15 players for each First and Second place teams in each age bracket unless otherwise decided by the Essex Baseball/Softball board. Team trophies will be awarded.

Labor day tournament: Team trophies for 1st and 2nd place and medallions for the players.

TIE BREAKER RULES

49. If there is a tie, such as two teams have a 1-1-1 record – then we will look at that team's "runs allowed". The team with the least "runs allowed" will take the higher seed. If the teams are still tied, then we will look at that team's "run scored". The team with the highest "runs scored" will take the higher seed. If there still results in a tie, then it will be a "coin toss" decision (actually, it will be done via email and the choosing of numbers). There is no head-to-head tie breaker, because in most cases there is no pool play.

Because of the above, it is very **IMPORTANT** that the scores are checked by each manager after the game so that the correct score is turned in. If there is a discrepancy, the Tournament Director will use the first score turned in. Thus, **PLEASE CHECK** the score with the opposing manager **BEFORE** you leave the field.

50. The decision of the Tournament Director will be final in this regard.

51. The attempt is made to have an even number of teams in all age groups, so that there are no byes in Round One. If there is an odd number of teams, the "luck of the draw" applies. Some age groups may find a bye in a later round, i.e., the semi-finals. In this case, the tie breaker rules will determine the seeding in that round.

52. If there is an uneven number of teams, a team will be requested to play one additional game. When tallying the scores, the score which least benefits that team will be thrown out. However, if the team that is suppose to play four games and they won one of those games by a forfeit (because it was not played)–then the forfeited game will be thrown out automatically.