

GAME 7 BASEBALL

2015 Indoor Tournament Rules

All Teams must be BPA sanctioned to be eligible to participate in Game 7 Tournaments
All Teams **must** submit their team roster online at www.playbpa.com and bring a signed copy to the tournament along with a copy of **Team insurance**. Tournaments will not award berths or points without all teams having a roster online.

All Game 7 Baseball Tournaments will follow the BPA Official Rulebook (except as noted).

Game 7 Baseball has the right to refuse entry of any team for any reason.

Notice of withdrawal from any tournament must be received in writing at least 3 weeks prior to the start of the tournament to be eligible for a refund (minus \$25 administrative fee). If you withdraw from a tournament within 3 weeks of the start of the tournament, you will forfeit the entire entry fee.

PAID Entries secure your spot in a tournament

****There is a \$50 fee for any returned checks****

All Entry Fees must be paid in full 2 weeks prior to the start of the tournament if paying by check. All entries received within 2 weeks of the start of the tournament, must be paid online with a credit card.

TEAM CHECK IN: Teams **MUST** check in at least 30 minutes before their first game with a signed copy of their BPA roster and a copy of their Team Insurance.

PROOF OF AGE: It is the Managers responsibility to have his players birth certificates or accepted proof of age in the case of any question regarding the age of his players. If questioned, failure to produce birth certificates will result in a forfeit.

WEATHER/REFUND POLICY:

0 games started = 100% refund (minus \$25 administrative fee)

1 game completed = 50% refund (minus \$25 administrative fee)

2 games completed = No Refund

Note: \$25 administrative fee will be waived if you choose to play in another Game 7 tournament that you haven't already registered for.

RIVERS EDGE SPORTS COMPLEX:, Policies

NO Sunflower Seeds, NO chewing gum, NO Smoking inside the building (including vapor/e cigs)

NO outside food or drinks may be brought into the building (exception: team water)

NO standing or sitting behind the net behind home plate

NO Cleats of any kind, Turf Shoes or Tennis Shoes ONLY!!

GATE FEES: A daily admission fee of \$3 will be charged at each tournament. Uniformed players and 3 coaches are free. Coaches will be issued tournament passes (3). 12 and under are free.

GAME TIME LIMITS:

<u>Age Division</u>	<u>Time Limit</u>	<u>Game Length</u>
7U & 8U MP	1 hr.	6 innings
9U-10U Division	1 hr. 15 min.	6 innings

No new inning may start after the time limit has elapsed. A new inning automatically begins after the 3rd out is recorded in the bottom half of the previous inning.

The official game clock starts at the conclusion of ground rules.

In Championship games, if the score is tied after all regulation innings have been played or the time has expired, the game will proceed as follows until there is a winner. The last batted out will be put on 2nd base to start each inning, with 0 outs.

Game 7 Baseball reserves the right to alter, change or abbreviate tournament formats, when necessary, in order to complete the tournament.

ALL teams must be prepared to start 15 minutes prior to their scheduled start time.

RUN RULES:

6 inning games - 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings

HOME TEAM: In pool play the Home team will be determined by coin toss. The highest seeded team will be the Home team during Bracket Play and the Championship Game.

LINE-UP CARDS: Each team **MUST** prepare a written line-up, listing first and last names and numbers of all players/subs prior to each game. Line-ups must be given to the plate umpire at ground rules.

TEAM LINE-UPS: Batting Order Options Available

- a) Nine (9) batters
- b) Nine (9) batters with the Designated Hitter (DH)
- c) Ten (10) batters with the Extra Player (EP)
- d) Ten (10) batters with the Extra Player (EP), and with the Designated Hitter (DH) still only batting ten (10)
- e) Continuous batting order

*Refer to the Baseball Players Association (BPA) Official Rulebook for more details on Batting Order Options

TIE BREAKERS: In Pool Play, if all regulation innings have been played or the imposed time limit has expired and the score is tied, the game will end in a tie.

Pool Play / Tie Breaker Criteria:

1. Head to Head (only when 2 teams are tied)
2. Runs Allowed
3. Runs Scored
4. BPA Point System
5. Coin Flip

PITCHING AND BASE DISTANCES:

<u>Age Division</u>	<u>Bases</u>	<u>Pitching</u>
7U & 8U-MP	60 feet	42 feet
9U & 10U	60 feet	46 feet

CEILING NET:

- If a batted ball hits the net on the ceiling before the flags, it is considered a foul and dead ball.
- If a batted ball hits any part of the flags or the ceiling net behind the flags, it is considered live and can be caught for an out.

WALLS: You can never catch a ball off of the wall for an out.

8U MACHINE PITCH (INDOOR RULES):

- Maximum runs per half inning = 5
- Machine Speed: 39-42mph
- Ten (10) defensive players shall play in the field with four (4) outfielders
- Outfielders (4) must stay in the outfield until the ball is hit. Outfielders must start behind the white line located behind 2nd Base
- The batter will get six (6) pitches or three (3) swinging strikes. If the sixth (6th) pitch is a foul ball, the batter shall receive an additional pitch or pitches until the ball is hit fair or the batter's turn at bat is completed.
- No intentional walks allowed.
- No Bunting or half-swings at the pitch. PENALTY: Ball is declared a foul ball and counts as a pitch
- Batters may not indicate a "fake bunt" then pull back and swing. PENALTY: A strike will be called and if it's the third (3rd) strike, the batter will be declared out.
- No infield fly rule
- No lead-offs or stealing, runners must hold their base until the ball is hit. PENALTY: Runner(s) will be called out for leaving the base early. Teams will get 1 warning.
- Umpire will operate the pitching machine at all times

-During play, the umpire will call "Time" and declare the ball dead when the ball is controlled by an infielder on the infield. Runners will be sent back to last touched base if the umpire determines the runners were not more than halfway to the next base. This is a judgment call by the umpire.

-The defensive player listed as the pitcher shall not leave the pitching circle until the ball is hit. **PENALTY:** The play continues and after the play has ended, the offensive team has the option of taking the result of the play or no pitch. Note: The pitcher must have one foot within the circle and positioned in line with or anywhere behind the front of the machine until the ball is hit.

-Whenever a batted ball hits any part of the pitching machine or the umpire operating the pitching machine, the ball is dead, the batter is awarded first base (1st) base and all runners shall advance one (1) base.

-Teams may **start** a game with 9 players without taking an out for the 10th player, but if teams start a game with 10 players and a player leaves the game and cannot return, teams will take an out for that player every time he is due to bat.

9U DIVISION (INDOOR RULES):

-Pitching distance = 46 feet

-There will be NO pitching limitations

-Base distance = 60 feet

-Maximum runs per half inning = 7

-Runners may steal second and third

-No leadoffs, base runners must hold the base until the ball leaves the pitcher's hand

-Penalty for leaving the base early: 1st time – **team** warning, 2nd time – base runner is out

-No Stealing Home – Base Runners may advance Home on any **attempt** to any base by the defensive team. They cannot advance Home on a wild pitch, passed ball or an overthrow back to the pitcher

-No dropped third strike, No infield fly rule

10U DIVISION (INDOOR RULES):

-Batters must use wood bats

-Pitching distance = 46 feet

-There will be NO pitching limitations

-Base distance = 60 feet

-Maximum runs per half inning = 7

-No leadoffs, base runners must hold the base until the ball leaves the pitcher's hand

-Penalty for leaving the base early: 1st time – **team** warning, 2nd time – base runner is out

-No infield fly rule

COURTESY RUNNERS: Courtesy runners may be used for the pitcher (9U & 10U) or catcher at any time. It is recommended to use the courtesy runner to keep the games moving. The courtesy runner will be the last batted out.

Pre-game infield practice will not be allowed in an effort to keep on schedule. NO pre-game pitching practice on any ball field pitching mound. There will space available beyond the outfield fence to warm up prior to your game.

SPORTSMANSHIP:

All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Remember, rule interpretations may be disputed. Judgment calls, especially balls and strikes may NOT be disputed. All ejections will result in banishment from that game and may also result in banishment of the tournament. This is youth baseball, bad sportsmanship will not be tolerated.

Thank You for choosing Game 7 Baseball!

Dave Schmidt & Dave Penning
Tournament Directors
Game 7 Baseball / Midwest BPA