



Lancer Classic Baseball
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Battle at Fort Niagara 16U Division Rules

(1)

Game Play & General Rules

- (a) Both the home and opposing teams Head Coach will meet 5 minutes prior to game time for Ground Rules and a coin flip to determine home / away..
- (b) Game will be seven (7) innings in length with a 1:30 time limit. No new inning may begin after 1:30 hours have passed from the designated start time. All games have this time limit with the only exception being Championship Games on Sunday.
- (c) Any rule not specifically addressed in the amended rules will automatically be referred to the NSA Rulebook.
- (d) Metal Spikes are NOT ALLOWED at this tournament.
- (e) Any protests or rules in question must be **addressed immediately** during the game with a Tournament Official
- (f) A fifteen (15) mercy rule is in effect after 3 complete innings if the home team is winning and ten runs (10) every complete inning after that.
- (g) Head-to-Head, least runs allowed, run differential, runs scored, and coin flip will be used as tiebreakers
- (h) If a game should go into extra innings, the international tie-breaker will be used. (The last out of the previous inning starts on 2nd base with no outs).
- (i) Playoff games tied after the time limit has expired will enter into International Tie Break rules, regardless of inning.
- (j) All Coaches are required to report final scores via text message to 716-870-2106.
- (k) Scores are recorded at www.BattleatFortNiagara.com . It is the coaches responsibility to monitor the website to ensure scores recorded are correct (Mistakes sometimes happen). Scores are final after the final Saturday game is played.
- (l) Sunday Brackets will be announced first on Facebook (www.Facebook.com/BattleatFortNiagara) and on our website at www.BattleatFortNiagara.com.

(2)

Offensive Rules

- (a) Teams may choose to bat
 - **All Nine Defensive Players**
 - **All Nine Defensive Players and one Extra Hitter, who can be freely substituted defensively**
 - **All Players on their bench**
 - **NO Designated Hitters are allowed in this tournament.**
- (b) If at any time a player cannot take her at bat for any reason (ejection, injury, sickness, etc), that spot in the lineup will be recorded as an out if no legal substitution can be made.
- (c) If at any time a team bats fewer than nine players, the team must take an out in every slot after the ninth slot in the order. There are no forfeits, just outs granted to the 9th spot in the order.
- (d) A batter will record an out if (1) She swings and misses three pitches, (2) She takes three called strikes, (3) She is forced out at any base, (4) She is tagged out at any base, (5) A ball is caught in foul or fair territory, (6) She throws her bat after a warning is issued.

- (e) No runner may leave the base until the pitch has left the pitchers hand. Runners who leave the base early will be given one team warning and returned to the base, subsequent infractions will be called OUT.
- (f) **Pitcher / Catcher Speed Up Rule** – A substitute runner may take the place of either the Pitcher or Catcher with two outs in any inning. The substitute must be a player not in the game, or the runner who made the previous out if no bench player is available. Please note that this is a **speed up rule**, the umpire WILL NOT hold up the game while the courtesy runner prepares to take the pitcher/catchers place.

(3) Pitching Rules

- (a) A Pitcher who has been removed from the mound may reenter the game as a pitcher only once if she was the starting pitcher.
- (b) The Pitchers plant foot must stay in contact with the rubber at all times during a pitch. Any pitch deemed to be illegal by the umpire will be called a “ball”
- (c) Pitchers must be dressed in full uniform and may not wear wristbands or undershirts which are not of like color to their uniform.
- (d) Intentional walks must be given by the head coach telling the umpire, who will issue the walk with no pitches thrown.

(4) Sliding Rules

- (a) There will be no head first slides except returning to a base on a pickoff attempt. A runner will automatically be called out in the event of a head first slide.
- (b) It is the responsibility of the runner to AVOID CONTACT on any close play at any base. Players who do not slide into a base on (in the Umpires opinion) a play where a slide would have affected the play, will forfeit the benefit of the doubt to the fielder.
- (c) Sliding at any base is not mandatory, but rulings will be based on rule 4-B.
- (d) The catcher CAN block the plate, HOWEVER, , when a catcher uses any part of his body to block the plate, that body part becomes part of the plate. For Example, if a catcher uses his shin to block the entire plate, a runner who slides into the Catchers shin before the tag has been placed will be called safe since it is assumed that the edge of the plate has been exposed.

(5) Advancing to Sunday

- (a) All teams will advance to Sunday in Tiers.
- (b) Tie breakers will be as follows.
 1. Record
 2. Winning Percentage
 3. Head-to-head matchup only in a situation where ONLY TWO or THREE TEAMS have identical records.
 - a. If three teams have identical records, H2H is only applied if one team has beat the other two teams with identical records.
 - b. Head to Head is disqualified when four or more teams have identical records.
 4. Runs allowed
 5. Runs Differential
 6. Runs Scored Total

(6) Parents Coach Spectator Behavior

- (a) All parents, coaches, and spectators are required to behave themselves in an adult-like and sportsman manner.
- (b) Coaches may NOT argue judgment calls. All umpires judgment calls are final. An umpire may ask for help from his/her partner umpire in the case of an obstructed view, however, coaches may NOT ask for an umpire to appeal to a second umpire on a “Bad Call”.
- (c) The Manager of the team is in charge of his entire team, including but not limited to his coaching staff, players, parents and spectators.

- (d) Any spectator or coach ejected from a game is also ejected from the park for the remainder of the tournament. If an ejected party refuses to leave the site, all games will be considered forfeit.
- (e) If a player or Head Coach is ejected, they are considered in suspension until they are reinstated by both the Umpires Association and the Tournament Director.
- (f) This Tournament has a strict NO ALCOHOL POLICY. Alcohol in any form may not be present or consumed at any Lewiston Ballparks, including in parking lots and before or after baseball games. Adults must understand that Lewiston is a KIDS FIRST Tournament and the consumption of alcohol is not acceptable.
- (g) Adults caught consuming alcohol within the atmosphere of the Tournament will be asked to leave, if said adults refuse, the TOURNAMENT RESERVES THE RIGHT TO EJECT THE OFFENDING TEAM AND MARK ALL GAMES AS FORFEIT. No refunds will be given.

(7) Standings, Games and Rain

- All teams must be available to start a game any time between 8AM and 10PM on Saturday and Sunday.
- All teams must be able to start games any time between 12PM and 11PM on Friday.
- All games are considered complete after four complete innings.
- In the event of a rain delay, no game may be delayed more than one hour until the game is called and either rescheduled or terminated.
- IN the event of a mid-game Rain Delay of more than one hour, games rescheduled will be played until the game has reached complete game status (Four complete innings)
- Seeding games can only finish in a tie if the time limit has expired. Teams that reach extra innings before the time limit has elapsed are required to play extra innings until the time limit is reached.
- No Game may start more than one hour after its start time in the event of a rain delay.
- In case games are not completed, finished game standings will apply to final standings.
- All Games must be started no later than 10PM on Saturday in order to count to Sunday Standings
- In the event of a complete Sunday rainout, the highest ranked remaining seed will be awarded the Division and Tournament Championships.
- In case of rain or weather that halts the tournament with games left to be played, teams will be awarded standing points for seeding purposes. Winning team receives 2 points, a tie earns both teams 1 point.
- Tie games are counted in the standings as less than a win, but more than a loss. (IE, 2-1 > 1-1-1 > 1-2)