



## **MOORESTOWN TOURNAMENT RULES**

### **9 thru 12 Tournament Rules**

#### **1. Refund Policy**

Any team that cancels its registration less than 30 days prior to the tournament start date will forfeit their entire entry fee. If inclement weather forces MYBF to cancel games, the following refunds will be offered:

- Three games played - \$0 Refund
- Two games played - \$100 Refund
- One game played - \$200 Refund
- Zero games played - \$300 Refund

MYBF reserves the right to change the tournament format based on weather or other conditions. There will be no refund of entry fees due to changes in the tournament format.

#### **2. Time Limits and Innings**

9U thru 12U games are designed to go 6 innings, however, no new inning may begin after 1 hour 45 minutes from the start time. Game is official if losing team has batted 4 times. In the event of weather conditions additional speed up rules may be put in place. No time limits are in place for championship games.

#### **3. Playing Rules**

The 11U and 12U will play 50/70 rules. All other divisions will play 46/60. Play shall be in accordance with current Cal Ripken Tournament Rules with the following changes:

**Team Roster:** A team will consist of one (1) adult manager, two (2) coaches, one (1) scorekeeper and a maximum of fifteen (15) players. There must be a minimum of nine (9) players present at the start of each game. If, for any reason, the lineup subsequently drops below 9 players (i.e. injury, etc.), an out will be recorded at the vacated position in the batting order.

#### **Pitching Restrictions:**

- a. At the **9U** and **10U** age groups, a pitcher may not pitch more than **three** innings in a game and **four** innings in any two consecutive games.
- b. At the **11U** and **12U** age group a pitcher may not pitch more than **six** innings in any two consecutive games and may not pitch more than 3 innings in any one game.

**Balks:** Will be called at the 11U and 12U age group with no warnings. There are no balks at 9U and 10U.

**Bats:** Maximum bat size is 2 ¼". Big Barrel Bats are not allowed!

**Batting Order:** Teams must bat universal. If a player is injured and is unable to bat, no out will be assessed. If a player is injured during his at bat and cannot continue with that at bat the next batter in the lineup will come to bat and assume the injured player's count. However, once that player's turn is skipped in the batting order for his next scheduled at bat, he may not return to the game. At any time a team's roster goes to 8 players due to injury an out will be assessed to that team at the point where the injured player would come up to bat.

**Dropped 3<sup>rd</sup> strike:** Dropped 3<sup>rd</sup> strike will be a live ball for the **11U** and **12 U** age group only.



### **Base Running:**

- a. At the **9U and 10U** age groups, base runners must hold their bag until the ball has passed the plate. If a runner leaves early, he does so at his own risk. Umpires will enforce rules in accordance with established regulations (Cal Ripken League).
- b. At the **11U and 12U** age group, leads and head first slides back into a base will be allowed.

Runners must either "slide or veer" into 2<sup>nd</sup>, 3<sup>rd</sup>, or home if a play is imminent. Failure to do so will result in, at the umpire's discretion, an out call and possible ejection from the game.

**Infield Fly:** Will be in effect

**Defensive Substitution:** Defensive substitutions shall be free except no removed pitcher may return to pitch in the same game.

**Courtesy Runner:** A courtesy runner can be used for the catcher with two outs. The courtesy runner will be the player who made the last batted out.

**10 Run Mercy Rule:** 10 run "Mercy Rule" is in effect after four (4) innings (3½ if the home team is leading).

### **Game Start Times**

Games will start at their scheduled times or 10 minutes after the game in front ends if later than the scheduled starting time.

### **4. Format**

For all divisions that are divided into two groups, the winners of each group will play in the championship game. If there is one group, the top two finishers will play in the championship game.

Tiebreakers, in order, are as follows:

1. Overall record
2. Head to Head
3. Least runs allowed
4. Total Net Run Differential
5. Most Runs Scored
6. Coin Flip

The home and visiting teams, including in championship games, will be determined before each game by a coin flip.

### **5. Conduct**

- 1) No manager or coach may come on the playing field once the game has begun until he has requested time and permission is granted by the umpire.
- 2) Any manager, coach, scorekeeper or parent ejected from any game will be expelled from any remaining games in the tournament.
- 3) Any team or their supporters that initiates, causes or continues any problems will cause that team to be expelled from the tournament without refund of the entrance fee.
- 4) Any player who throws bats, helmets, gloves or other equipment may be, at the umpire's discretion, ejected from the game.
- 5) The use of profanity will result in the ejection of that manager, coach or player from that game and will require that individual to leave the complex.
- 6) All parents must be in the stands or outside of the playing field. No spectators are allowed in the bullpens.