

## Official Tournament Rules

### Hosted By Westminster Vipers

OFFICIAL LEAGUE BASEBALL RULES apply, with the following exceptions.

Age Group	Bases	Mound	Innings	Time Limit	Bats	Sliding	Cleats
9U – 10U	60'	46'	6 – preliminary 6 – elimination	1 hr 45 min*	USA 1.15 BPF	No head first	NO Metal
11U – 12U	70'	50'	6 – preliminary 6 – elimination	1 hr 45 min*	USA 1.15 BPF	No head at home plate	NO Metal
13U – 18U	90'	60'6"	6 – preliminary 7 – elimination	1 hr 45 min*	BBCOR	Head first at all bases	Metal - YES

\*No time limit for Championship Gam

The tournament shall consist of 2 preliminary round/pool play games for each team, and a single elimination bracket, based on results and seeding from preliminary round play.

#### **Tournament Website**

Follow the Westminster Vipers Baseball website for important news and updates leading up to and throughout the tournament. Games results and scheduling updates will be posted to this site on a timely basis.

[www.leaguelineup.com/westminstervipersbaseball](http://www.leaguelineup.com/westminstervipersbaseball)

***RECOMMENDATION TO MANAGERS/COACHES: Print out a copy of this rules document and carry it with you. Read it carefully and share it with your assistants, players and team parents/spectators so that everyone is fully informed about the rules and other tournament matters.***

## **General Rules (all age groups)**

### **Player Age**

Player age designation is based on age cutoff of April 30 of the current year.

### **Official Team Roster**

- Every team must complete and submit a Tournament Team Roster Form (via online forms on the tournament website).
- The team roster contains player birth date certification and serves as your team's official roster. Participating tournament teams are limited to a maximum of fifteen (15) players. Players may only be on the roster of one team and may only participate with one team.
- The head coach/team manager is required to maintain a copy of the official team roster and a copy of each player's birth certificate (or other proper ID) in the event that an eligibility question arises.
- We would not expect that an ineligible player would ever be asked by a coach/manager to play. However, if it is discovered, the team will be disqualified for the remainder of the tournament. A game underway will be forfeited immediately to the opposing team as would a game completed in which the ineligible player participated (final score recorded as 10 - 0). All other games for which the team would be involved shall be recorded as a BYE or appropriate tournament adjustments.

### **Uniforms**

- All players must wear matching team hats and numbered shirts/jerseys.

### **Collision/Contact Rule**

- The NCAA slide rule is in effect. All runners must slide or otherwise attempt to avoid contact with fielders in process of making a play.
- If the umpire(s) deem a collision of players malicious, intentional or flagrant, the offending player will be ejected from the game. This applies to both the defender and runner.
- A base runner may not leave his feet and hurdle or dive over a defensive player (unless the defensive player is lying down on the ground in which case the play is legal).
- Coaches who encourage malicious contact will be ejected.

### **Bat Restrictions**

All bats must be certified and not damaged or deemed illegal for play. Use of illegal bats shall be penalized by:

- Identified prior to first pitch of an at bat - player may replace with a legal bat and the illegal bat is removed from play
- Identified after first pitch of an at bat and prior to first pitch to next batter - the batter using the illegal bat is "OUT" and runner(s) must revert to previous position(s) as if the at bat and result of at bat did not occur
- Identified after first pitch to next batter - bat is removed from play, no other penalties

### **Catchers Equipment**

- Catcher may use either a one-piece "Hockey" helmet or two-piece helmet and mask.

### **Pitching Restrictions**

- There are no per game, day or tournament maximum limits imposed, but coaches should use good judgment in determining pitch counts for pitchers.
- One pitch constitutes an inning pitched and a pitcher once removed from the pitcher position may not return to pitch later in the same game.
- Pitchers may not wear white on their pitching arm, with the exception of white as part of the official uniform. This includes, but is not limited to short sleeves extended beyond the uniform sleeve, long sleeves, arm sleeves, white markings on any previously listed items, etc.

### **Home and Visitor Designation**

- Home and visiting team in preliminary round play is determined by the posted tournament schedule. Each team will have one (1) Home and one (1) Away game. The posted "Home" team may elect to give their opponent "Home" status.
- In elimination round play, the higher seeded team has its choice of Home or Away.
- Dugout selection is first come first served. Home team maintains the official scorebook.

**Official Game**

- All game lengths are set by the innings identified on page 1 of this rule set.
- Four (4) innings shall constitute an official game or three and one half (3 1/2) innings if the home team is leading.
- A game called due to the time limit is an official game regardless of the number of innings completed.
- A game is stopped for any reason (e.g. weather, lightning, or darkness) before the game is official, is suspended; may be resumed, canceled, or considered complete based on timeliness of tournament continuation.
- Outcome of any “stopped” game shall be determined by the tournament director or designee.

**Time Limit**

- No new inning may be started after 1 hour and 45 minutes.
- An inning started must be completed unless the home team is leading or takes the lead during its final at bat.
- A new inning officially starts as soon as the third out is recorded in the preceding inning.
- Ties count as such in preliminary round play.
- The official game start time (determined by the umpire) should be noted in both scorebooks prior to the start of the game.
- Above time limit rule is in effect for all tournament games except the Championship Bracket final, which has no time limit.

**Ties**

- If a preliminary round game is tied after 6 innings and prior to reaching the 1 hour and 45 minute no new inning time limit, the game is over and will be recorded as a tie.
- If an elimination game (excluding the Championship Final) is tied when the 1 hour and 45 minute no new inning limit is reached, all subsequent innings, regardless of what inning the game is in when the time limit is reached, shall begin with no outs and the last batted out in the preceding inning on second base.

**Mercy Rule**

- Twelve (12) runs after 3 innings, ten (10) runs after 4 innings and eight (8) runs after 5 innings.
- The mercy rule is in effect for all games.

### **Starting Line-up**

Our intent is to encourage coaches to play as many players as possible and provide each coach with options. The coach must determine and report to the opposing team how many batters are in the starting offensive line-up prior to the game.

### **Offense**

- Team may bat nine (9), the entire roster or any number in-between.
- A substitute is defined as any player not placed in the original batting line-up to begin the game.
- Once a substitute bats or runs for another player, the substitute and the original starter are locked into that batting line-up slot and either one may bat or run at any time (in that line-up position only).

### **Courtesy Runners**

- Are allowed at any time for the pitcher and catcher of record.
- Teams batting less than the entire roster must use a bench/substitute player.
- Teams batting the entire roster shall use the last batted out.
- If the last batted out is the pitcher or catcher, move to the previous batted out.

### **Defense**

- Any player on the roster may assume any defensive position in the field at any time throughout the game with one exception. A player once removed from the pitcher position may not return to pitch later in the same game.

### **Number of players**

- A team must start with 9 players but may finish with 8.
- If a player is injured and unable to continue, an available substitute shall be used. If no substitutes are available (all locked as stated in “Offense” or the team is batting the entire roster) the spot in the line-up going forward may be skipped without penalty, but the injured player may not return to the game.
- If the injury occurs to a safe baserunner, and no substitutes are available, the last batted out may assume the base as a “courtesy runner”.
- If a player is ejected from the game and no substitutes are available, regardless of the number of batting positions, an out will be recorded each time that spot in the line-up is scheduled to bat.

## **Additional Important Information**

### **Pre-game Warm-ups**

- No batting practice or infield practice is permitted on the infield prior to the games.

### **Protests**

- No protests are permitted on umpire judgment calls.
- If there is a valid dispute over a rules issue, the decision of the tournament site director (or designee) will be final.
- Resolve any disputed rule questions before play continues.

### **Player Eligibility**

- Player eligibility protests and concerns must be addressed by the coach/manager with the tournament director prior to the beginning of the game.
- The tournament director will investigate and resolve eligibility questions as quickly as possible.
- The use of ineligible players will result in forfeiture of any game the ineligible player participates in, with a resulting score of 7-0.

### **Photography**

- Spectators and/or coaches are not permitted onto the field for purposes of taking photographs and/or video during the period beginning with the first pitch through the final out of the game.
- There are no restrictions for this activity outside the fence line boundaries.

### **Game Results Reporting**

- Immediately following the conclusion of each game, both teams are responsible for reporting the game result to the site director/coordinator.
- ***Results shall be texted to the Tournament Director – number to be provided to coaches.***

### **Seeding Tie Breakers**

The following tie breakers will be used (if necessary) to determine seeding following preliminary round play:

Tie of game records:

- 1) Head-to-head competition (only applies when two teams are tied)
- 2) Lowest "Runs Allowed" for all games played
- 3) Highest "Runs For" for all games played
- 4) Coin toss

### **Playing Conditions**

- The tournament director will make all decisions regarding playing conditions prior to each game and will determine whether the field conditions are fit to play with the safety of the players first and foremost in mind at all times.
- When possible, your team will be notified two (2) hours or sooner prior to a scheduled game if the game will be postponed or delayed due to inclement weather or unplayable field conditions.
- After a game starts, the umpire is responsible for stops/starts.
- Any indication of lightning in the area will immediately stop play.

### **Refund Policy**

- We make every effort to get as many games played for our participating teams as possible. Unfortunately, weather conditions beyond our control occasionally conspire against us.
- In the event the tournament is abbreviated, the following refund policy will apply to all teams. *Two (2) games played, no refund. One (1) game played, \$250 refund. No games played, \$500 refund.*

### **Dogs**

Please inform your team parents in advance that dogs are **NOT permitted** anywhere on the grounds of Winters Mill HS.

### **Alcohol & Tobacco**

The use of Alcohol and tobacco is **NOT permitted** at any tournament facility.

### **Sportsmanship**

Westminster Vipers Baseball prides itself on providing a positive environment for the development of baseball skills and building lasting relationships with visiting teams, players, and coaches.

We certainly anticipate that tournament games will be emotionally charged and competitive. However, we also expect that every participant will always conduct themselves in a manner that is appropriate for youth baseball. Accordingly, arguing with or complaining about umpire judgment calls (balls/strikes, out/safe or fair/foul) or any display of inappropriate behavior (to include foul language used) by coaches, managers, players, parents or spectators simply will not be tolerated. Anyone in violation of this sportsmanship rule will be asked to leave the premises immediately by either the umpire or tournament site director. If after five (5) minutes the offending person is not out of sight and sound of the field, the team will forfeit the game in progress (final score recorded as 7 - 0). Anyone ejected person WILL BE suspended from the next game and may not be within sight or sound of the field. Violations of such shall result in a forfeit. No exceptions.

Team head coaches/managers are 100% responsible for the conduct of their assistant coaches, players, parents and any other related spectators. If any non-player (other than the head coach/manager) is ejected by an umpire, the team's head coach/manager will be suspended for the next game. No exceptions.

Anyone who threatens a tournament official, umpire, opposing coach or player (either physically or verbally) will be asked to leave immediately and may not return for the duration of the tournament. No exceptions. This includes verbalizing intent or malicious contact.

The Tournament Director and/or designee reserves the right to disqualify any team whose players, manager, coaches, parents and/or spectators create a negative environment or cause a disruption to the tournament, with or without ejections. Team managers should make certain that everyone associated with their team is fully aware of the sportsmanship rules in advance of the tournament. **The games should be fun for all involved, especially the kids playing in them.**