

# 2020 TVBL Tournament Rules

## Summary of Rules

RULE	14U, 13U	12U, 11U	10U, 9U
# of innings	7	6	6
Time Limit	1hr 45 mins	1hr 40 mins	1hr 30 mins
Mercy	15/3. 10/4. 8/5	15/3. 10/4. 8/5	15/3.10/4. 8/5
Bat Size	34" 2 ¾ diameter	34" 2 ¾ diameter	34" 2 ¾ diameter
Composite Bats	BPF 1.15 "fingerprint"	BPF 1.15 "fingerprint"	BPF 1.15 "fingerprint"
Pitching/Base	14U 60'/90', 13U 56'/80'	50'/70'	46'/60'
Metal Cleats	Yes	No	No
Advance 3rd strike	Yes	Yes	No
# of outfielders	3	3	3
Pitching Limits	4 innings/game	3 innings/game	(10U) 3 innings/game; (9U) 2 innings/game
Visit Pitcher-removed	2 per inning	2 per inning	2 per inning
Infield Fly	Yes	Yes	Yes
Stealing Bases	Yes at own risk	Yes at own risk	Yes at own risk
Balks Called	Yes	Yes	No

**THE COACH OF THE WINNING TEAM MUST TEXT THE SCORE TO JASON PRUSINSKI(616)706-5452. FAILURE TO DO SO WILL RESULT IN A forfeit.**

### **GAME START/LENGTH**

- Be prepared to start 25 minutes prior to game time. Infield/outfield warm-ups may not be allowed to keep games on schedule. Warm-ups should be done off the field.
- Coin flip determines home team. Home team keeps official book. Scores checked each inning with umpire and opposing team.
- A team may play with a minimum of 8 players without forfeiting. 7 or less players will result in a forfeit. Forfeit time is 5 minutes after scheduled game time and will be recorded as a 7-0 victory.
- Weather: You must be ready to start on time regardless of weather. The Tournament Director is the only person with authority to delay a game's start time, so unless you were informed of a delay by the Tournament Director, your team must be at the field ready to play at your scheduled time.

### **Game Times:**

- 13U & 14U Games 7 innings or 1 hour and 45 minutes
- 11U, & 12U Games 6 innings or 1 hour and 40 minutes
- 9U & 10U Games 6 innings or 1 hour and 30 minutes

#### **Note:**

- **Championship Games have no time limits.**
- **TVBL reserves right to modify this rule in case of inclement weather/darkness.**

### **PLAYER/COACH CONDUCT RULE DISPUTES**

- Any coach who has a question or concern regarding TVBL rules should clarify issues prior to games being played.
- Violations that occur due to any misunderstanding of these rules will not void the rule or nullify the penalty.
- No more than 4 coaches per team may be in the dugout.
- The umpire, head umpire, or the tournament directors will settle any dispute of rules at the time of occurrence.

**UMPIRE IN CHARGE: ERIC SZCZEPANIAK (616)406-5031**

NO CHATTER is to be directed at opponents. NO BARRELING/running over of any defensive player allowed. Offenders will be called out and may be ejected.

- **Umpires will give a team warning for a thrown bat. A second offense will result in the player being called out.**
- Intentional delay of game by manager, coach, or player shall result in an immediate ejection of the offender.
- Charging/being aggressive with another player or an umpire will result in the offender being ejected.
- ANY ejected player or coach will miss the rest of the game PLUS THE NEXT SCHEDULED GAME.
- No Coach or player shall use any form of tobacco or alcohol on the playing field or in the bench area.

**Note:** The tournament directors have the right to remove any or disallow the use of noise objects from the stand areas that they believe are a distraction to the game being played. The directors will ask the head coach for cooperation with his or her fans to remove these objects or withdraw from using them.

## **EQUIPMENT:**

**NO METAL CLEATS ALLOWED FOR 9U, 10U, 11U or 12U!!**

### **RULE FOR LIONS Fields 1 and 2 Only:**

Metal cleats will be allowed on the field of play for 13U and 14U players. No metal spikes may be worn outside the fenced area of Fields 1 and 2 or on any other field. All metal spikes shall be put on in the dugouts, and shall be removed before the player steps outside the fence enclosing the field, even during games. A first violation by any member of a team shall result in a warning to the violating team. A second violation at any time during the tournament by any member of that team shall result in the forfeit of an ongoing game, or in the case of a team not currently playing, a retroactive forfeit of the team's previous game. Any player wearing metal spikes on the deck near the concession stand shall be ineligible for the remainder of the tournament, even if no prior warning was given.

### **Jerseys/Catchers:**

- All players must wear shirts with a number or name of player for purpose of identification.
- All male catchers must wear a protective cup. All catchers must use a catcher's mitt when catching.

### **Bats:**

- 13U, 14U Maximum 34" long, 2 ¾ diameter
- 11U, 12U, 34" long, 2 ¾ diameter
- 9U, 10U Maximum 33" long, 2 ¾ diameter
- ALL BATS MUST BE STAMPED WITH THE NEW USSSA 1.15 BPF "FINGERPRINT" MARK OR USA BAT

## **PITCHING:**

- Coach may visit a pitcher or call a defensive conference once per inning without making changes. Second visit or conference in an inning, pitcher must be removed.
- A pitcher must be removed if they have hit 3 batters in the same inning.
- No chains outside the shirt, long strings hanging from gloves or tinted sunglasses may be worn by the pitcher.
- Non-prescription sunglasses of any kind are not permitted for use by the pitcher.

## **GENERAL RULES:**

- **Players may not attain the age above their playing division prior to May 1. If a player turns 12 on May 1, he is considered 11U as he was still 11 on April 30.**
- Copies of birth certificates and rosters required to have on hand. Failure to provide a birth certificate will disqualify a player.
- **MHSAA rules apply unless specified differently**
- Roster batting will apply for 9U, 10U, 11U, and 12U. All players on the roster must bat before the batting rotation begins again. There a free defensive substitutions.

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- Batting the roster is optional for 13U and 14U; however, if you begin the game batting your roster, you must bat your full roster for the entire game and there are free defensive substitutions. If you choose not to bat your full roster, there are no free defensive substitutions.
- Team rosters must have a minimum of 9 players. An out will be assessed for each player less than 9 players when that lineup position is due to bat. If a player becomes ill or is injured causing the roster to go below 9 players, the team will not be penalized during the remainder of that game. However, the team must have 9 players the next game or take an out for that player. The umpires and/or the tournament directors will make the decision regarding the availability of an injured player.
- If a batter bats out of order, the proper batter is called out. Any hit or advance made by the batter or runners due to the hit, walk, error or other reason is nullified. The next batter is the one who follows the proper batter who was called out. Any appeal regarding an out-of-order batter must be made prior to a pitch being delivered to the next proper batter.
- **Any batter throwing a bat will result in the umpire first issuing a warning to both teams. Any subsequent violations by either team will result in the offender immediately being called out.**
- Free defensive substitutions will prevail except for pitchers.
- Pitchers once removed cannot return in same game as a pitcher.
- Bunting is a part of baseball and is allowed in all age brackets.
- Base coaches may be either players or coaches.
- High school "no appeal" rule is in effect for leaving base early on a caught fly and failing to touch the base on tag ups.
- The batter, on deck batter, runners and player base coaches, must wear protective helmets.
- Base runners deliberately removing helmets will be called out!!!
- A courtesy runner is allowed for the pitcher and catcher of the next (not previous) inning.
- A courtesy runner must be the last batter that made an out.
- Infield fly rule in effect.
- Defensive players are not allowed to make a "fake tag." Any attempt to false tag a runner will result in one extra base for the runner.

#### **Mercy Rule:**

- 9-13U: 15/3. 10/4. 8/5.
- 14U: 15/4. 10/5. 8/6

#### **Tie Breakers:**

- If the game is tied at the time limit, the game ends in a tie. If time allows, go immediately to the tie breaker rules below(International Rules).

Tie breaker used for games tied at the end of regulation: last person out in the previous inning starts new inning on second base with one out.

- Tie breaker for teams tied in pool play for seeding in single elimination championship round between 2 teams:
  1. Head to Head results.
  2. Fewest Runs allowed vs. tied teams
  3. Fewest runs allowed in all games
  4. Run differential
- Tie breaker for teams tied in pool play for seeding in single elimination championship round between 3 or more teams tied:
  1. Fewest Runs allowed vs tied teams
  2. Total runs allowed in all games
  3. Run differential

#### **CHAMPIONSHIP ROUND:**

In the championship and consolation rounds (Sunday games), the higher seed is the home team.

If Seed 1 plays Seed 2, Seed 1 would be the home team. If two 1 seeds play, then a coin flip will occur.

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## **WEATHER/DARKNESS:**

- TVBL reserves the right to shorten games due to inclement weather or darkness.
- For 9U – 12U, a shortened game may be considered complete if the teams have played at least 3 complete innings (2 ½ innings if the “home” team is ahead).
- For 13U – 14U, a shortened game may be considered complete if the teams have played at least 4 complete innings (3 ½ innings if the “home” team is ahead).
- In case of rainout, no refunds of any kind and no re-scheduling of any games or the tournament will occur.

## **TOURNAMENT DIRECTOR:**

The Tournament Director for 2019 is Jason Prusinski. There will be a “Director on Duty” during most of the tournament. In the event of a dispute, contact either the Director on Duty or the Tournament Director. The ruling of a Director on Duty may be appealed to the Tournament Director. The Ruling of the Tournament Director is final.

The WINNING TEAM must text the score of the game to Jason Prusinski (616)706-5452. Failure to do so will result in a tie score.

## **SPECIFIC RULES BY AGE GROUP**

### **9U:**

- NO leadoffs. Steals allowed at runner's own risk after pitch crosses home plate.
- Bases are 60 feet and pitching distance is 46 feet.
- On a dropped third strike, the batter is out! Batter may not advance.
- Pitching: NO balks called.
- Each pitcher may pitch a maximum 2 innings per game with NO limit on total for the Tournament. One pitch in an inning equals one inning pitched.
- Once a pitcher is removed from the game he CANNOT return to that position.
- Mercy rule: 15/3. 10/4. 8/5
- NO METAL CLEATS ALLOWED

### **10U:**

- Leadoffs allowed. Steals allowed at runner's own risk.
- Bases are 60 feet and pitching distance is 46 feet. On a dropped third strike, the batter is out! Batter may not advance
- Pitching: One warning before a balk will be called.
- Each pitcher may pitch a maximum 3 innings per game with NO limit on total for the Tournament. One pitch in an inning equals one inning pitched.
- Once a pitcher is removed from the game he CANNOT return to that position.
- Mercy rule: 15/3 10/4. 8/5
- NO METAL CLEATS ALLOWED

### **11U /12U:**

- Bases are 70 feet and pitching distance is 50 feet.
- Players may pitch a maximum of 3 innings per game. One pitch counts as 1 inning.
- Once a pitcher is removed from the game he CANNOT return to that position.
- Mercy rule: 15/3. 10/4. 8/5
- MHSAA Rules apply to all other rules.
- NO METAL CLEATS ALLOWED

### **13U:**

- Bases are 80 feet and pitching distance is 56 feet.

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- Dropped third strike, the batter may attempt to advance to first base, as long as first base is not occupied with less than two outs, or first base is occupied with two outs.
- Leadoffs allowed. Steals allowed at runner's own risk.
- Pitching: Balks will be called. NO warnings will be issued.
- Each pitcher may pitch a maximum of 4 innings per game with NO limit on total for the tournament. One pitch in an inning equals one inning pitched.
- Mercy rule: 15/3. 10/4. 8/5.
- MHSAA Rules apply to all other rules.
- Metal cleats are allowed

#### 14U:

- Bases are 90 feet and pitching distance is 60 feet.
- Players may pitch a maximum of 4 innings per game. One pitch counts as 1 inning.
- Once a pitcher is removed they cannot return to that position.
- Mercy rule: 15/4. 10/5. 8/6
- MHSAA Rules apply to all other rules
- Metal cleats are allowed