

## ANTIGO STALLION BASEBALL TOURNAMENT RULES as of 2.17.10 7pm

All rules are consistent with the Official Babe Ruth (15U and 13U-14U) and Little League (11U-12U and 9U- 10U) Tournament rules for the appropriate age group in which your team is participating except for the following:

1. First and foremost, proper sportsmanship is expected by all players, coaches and fans. Chatter is a part of the game, but unsportsmanlike conduct will not be tolerated. One warning will be given before the individual(s) involved will be asked to leave the park, by the police if the instruction to leave is not quickly accommodated.
2. Time limits for games are 1 hour, 45 minutes for all levels, and game time will commence at the scheduled start time.
  - No new inning may begin after the one hour, 45 minute limit unless the score is tied.
  - There will be a **three minute time limit between innings**. The time will start once the third out is made.
  - 2 hour intervals are allowed between games. **Games may start early, so teams must be available ½ hour prior to the scheduled start time.** Any team which does not take to the field within ten minutes of the schedule start time will forfeit the game upon the opposing team taking the field and throwing the first pitch.
  - Ties will be played out using the California rule, also sometimes referred to as international rule
3. One pitch constitutes an inning pitched. Innings pitched is limited to:
  - 15U teams - 4 innings per game, 12 total for tournament
  - 13-14U teams - 4 innings per game, 10 total for tournament
  - 9 to 12U teams – 3 innings per game, 9 total for tournament
4. Innings to be played in a game:
  - 15U, 14U, and 13U - 7 innings and
  - 9U - 12U – 6 innings

Teams in the 14U -15U can bat 9 players or 10 with an extra hitter or their entire order with free substitution (no DH allowed). 9U – 13U will use a continuous batting order and open substitution for both teams. 9U – 10U can play 4 outfielders in the field. No rovers.

Pool placement will be determined in the following order:

- Win/loss percentage;
- Head to head match-up;
- Lowest runs allowed;
- Most runs scored; and
- Coin flip.

## **ANTIGO BASEBALL TOURNAMENT RULES (2)**

7. A Mercy Rule of a 15 run lead after 4 innings or 10 runs after 5 will be used. Championship games will be played to completion by innings and will not have a time limit.
8. A player becomes ineligible in an age bracket if:
  - 15U teams - a player turns 16 years old before May 1<sup>st</sup>
  - 14U teams - a player turns 15 years old before May 1<sup>st</sup>
  - 13U teams – a player turns 14 years before May 1st
  - 12U teams - a player turns 13 before May 1<sup>st</sup>
  - 10U teams – a player turns 11 before May 1<sup>st</sup>
  - 9U teams – a player turns 10 before May 1st

Proof of age may be requested and must be available. Acceptable proof is original or certified copy of a public record of birth. Violation of this rule results in forfeiture of game(s) and awards.
9. No player may play on more than one team during the tournament weekend.
10. Home team will be determined by coin flip.
11. Players must remain in the same batting order. Substitutions must be reported prior to the substitute entering the game. Both a starter and non-starter may re-enter the game once, and then in the same batting order.
12. A pinch runner is mandatory for the catcher with two outs in the inning. The previous out in your batting order will be your pinch runner. Courtesy runners may be used for the pitcher or catcher at any time. This will be the last out recorded.
13. Proper gear is to be worn at all times. All batters and runners must wear helmets with ear flaps.
14. Metal spikes are allowed for 15U and 13-14U teams, but 12U, 11U, 10U, 9U teams can not wear metal spikes, only rubber are allowed.

15U bats need BESR certification with 2 5/8 barrel size (-3). 12U, 11U, 10U, 9U standard little league bat sizes. 13-14 no restrictions.
15. Two adult base coaches are allowed.
16. Base stealing is allowed, including home:
  - In 13-14U and 15-16U games, runners can lead off.
  - In 11-12U and 9U - 10U games, runners can lead off after the ball crosses home plate.
17. A coin flip will determine home team.
18. Only the manager may discuss a decision with the umpire, and all umpires are to be treated with respect. There is no appeal on a missed base—the call is automatic out called by the umpire at the end of the play.
19. For 13-14U and 15-16U teams only, the batter can run on a dropped third strike unless first base is occupied with less than 2 outs.
20. Antigo Baseball is not liable for injuries occurring during the tournament. Proof of insurance is required.
21. Antigo Baseball reserves the right to change the format of the tournament. All decisions are correct and final.