

# Beaver Bash 2019

## Tournament Rules and Information

---

The tournament will be governed by Official MLB Rules with the following exceptions:

**\*\*All teams must bring birth certificates - They will only be checked upon request by SUBASEBALL Staff. Penalty - If player is not of age and birth certificate cannot be produced, he will be unable to play the remainder of the tournament and that game will be forfeited. SUBASEBALL Officials may also remove that team from the tournament at their discretion.**

Age Divisions will be determined by your age on April 30, 2019.

Player eligibility - No player may play with more than one team in the same age division. However, a player may play up an age division and play with more than one team. (To be eligible for championship game a player must play in at least 2 pool games; any other situation must be approved by SUBASEBALL Officials).

---

### 8u Age Division

FORMAT: Top 2 Seeded Teams will advance to Championship Game on Saturday. Seeding for Saturday's games will be based on the Tiebreaker Rules.

- **Base runner may steal or advance to any base after the ball crosses home plate. Exception: No stealing home on a passed ball. If a Runner leaves early the player will be called out. Runner may only score on a walk - hit batter - or a play that began with a batted ball. Runner may not score on a passed ball or a throw on an attempted steal. The play is over on a batted ball when the pitcher is on the mound with the ball or the umpire has called time out.**
- Batter is automatically out on a 3<sup>rd</sup> strike. (No 3<sup>rd</sup> **strike drop** rule will be in effect).
- 5 runs per half inning: **After 5 runs score**, teams exchange offense and defense. All runs which score on the play of the 5th run, are recorded. Last inning, due to time or being the 6<sup>th</sup> inning will still be played even if the trailing team is too far behind to catch up. 5 runs per inning rule will apply in last inning, **not** unlimited runs. Mercy run rule still applies.

### 9u Age Division

FORMAT: Top 2 Seeded Teams will advance to Championship Game on Saturday. Seeding for Saturday's games will be based on the Tiebreaker Rules.

- **Base runner may steal or advance to any base after the ball crosses home plate. Runner is out for leaving base too soon.**
- Batter is automatically out on a 3<sup>rd</sup> strike. (No 3<sup>rd</sup> **strike drop** rule will be in effect).
- 8 runs per half inning: **After 8 runs score**, teams exchange offense and defense. All runs which score on the play of the 8th run, are recorded. Last inning, due to time or being the 6<sup>th</sup> inning will still be played even if the trailing team is too far behind to catch up. 8 runs per inning rule will apply in last inning, **not** unlimited runs. Mercy run rule still applies.

### 10u Age Division

FORMAT: Top 2 Seeded Teams will advance to Semi-finals Games on Saturday. Seeding for Saturday's games will be based on the Tiebreaker Rules.

- **Base runner may steal or advance to any base after the ball crosses home plate. Runner is out for leaving base too soon.**
- Batter is automatically out on a 3<sup>rd</sup> strike. (No 3<sup>rd</sup> **strike drop** rule will be in effect).
- 8 runs per half inning: **After 8 runs score**, teams exchange offense and defense. All runs which score on the play of the 8th run, are recorded. Last inning, due to time or being the 6<sup>th</sup> inning will still be played even if the trailing team is too far behind to catch up. 8 runs per inning rule will apply in last inning, **not** unlimited runs. Mercy run rule still applies.

### 11u Age Division

FORMAT: Top 2 Seeded Teams will advance to Championship Game on Saturday. Seeding for Saturday's games will be based on the Tiebreaker Rules.

### 12u Age Division

FORMAT: Top 2 Seeded Teams will advance to Championship Game on Saturday. Seeding for Saturday's games will be based on the Tiebreaker Rules.

### 13u Age Division

Format: Top 2 seeded Teams will advance to the Championship Game on Saturday. Seeding for Saturday's games will be based on the Tiebreaker Rules.

### 14u Age Division

FORMAT: Top 2 Seeded Teams will advance to Championship Game on Saturday. Seeding for Saturday's games will be based on the Tiebreaker Rules. **\*\*BBCOR bats only.**

## TOURNAMENT RULES AND REGULATIONS

1. Home team will be determined by coin flip. Highest seed will be given option to be home or visiting team **for playoff games.**
2. All Games in Divisions 11u, 12u, 13u and 14u will be 7 innings or no new inning after 1 hour and 30 minutes. 8u, 9u and 10u Divisions will be 6 innings or no new inning after 1 hour and 30 minutes. In the event time is expired and the game is tied, the game will end in a tie. No tie breaker innings will be played. If time is not expired use the International Tie Breaker rule to break the tie. No time limit for Championship games.
3. 9 run rule after 5 innings. 12 run rule after 4 innings. 15 run rule after 3 innings.
4. 4 innings or 1 Hour constitutes a complete game when delayed or called because of inclement weather.
5. Batting Order Re-entry Rule: Starters may only re-enter one time and in the same spot in the batting order.
6. Batting Order: There is no limit to the number of players you have in the batting lineup. A team must bat a minimum of 9 players.
7. Unlimited Defensive substitutions. Your defensive lineup is non-related to your batting order. A player may play defensively even if they are not in the batting lineup.
8. No Restrictions on Cleats. **Pitchers are not allowed to wear metal cleats on the portable mounds.**
9. **Bats must be 1.15 usssa stamped. 14u BBCOR bats required.**
10. **Speed-up rule/courtesy runners will be allowed for the pitcher or catcher at any time. The courtesy runner will be someone not currently in the game or if the team has no players on the bench, the last out. A courtesy runner may only run one time per inning; substitute player can only run for pitcher position or catcher position, not both.**
11. Home team will be official scorer unless otherwise designated by umpire. Put starting time in the book.
12. Protests will not be allowed on judgment calls. Protests must be handled at the time of protest Umpire can confer with **SUBASEBALL Official** for help on ruling.
13. We will enforce an avoid contact or must slide rule at all bases. Malicious contact-runner will be ejected. It is the discretion of the umpire if the runner is trying to avoid contact or a collision.
14. A must slide rule will be in effect when an infielder is attempting to turn a double-play at second base. If the runner is not close enough to merit a slide, he must peel away from the baseline. This rule is for the protection of the base runner. The runner will be called out only if by his not sliding or peeling away affects the defensive play.
15. Eliminate defensive huddles prior to your team taking the field in between innings.
16. Only **two** coaches outside of dugout during games (does not include base coaches).
17. Please have a Catcher available to warm up your Pitcher between innings when your Catcher is not ready.
18. Pitchers - Maximum of 6 warm-up pitches between innings.
19. No infield before games. Get teams in the dugout and have your teams ready to play on time.
20. Live Balk Rule - if a pitcher balks and throws the ball the offensive team makes the choice to determine the outcome of the play.
21. End of game – Remove garbage from dugout and clear dugout in a timely manner. Hold post game discussions outside of the dugout.
22. Show respect to the umpires, your players, your opponents and most of all to this great game.
23. Any excessive unsportsmanlike conduct by players, coaches, or fans may result in removal from game, possible forfeiture of game plus possible ban from future tournaments.
24. Have a FUN Tournament!!!

### Pitching Rules

1. Maximum Innings for Tournament (including championship day) = 11 innings
2. No pitcher may return to pitching position after being removed from pitching position.
3. Each team will keep and be responsible for their own pitching log. It can be signed by the opposing manager, umpire, the official scorer of the game, or **SUBASEBALL** staff at the conclusion of each game.
4. If a coach has a question about the opposing team's pitching log, he may bring it to the attention of a **SUBASEBALL** staff member. A coach may not request the pitching affidavit from the opposing coach.
5. If **SUBASEBALL** determines that the pitcher in question is ineligible to pitch, the pitcher will be removed from the mound at the time of discovery. This is not a retroactive rule - The pitcher will be removed after discovery.

## **TIE BREAKER RULES FOR ADVANCEMENT AND SEEDINGS**

1. Best Record (wins count as 2 points, ties are 1 point and losses are 0 points). If there is a tie between teams for Best Record (total points scored), then the next tie breakers are used until a winner is determined.
2. Head to Head (tied teams)  
Does not apply if all tied teams have not played each other or have at least one win and one loss against all other tied teams. Exception: One team has beaten or lost to ALL tied teams. Head to head will apply to that team only. The remaining tied teams will continue to the next tie breaker.
3. Plus/Minus Run Differential to a maximum of plus or minus 7 runs per game.
4. Fewest runs allowed to Common Opponents. A "Common Opponent" is defined as: A team or teams that all tied teams have played. If the tied teams have a common opponent - the runs will be totaled of only the Common Opponents. Keep in mind; you cannot play yourself, so runs that other teams allowed to your team or that you allowed to their team are not considered.
5. Fewest runs allowed to All Opponents.
6. Coin Flip or mini-playoff game per the discretion of **SUBASEBALL**.

**"Individual awards will be given for 1st and 2nd Place"**

## **Age Divisions**

**Age Cutoff Date: May 1, 2019**

- **8u – Must be 8 or younger on April 30, 2019**
- **9u – Must be 9 or younger on April 30, 2019**
- **10u - Must be 10 or younger on April 30, 2019**
- **11u - Must be 11 or younger on April 30, 2019**



