



I. General Rules

1. Each team in the tournament will consist of no more than 14, nor less than 9 players.
2. Each team must have at least nine players to start or continue a game. If at any time this rule is not met, the game is over and the team with enough players to play, nine or more, wins.
3. An 8U team may only “call up” from an T-Ball Team in the same community. “Call ups” must be rostered as alternate players prior to the start of the tournament.
4. Each manager must turn in a tournament roster prior to their first game.
5. **The official playing age is that player’s age as of April 30, 2016.** All rostered players must be no more than 8 years old on this date. Birth certificates must be available upon request. If a certificate cannot be produced at time of request said team must produce the document before its next game. If a birth certificate (or photo copy) cannot be produced, the player in question will not be eligible for subsequent games, and the game in which the age of the player was challenged, shall be considered forfeited.
6. During the round robin portion of the tournament, a coin toss will be used to determine the home team. The team that traveled the farthest to the game will call the coin toss.
7. During the Semi-Finals and Final Game, the higher seed will be the home team. If both teams are the same seed in the Championship Game, a coin toss will be used to determine the home team.
8. Head Coaches will select an MVP from the other team, with assistance from that team as required.

II. Playing Field

1. Bases are sixty (60) feet in distance. Three-quarter marks will be used between the bases. Lines will be marked to the bases prior to the game.
2. The Coach will pitch from or behind the 38 foot line which will be marked on field of play.

III. Conduct

1. The BAA expects coaches to set the example in their actions and words because players and families will follow that lead. Our goal is for this tournament to be fun, instructive, and competitive for the players and we want families to enjoy the opportunity to watch them play ball!
2. Generally, it is the duty of the manager to insure proper conduct by his team. Players, coaches, and parents will treat the umpires with respect. Any member of the tournament committee reserves the right to ask anyone to leave the Chartiers Park Complex due to inappropriate behavior.
3. If a call does not go your way, we totally understand....it’s part of the game. However, we expect the coaches to give the umpires the respect that they deserve and **Managers are the only people permitted to discuss a call with the umpire(s).** Assistant Coaches and players may not approach or yell at umpires regarding calls. Umpires will issue a warning to teams if assistant coaches or players approach them or exhibit poor behavior regarding calls. If any assistant coach or player attempts to engage an umpire or continues to exhibit poor behavior after a warning, he/she will be ejected from the field.
4. If a manager or coach is ejected from a game, that person is suspended for the following game and is not permitted to be in attendance for that game. The manager or coach could also face an additional suspension as determined by the tournament committee. If conduct continues, the team could forfeit the game and/or remaining games in tournament.
5. If a player is ejected from a game, that player is suspended from the following game but must attend the wearing street clothes and be with his team on the bench. The player will remain suspended until that requirement is satisfied.

IV. Playing Rules

1. Each team will bat its entire roster in the batting order.
2. **Each player on the team will play at least three (3) innings in the field.**
3. Teams will play ten players in the field. The players will consist of pitcher, catcher, four infielders, and four outfielders (no rover). **No outfielder may be within thirty feet of any base.**
4. If illness occurs during the game, then the player removed from the game will be recorded as an automatic out for his/her next at-bat. Subsequent at-bats will be passed over and will not be outs.
5. Managers or Assistant Coaches will pitch to their team. If a batted ball hits the Manager/Coach or if the Manager/Coach interferes with a fielder, batter, or runner the ball is dead and the batter returns to bat and runners return to base. The pitch will be considered a “No Pitch”.
6. Each batter gets eight pitches. The batter must swing by the eighth pitch or be called out. As long as contact is made (foul) the batter will get another pitch.
7. Each batter gets four strikes. There are no walks – even due to the batter being hit by a pitch.
8. Runners on base cannot leave the base until the ball is hit. One warning per team. Subsequent violations will be an out. **The umpire must see the infraction.**
9. No infield fly rule.
10. Any unnecessary contact or flagrant fouls can, at the discretion of the umpire, result in ejection.
11. There will be NO courtesy runner for the catcher with two outs.
12. There will be free defensive substitution. The batting order will stay the same, and players may rotate in and out of the game.
13. A runner must make every effort to avoid contact while running the bases. Runners are not out if they do not slide, but a player may be called out if he does not slide and there is contact. This is a judgment call by the umpire(s).
14. No head first slides unless returning back to a base. No warning - the runner will be called out.
15. Outfielders cannot make infield plays; they must throw the ball to an infielder unless the out occurs during a rundown or a situation where an infield player is injured and the outfielder is covering.
16. Runners may not advance to the next base unless they are more than three-quarters to the next base when play is stopped. Judgment will be made at the umpire’s discretion.
17. When five runs are scored in the offensive team’s half inning, the offensive team automatically takes the field regardless of the number of outs. The inning shall not end however until play has been stopped and all runs resulting from that play shall be counted. Example: The offensive team has scored four runs in the current inning and the bases are loaded. The batter, after hitting the ball, stops at second base when the play has ended. All the base runners have crossed the plate. The three runs count and the team will be entitled to seven runs in that inning.
18. The five run rule is waived for every inning after the 5th. *If the 5th inning is declared the last inning (due to time constraints) before the top of the inning begins, the five run rule shall be waived in the 5th inning.*
19. Overthrows into foul territory at first and third only will stop play immediately. Overthrows at second or up/down the lines, but not in foul territory at first and third will be a live ball.
20. **While on the mound, the coach can do anything to instruct his player in the batter’s box but may not tell him/her when to swing or to not swing.** One warning will be issued. Subsequent violations will be counted as strikes.



V. Field Regulations

1. Except for players warming up or on deck, all players must remain inside the dugout.
2. All equipment will be kept behind the protective fence in an orderly fashion.
3. No throwing of bats or helmets, there will be one team warning. After team warning, all other players will be called out. Runners must keep their helmets on while on the base even during timeouts.
4. For safety precautions, only four (4) coaches, a scorekeeper, a batboy, and team players will be allowed in the dugout at all times. This includes siblings and parents of players.
5. Two (2) defensive outfield coaches are permitted.

VI. Stoppage of Play

1. Only the umpire may call stoppage of play. Again, all calls by the umpire are final.
2. A play will be stopped if any of the following occur:
 - a) On an overthrow at first base or third base. Once the ball crosses into foul territory, the play is ended and runners may not advance.
 - b) The ball is in control of a player and any part of their body is within the diamond while not making a baseball move.
 - c) The ball is in control of an infielder and the lead runner has stopped forward progress.
3. At the time play is stopped, runners that have advanced beyond one of the 3/4 hash marks will be awarded the next base. Runners that have not advanced beyond a 3/4 mark must return to the previous base. Runners will be placed according to the lead runner. That is, if a runner is forced back to a base and another runner is occupying that base, that runner must also return to the previous base. For example, there are runners on second and third and a play is made. When time is called, the runner at third has not passed the 3/4 mark, but the runner from second has. The runner from third must return to third and, in turn, would force the runner from second back to second. However, if the runners were on first and third and the runner from third is forced back, the runner from first could still be awarded second provided they crossed the 3/4 mark when time was called.
 - a) Exception to above rule: When all runners are forced to advance. For example, there are runners on first and second. The batter hits the ball and the ball is thrown back to the pitcher before the runner from second crosses the 3/4 mark. Since the runner is forced, he/she must be awarded third base.

VII. Bats

1. **Composite bats are NOT permitted for the safety of the players.** Only official Little League bats are allowed (2 1/4"). Composite Handle Bats are permitted, but they MUST say aluminum on the barrel. If there is any question that a word was scratched out, sharpied out, etc...the bat is not permitted. A team that has been found to be using a composite bat will automatically forfeit the game. The opposing Manager must question the bat prior to the next pitch. In an effort to avoid penalizing an entire team, the game will continue with the understanding that it is a forfeit.

Note: There will be zero tolerance with composite bats. This rule is being stressed for the safety of the players. To avoid controversies during the game, the umpire and both team managers will inspect each team's bats on the bat rack prior to the start of the game. Managers, please make sure that a player doesn't accidentally pull a different bat out of their bat bag during the game.



VIII. Length of Game

1. Games will be six innings in length or a 105 minute time limit. 105 minute rule will take precedent overall length of game rules (even if in a tie situation). There will be no time limit **and** extra innings will be permitted in the case of a tie *only* in Semi-Finals and Championship Game.
2. The tournament committee will monitor all time limits. ***A new inning will not start after 90 minutes have elapsed.*** It is encouraged to have the teams quickly warm up in between innings so that there will be an opportunity to play the entire game. Umpires will also be directed to move the game along in between innings as well.
3. An official game is four innings. Games called due to weather or unforeseen circumstances will be suspended with batters, runners, balls, strikes, and pitchers recorded.
4. The 10-run rule will be in effect after five innings for the visiting team and after four and a half innings for the home team. (The 10-run rule will not be in effect for the Championship Game.)
5. The tournament committee reserves the right to shorten games as a result of inclement weather.

IX. Dress Code

1. Every player will be expected to wear his/her full uniform.
2. The full uniform includes the team shirt (tucked in at all times), pants, and socks.
3. The pitcher must wear a chest protection device while on the mound. (No need to purchase one, Bridgeville can provide one to borrow for the game.)
4. Catchers must wear a chest protector, face mask and a catcher's helmet. Fielders' gloves or catchers gloves are permitted.
5. Helmets must be left on until runners leave the field of play. There will be one team warning. After a team warning, all other players will be called out.
6. Absolutely no jewelry, casts, or splints.

X. Miscellaneous

1. Ground rules will be covered before each game and will remain consistent thru the tournament.
2. No appeals. A protest must be made at the time of the incident and must be done properly.
3. Foul and abusive language is means for ejection.
4. Any player throwing the bat will be warned along with the rest of the players on that team. The next player from that team to throw a bat will be called out, the play will be dead, and the runners will return to their bases.
5. No fake tags.
6. The umpires will use the unattached bag rule.
7. Reminder: Managers and coaches are responsible for the conduct of their team and their fans. No negative comments about opposing teams. Harassing of umpires, other teams or fans will NOT be tolerated.

XI. Scoring

1. Teams will receive two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.
2. A forfeit will count as negative two (-2) points for the team that forfeits and two (2) points for the opposing team. The score of a forfeit will be 6-0.
3. The two teams from each bracket with the most points will advance. In the case of a tie, follow the rules defined below.
4. Teams that forfeit any pool games will not be permitted in the Semi-Finals or Championship Game.



XII. Tiebreakers

1. In the process of breaking a three-way or four-way tie, the tiebreakers are used to determine the 1st place position. When determining the 2nd place team, the tie breaker process starts over with remaining teams. EX. - If there is a 3 way tie, 1st place is determined using the three-way process and then the remaining two teams would then go through the two team tie breaker.
2. Two Teams
 - a) Head-to-head
 - b) Runs allowed
 - c) Run differential
 - d) Coin toss
3. Three or Four Teams
 - a) Runs allowed
 - b) Run differential
 - c) Runs allowed between tied teams
 - d) Run differential between tied teams
 - e) Coin toss

XIII. RESCHEDULING GAMES

1. Once the tournament begins, games may only be rescheduled due to inclement weather and/or with the consent of the tournament staff. Games ARE NOT to be rescheduled because of a lack of certain players. Call-ups should be used in order to keep the schedule.
2. The tournament committee/director will settle any disputes or conflicts.