

Marlton Mayhem

Tournament Rules

Rev. July 29,2020

1. Rain Policy

In the event of rain, all coaches will be notified of schedule changes as early as possible. Please check the Marlton Baseball website for information. Our first priority is the safety of all players and families at our fields. If the fields are judged unsafe, we will suspend, postpone, reschedule and/or cancel games as needed. In the event of rain, we will do all we can to stay on schedule. However, because of limited field availability we may have to deviate from the printed schedule and format.

2. Refund Policy

If no games have been played and the tournament is cancelled due to weather or field conditions and the games cannot be rescheduled -- teams will receive a refund of their entry fee minus \$100 for administrative fees. After the tournament has started, any team that has completed at least one game is not entitled to any refund of their entry fee. Marlton Baseball reserves the right to change the tournament format based on weather or other conditions. There will be no refund of entry fees due to changes in the tournament format.

3. Time limit and Innings

Game for all age groups are designated to go 6 innings, however, no new inning may begin **1 hours and 40 minutes from the official start time as determined by the umpire.** The time limit is determined by the last out in the bottom of the inning. The game is complete if the home team is winning and time runs out. Managers from both teams will agree with the umpire on the official start time of the game. **Each pitcher will be given 6 warm-up pitches to start an inning, to keep the game moving. If a team is purposely "slow playing" between innings as deemed by the umpire or the tournament official, time may be added to the no-new inning rule.**

If a game is tied after 6 innings of play, and the time limit of no new inning after 1 hour 40 minutes has not been reached, the game will continue until there is a winner or the time limit is reached. A 2 hour drop dead rule is also in effect. If the 2 hour limit is reached, the score will revert to the last completed inning in order to determine a winner. If the home team is batting and winning when the 1 hour and 40 minutes is reached, the game is declared over.

Championship games must play 6 innings – with exception of application of mercy rules.

4. Playing Rules

The 12U and 11U divisions will play 50/70 rules. All other divisions will play 46/60 rules. Play shall be in accordance with current Cal Ripken Tournament rules with the following exceptions:

- Pitching Restrictions: A pitcher may not pitch more than four innings in any two consecutive games (4/0, 3/1, 2/2). Innings pitched will reset for the playoffs. (Note for playoffs. Quarters and semi are consecutive and semis and finals are consecutive)
- Pitchers must be removed on the 2nd visit to the mound in the same inning and cannot return as a pitcher in the same game. 1 pitch thrown = 1 inning pitched.

****If an ineligible pitcher is use the team forfeits the game****

- Batting Order: Teams must bat universal.
- Lineup: Once a lineup has been a submitted a player that is late to the field, MAY be added to the last position in the batting order, unless that spot in the order has already batted
- Defensive Substitution: Defensive substitutions shall be free with the exception of no removed pitcher may return to pitch in the same game.
- Courtesy Runner: A courtesy runner may be used for the catcher at point and MUST be used with two outs. Tournament director may allow for courtesy runners for pitchers based on weather conditions. The courtesy runner will be the player who made the last recorded out.
- Mercy Rule: Regardless of age,
 - 15 runs after 3 innings
 - 10 runs after 4 innings
 - 8 runs after 5 innings.

***Home team does not bat if ahead by the mercy rule. Home team will bat if the visiting team goes ahead in the top of mercy inning. Mercy rule is in effect for championship games.

- There is no limit on runs allowed per inning, with exception of 8U division (see specific 8U rules).
- Infield Fly Rule is in effect for 11U and 12U only
- Base Running: 8 – 10U divisions are 46/60 with no leading. If in the umpire's judgement, the base runner leaves the base before the ball crosses home plate, the umpire can, at his discretion, have the player return to his original base. 11U and 12U divisions are 50/70 with leading. Stealing is allowed for all ages, including stealing of home, except for 8U. Dropped third strike applies only to 11U and 12U divisions.
- Balks: 8 – 10U divisions - no called balks. 11U and 12U divisions receive one warning per pitcher.
- Intentional Walks: 4 balls do not have to be thrown. A coach can let the umpire know the intent of walking the batter.

- Sliding: 8 – 12U divisions may only slide feet first INTO a base. 9U-12U may slide BACK into a base head first. A runner must avoid contact with a defensive player – slide or veer rule is umpire's discretion.
- **Bat Restrictions: USA baseball bat rules apply.**
- Home / Away determination: Home and away will be determined by a coin flip prior to the game. All teams are responsible for cleaning out all trash in the dugouts. Teams must clear the dugout before any post game talk. **The better seeded team is the home team for all playoff games.**

5. Game Start Times

Games will start at their scheduled times or 10 minutes after the previous game ends, if later than the scheduled starting time.

6. Playoff Format – for all age groups

*Format may be changed based on the number of teams within a specific age group. Specific age group playoff formats will be noted on the schedule prior to the official start of the tournament.

Tiebreakers to determine seedings are as follows:

1. Overall record (winning percentage)
2. Head to Head
 - head to head only applies when two teams finish with the same record.
 - When 3 or more teams finish with the same record proceed to tie breaker #3 (UNLESS there is a clear hierarchy) .
3. Least total runs allowed
4. Least runs allowed in one game (smaller amount)
5. Coin Flip

****NOTE - Run differential or Runs scored does not factor into tie breakers**

7. Reporting Scores

At the completion of every game, the winning team needs to report the score. Report should include age group and team scores. Score sheets will be kept and must be signed by coaches at the end of each game.

8. Minimum Players

A team may start with 8 players and add a 9th player at any time. If a team starts with 8 players and the 9th batting position comes up then an out will be counted for the open position.

9. Protests

No protests of judgment calls. A protest for a rule violation must be settled prior to the next pitched ball.

10. Ineligible player(s)

A player must be on a team's official roster. Rosters must be submitted to the head table prior to the start of the tournament and must be made available upon request. Rosters must have players' full names and uniform number. Rosters can include no more than 15 players.

A player can be rostered on two teams, provided that player is not rostered on a team younger than their official Cal Ripken year dictates. Example: An 11U player can be rostered for both his 11U team and a 12U team, but not rostered for a 10U team. Players CANNOT play down. Players cannot be added to a roster once the tournament begins.

11. Birth certificates

Managers are responsible to carry copies of all rostered players' birth certificates.

You must be able to present proof of age if requested. Any violation will result in a forfeit. A player's proper age bracket is based on his/her age as of April 30.

12. 8U Specific Rules

- 5 run limit per 1/2 inning, unlimited FINAL inning. Final inning is declared by the coaches, but MUST be established for any game that has been played for at least 1 hour 30 minutes

- Base runners must hold their base until the ball has passed the plate. Umpires will enforce rules in accordance with established regulations (Cal Ripken League)
- Stealing of 2nd and 3rd base is allowed but stealing of home is not permitted. No delayed steals.

Runners may not take 2nd base immediately following a walk.

- Runners may not score from 3rd base on wild pitches or passed balls.
- To score, the runner must “earn” home. He can only score from a batted ball, a result of a bases loaded walk, or if the batter is hit by the pitch with the bases loaded.
- Overthrows that go out of play, the runners will be allowed to advance 1 base only.
- On overthrows that remain in the field play, the runners may advance until stopped by the defense. Runners may not advance to home on overthrows from a steal attempt.
- Runners must either slide or veer into 2nd, 3rd, or home if a play is imminent. Failure to do so will result in, at the umpire’s discretion, an out called and possible ejection from the game. Head first slides back into a base will be allowed.
- A play is considered over when an infielder calls timeout (in fair territory of the infield) and time is granted by the umpire. All runners that are MORE than halfway to the next base may take that base. This is the Umpire’s discretion.
- When a pitcher is not in contact with the pitcher’s mound, but does have the ball, base runners may not jump back and forth while on a base to attempt to draw the defense into making a play. When a pitcher is in contact with the pitcher’s plate and in possession of the ball and the catcher is in the catcher’s box and ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached home plate.
- There is no infield fly rule.
- Pitchers may only pitch 2 innings per game.
- Bunting is NOT allowed

Upon arrival at your first game, please check in at the concession stand and submit your roster with your players names and uniform number. Your game score sheets will be available there and at your field’s scorekeeping table. Any questions during the tournament can be directed to

the age specific field representative (the Marlton head coach of that age group) or the tournament director.

