
OFFICIAL RULES OF
SEVERN ATHLETIC CLUB
TOURNAMENT BASEBALL





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TABLE OF CONTENTS

8U MACHINE PITCH	2
BASE RUNNING	2
BATTING	2
DEFENSE	2
PLAYER ALIGNMENT	2
PITCHING MACHINE	2
TIME OUT RULE	3
TIME LIMIT	3
9U AND 10U SPECIFIC RULES	4
11U AND 12U SPECIFIC RULES	4
GENERAL RULES	4
Uniforms	4
Bat Restrictions	4
Lineups	4
Offense	4
Pitching Restrictions	4
SUBSTITUTIONS.....	5
DEFENSE.....	6
MOUND VISIT.....	6
SEEDING GAMES.....	6
ELIMINATION GAMES.....	6
DUGOUTS.....	6
OFFICIAL GAMES.....	6
TIME LIMIT FOR ALL GAMES.....	6
<i>POOL PLAY</i>	6
TIME LIMIT FOR ALL GAME (CONT.).....	7
MERCY RULE	7
COURTESY RUNNER	7
SLIDE RULES	8
PROTESTS	8
PLAYER ELIGIBILITY	8
PREGME WARMUPS	8
REPORTING GAME RESULTS	9
TIE BREAKERS	9
PLAYING CONDITIONS	9
REFUND POLICY	9
OFFICIAL TEAM ROSTER AND INSURANCE	10
TOURNAMENT WEBSITE	10
SPORTSMANSHIP	11
MANAGERS/COACHES	11
CHART	12



OFFICIAL RULES OF SEVERN ATHLETIC CLUB TOURNAMENT BASEBALL

8U MACHINE PITCH

BASE RUNNING



No leading, Runners may not steal bases. A player may not leave the base they occupy until the ball is hit by the batter. If an **umpire** rules that a base runner has left their base prematurely (no warnings), the runner will be declared out and the pitched ball will immediately be declared a dead ball. The results of the pitch do not count. (i.e. no pitch)

BATTING

Each batter will receive a maximum of five (5) pitches. If the ball is not put into play after pitches the batter is out. A foul ball on the 5th pitch is considered a strikeout.

'No Pitch' The umpire may declare a 'no pitch' if the ball is not hittable and the batter does not swing. In this case the pitch will not count toward the batter's 5 pitches.

DEFENSE

-  There are no dropped third strikes
-  There is no infield fly rule

PLAYER ALIGNMENT

You may play from **9 or 10** players in the field defensively. If playing ten (10) the extra fielder **must** be placed in the outfield.

PITCHING MACHINE

The pitching machine will be placed 46 feet from home plate and will be set to approximately 40 m.p.h. Adjustments to the machine may be made at the start of an inning or at the umpires discretion if the pitching machine has been hit by a batted ball, a thrown ball or any person.

If a batted ball hits the pitching machine, hits the pitching machine operator or comes to rest under the pitching machine it is a dead ball, the batter will be awarded first (1st) base and all runners will advance. If a thrown ball hits the pitching machine, it is a live ball and play will continue. If, however, a thrown ball comes to rest under the pitching machine, a dead ball will be called. Any runner, that in the judgment of the umpire is more than halfway to a base, that runner will be awarded that base. Otherwise, the base runner will be returned to the previous base.

The pitcher must be positioned behind the pitching machine and within nine (9) feet of the pitching machine. The umpire will have the sole discretion to move the pitcher to a position behind the pitching machine.



OFFICIAL RULES OF SEVERN ATHLETIC CLUB TOURNAMENT BASEBALL

TIME OUT RULE

Any player, in possession and in control of the ball within the 60 ft base paths and in fair territory, may call time out. In the umpire's judgement that the requisites have been met, the umpire will grant time out immediately. Any runner, that in the judgment of the umpire is more than halfway to a base, that runner will be awarded that base. Otherwise, the base runner will be returned to the previous base.

TIME LIMIT 8U Only

The Official game start time, as determined by the umpire, should be noted in both scorebooks prior to the start of the game.

In Preliminary Seeding rounds or Pool Play no new inning may be started after **1 hour and 30 minutes**. There is a 'drop dead' rule that the game ends at 2 hours. The score reverts to the previous inning.

A new inning officially starts as soon as the third out is recorded in the preceding inning. Ties count in pool play and/or preliminary seed games.

Pool play games may end in a tie if the time limit is up or a complete game has been played. There are NO EXTRA INNING games in preliminary seed or pool play rounds.

If an **elimination game** is tied after the hour and 30 minute no new inning limit is reached, all subsequent innings:

*"the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. (MLB and Little League) **EXAMPLE:** If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner."*
(Little League tiebreaker rule clarification)




There is no time limit for Championship games

Intentional delays: The umpire and/or Tournament Directors reserve the right to eject any player, coach, or fan for intentionally delaying a game. In addition, a forfeit may be enforced at the Tournament Directors discretion.



OFFICIAL RULES OF SEVERN ATHLETIC CLUB TOURNAMENT BASEBALL

9U and 10U SPECIFIC RULES

-  There is no leading
-  No Balks
-  No Infield Fly rule
- No dropped Third Strikes

Stealing is allowed but runners may not leave the base they occupy until the pitched ball reaches home plate or is hit by the batter.

11U and 12U SPECIFIC RULES

BALKS will be called, however there will be one (1) warning per pitcher per game.

GENERAL RULES (ALL AGE GROUPS)

Major League Baseball Rules apply except as modified/changed in this document

UNIFORMS

All players must wear matching team hats and numbered jerseys. Jerseys must be tucked in. While we expect each player to wear the team's standard uniform there will be no penalty. Duplicate numbers are not allowed

BAT RESTRICTIONS

See attached Chart

LINEUPS

Our intent is to encourage coaches to play as many players as possible and provide each coach with options. The coach must determine **prior to the game** how many batters are going to be in the starting lineup. This must be communicated to the umpire(s) and the opposing coach/scorekeeper

OFFENSE

Teams may bat nine (9), the entire roster or any number in-between. However, once the number of batters is established, it must remain the same throughout the game.

PITCHING RESTRICTIONS

None – Coaches are expected to use reasonable care to protect the health of their players



OFFICIAL RULES OF SEVERN ATHLETIC CLUB TOURNAMENT BASEBALL

SUBSTITUTE

A substitute is defined as any player not placed in the original batting line-up to begin the game. As soon as a substitute bats or runs for another player, the substitute and the original starter are locked into that batting line-up slot and either one may bat or run at any time (in that line-up position only). If no substitutes are available, an out will be recorded each time that spot in the line-up is scheduled to bat with two exceptions:

- **Exception 1:** A player may leave the game early if, before the first pitch of the game, the player's manager (or his scorekeeper) informs the opposing manager (or scorekeeper) and the official scorekeeper that the player must leave early, and of the appointed time the player must leave.
 - Upon such notification, and upon penalty of forfeit, the player may not bat or play in the field after his appointed time of leaving. Conversely, should the player be removed from the game prior to his appointed time of leaving, for whatever reason, that player is considered an out during his next scheduled plate appearance, unless Exception 2, below, applies. To prevent potential protest situations, please sign the official scorebook prior to the game with details of the player's departure.

- **Exception 2:** A player who is injured on the field of play, and who is immediately and permanently removed from the game, will not be considered an out in subsequent plate scheduled appearances if they are unable to complete their next at-bat.
 - **Injured:** Exception 2 applies only to players who are injured during play, not to players who may become ill, or need to be removed from the game for any reason other than injury.
 - **Immediately:** A player is considered to have been removed immediately after injury only if he is removed from the game prior to the next pitch.
 - **Permanently:** A player is considered to have been permanently removed from the game if he does not, following removal from the game, play in any defensive or offensive capacity for the remainder of the game following his removal.

A team may play with eight (8) players but must start the game with nine (9). A team with only 8 players must take an out each time the missing player(s) is/are scheduled to bat.

If an injury occurs to a base runner and no substitute is available, the last batted out may take his place on the bases.



OFFICIAL RULES OF SEVERN ATHLETIC CLUB TOURNAMENT BASEBALL

DEFENSE

Any player on the roster may assume any defensive position in the field at any time throughout the game with one exception. A player once removed from the pitcher position may not return to pitch later in the same game.

Coaches/managers are responsible for tracking/policing the substitution rules.

MOUND VISITS

On a coach's second visit to the same pitcher in the same inning, the pitcher must be removed. A coach is prohibited from making a second visit while the same batter is up.

SEEDING GAMES

Each team will have one (1) Home and one (1) Away game during the seeding rounds.

ELIMINATION GAMES

Higher Seed is Home team

*Gold & Silver Bracket: if teams are same seed coin flip winner is Home Team

DUGOUTS

First come first serve on dugouts

OFFICIAL GAMES

Four (4) innings shall constitute an official game or three and one half (3 1/2) innings if the home team is leading. However, a game called due to the time limit is an official game regardless of the number of innings completed. If a game is stopped for any reason (e.g. weather, lightning or darkness) before the game is official, the game is suspended and will be resumed from the point of curtailment at a time scheduled by tournament officials with one exception. If one full inning has not been completed the game will be replayed in its entirety.

TIME LIMIT FOR ALL GAMES

8U SEE PAGE 3 FOR TIME LIMIT

The official game start time (determined by the umpire) should be noted in both scorebooks prior to the start of the game.



OFFICIAL RULES OF SEVERN ATHLETIC CLUB TOURNAMENT BASEBALL

POOL PLAY GAMES

No new inning may be started after 1 hour 45 minutes; drop dead at two (2) hour and reverts back to previous inning.

Elimination games are no new inning after 1 hour 45 minutes. No drop dead.

A new inning officially starts as soon as the third out is recorded in the preceding inning. Ties count in preliminary round (pool play).

TIME LIMIT FOR ALL GAMES (CONT.)

If an **elimination game** is tied (excluding the Championship Game) after one the (1) hour and forty-five (45) minute no new inning limit is reached, all subsequent innings:

*“the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. (MLB and Little League) **EXAMPLE:** If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.”*
(Little League tiebreaker rule clarification)

There is no time limit for Championship games

Intentional delays: The umpire and/or Tournament Directors reserve the right to eject any player, coach, or fan for intentionally delaying a game. In addition, a forfeit may be enforced at the Tournament Directors discretion.

All Seed and pool games can end in a tie at the end of a complete game (see page 2) . There are NO EXTRA INNING games in preliminary seed or pool play rounds.

There is no time limit for the Championship game.

Intentional delays: The umpire and tournament directors reserve the right to eject any player, coach or fan for intentionally delaying a game and a forfeit may be enforced at the tournament director’s discretion.

MERCY RULE

6 Inning Games – Twelve (12) runs after four (4) innings; ten (10) runs after five (5) innings

7 Inning Games – Fifteen (15) runs after four (4) innings; ten (10) runs after five (5) innings

The home team does not bat if ahead by the mercy rule but does bat if the visiting team goes ahead by the mercy limit in the top of the inning.

COURTESY RUNNERS

Courtesy runners are allowed for the pitcher and catcher with 2 outs. If batting entire roster the player that made the last batted out is the substitute runner. If the last out was made by a pitcher



OFFICIAL RULES OF SEVERN ATHLETIC CLUB TOURNAMENT BASEBALL

or catcher, then the batter making the next preceding out is the substitute runner, if the offense chooses to do that.

If batting less than entire roster courtesy runner must be a substitute player and follow substitute rule, if offense chooses to do that.

SLIDE RULES

8U-11U

No headfirst slides into a base, headfirst sliding is only allowed when going back to a base, if a headfirst slide occurs going into a base, runner is out.

12U - 14U

Headfirst slides are allowed everywhere except home plate, if headfirst slide at home plate occurs runner is out.

SLIDE RULE ALL DIVISIONS

- 1) On any force play, the runner must slide, and slide directly to the base or give themselves up. In addition, the runner cannot interfere with a fielder's ability to throw the ball in any manner.
- 2) A runner is out when he does not slide or give himself up, if any illegal contact is made that alters the actions of a fielder in the immediate act of making the force play.
- 3) Any runner who, in the umpire's judgment, is involved in contact of a malicious manner is not only out but is immediately ejected from the game. As this is a judgement call, there is no protest allowed.

PROTESTS

No protests are permitted on any umpire judgment calls. If there is a valid dispute over a rules issue, the decision of the tournament director (or designee) will be final.

Resolve any disputed rule questions before play continues.

All protests must be made within 30 minutes of the end of the game.

PLAYER ELIGIBILITY

If a coach/manager questions the eligibility of a particular player or players, he may do so privately with the tournament director (or designee). He/she will investigate and resolve eligibility questions immediately. Player eligibility protests must be addressed during the game or immediately (within 15 minutes) following the game. Age eligibility is determined as the players' age on **May 1st** of current year.

ADDITIONAL IMPORTANT INFORMATION

PREGAME WARMUPS

No batting practice or infield practice is permitted on the infield. Outfield grass only!

Our Batting Facility will be open during the entire Tournament. Please, one team per tunnel



OFFICIAL RULES OF SEVERN ATHLETIC CLUB TOURNAMENT BASEBALL

REPORTING GAME RESULTS

Each coach is to pick up Post Game Reports for each game at the 'Check In' table prior to your first game. Immediately following the conclusion of each game, the winning team is responsible getting the form signed by both coaches and for turning in the Post Game Report to the 'Check In' table. Failure on the part of the winning team to communicate the game result within one hour of the completion of a game will result in the game being declared a tie and the runs allowed by the team that actually won the game on the field will be increased to the same number of runs allowed by the losing team.

TIE BREAKERS

After win/loss record, the following tie breaker criteria will be used to determine seeding following preliminary round play:

- 1) Head to head competition (only applies when two teams are tied if more than 2 teams are tied it falls to number #2)
- 2) Least number of runs allowed
- 3) Lowest single game runs allowed
- 4) 2nd lowest single game runs allowed
- 5) Coin flip

Runs Scored do NOT affect seeding




PLAYING CONDITIONS

The tournament director (or his/her appointees) will make all decisions regarding playing conditions prior to each game. He/she will determine whether the field conditions are fit to play with the safety of the players first and foremost in mind at all times. Teams must check the tournament website for updates regarding field conditions and game postponements.

After a game starts, the umpire is responsible for stops/starts. Any sound of thunder or sight of lightning in the area will immediately stop play for **30** minutes. Each sound of thunder or sight of lightning starts the 30-minute stop play. All teams must seek shelter immediately. Weather related make-ups/continuations will be re-scheduled by the tournament director.

REFUND POLICY

We make every effort to get as many games played for our participating teams as possible. Unfortunately, weather conditions beyond our control occasionally conspire against us. If the tournament is abbreviated, the following refund policy will apply:

-  80% refund if all games are cancelled due to inclement weather
-  20% refund if only one game is played
-  no refund if two or more games are played.



OFFICIAL RULES OF SEVERN ATHLETIC CLUB TOURNAMENT BASEBALL

No refund will be given, under any circumstance, to a team that has been removed from the tournament due to a rules or sportsmanship violation.

OFFICIAL TEAM ROSTER AND INSURANCE

Every team must fully complete and submit a Roster and submit a Certificate of Insurance prior to the first game of the tournament, these may be handed in/mailed or sent electronically. The check in table is located between Concession stand and field 9.

"Additional Insured"

We need two separate "Additional Insured" to cover Anne Arundel County and Severn Athletic Club. Please see the website for the correct information

Official Roster

Form contains player birth date certification and will also serve as your team's Official Team Roster. Participating tournament teams are limited to a maximum of fifteen (15) players for ages 8U through 14U. The head coach/team manager is required to maintain in their possession a copy of the official team roster and a copy of each player's birth certificate if an eligibility question arises. We would not expect that an ineligible player would ever be asked by a coach/manager to play. However, if that were to occur and it is discovered, the player and his head coach/manager will be disqualified for the remainder of the tournament. A game underway will be forfeited immediately to the opposing team as would a game completed in which the ineligible player participated. The team (without its head coach/manager and the ineligible player) may continue to play in the remainder of the tournament.

TOURNAMENT WEBSITE

Follow the Severn Baseball Tournament website for important news and updates leading up to and throughout the tournament. Games results and scheduling updates will be posted to the website



OFFICIAL RULES OF SEVERN ATHLETIC CLUB TOURNAMENT BASEBALL

SPORTSMANSHIP

We anticipate that tournament games will be emotionally charged and competitive. However, we also expect that every participant will conduct him/herself at all times in a manner that is appropriate for youth baseball. Accordingly, arguing with or complaining about umpire judgment calls (balls/strikes, out/safe or fair/foul) or any display of inappropriate behavior (to include foul language used) by coaches, managers, players, parents or spectators simply will not be tolerated. Anyone (except players) in violation of this sportsmanship rule will be asked to leave the premises immediately by either the umpire or On-Site Field Coordinator. If after five (5) minutes the offending person is not out of sight and sound of the field, the team will forfeit the game in progress.

An ejected player will be confined to the dugout. A player ejected from a game is suspended from participating at the next game. A coach or parent ejected from a game is suspended from participating or being a spectator for the remainder of the day. Team head coaches/managers are 100% responsible for the conduct of their assistant coaches, players, parents and any other related spectators. If anyone other than the head coach/manager or assistant coach is ejected by an umpire, the team's head coach/manager will be automatically ejected from the game in progress and suspended for the next game as well. Anyone who threatens a tournament official, umpire, opposing coach or player (either physically or verbally) will be asked to leave immediately and may not return for the duration of the tournament.

Team managers should make certain that everyone associated with their team is fully aware of the sportsmanship rules in advance of the tournament. The games should be fun for all involved, especially the kids playing in them.

The Tournament Director reserves the right to remove any manager, coach, player, or spectator from the Park for unsportsmanlike behavior.

MANAGERS/COACHES

Print a copy of this document and carry it with you. Read it carefully and share it with your assistants, players, and parents (as appropriate) so that everyone is fully informed about the rules and other tournament matters.

Thank you for Choosing Severn Baseball Tournaments!



OFFICIAL RULES OF SEVERN ATHLETIC CLUB TOURNAMENT BASEBALL

DIVISION	BASES/ MOUND	INNINGS	METAL CLEATS	BAT RESTRICTIONS
8U	60'/46'	6	NO	<u>No Double Wall</u> <u>No Barrel size</u> restriction Bats must be stamped with USSSA BPF 1.15 or USA Baseball
9U/10U	60'/46'	6	NO	<u>No Double Wall</u> <u>No Barrel size</u> restriction Bats must be stamped with USSSA BPF 1.15 or USA Baseball
11U/12U	70'/50'	6	NO	<u>No Double Wall</u> <u>No Barrel size</u> restriction Bats must be stamped with USSSA BPF 1.15 or USA Baseball
13U	90'/60'6"	6	YES	<u>No Double Wall</u> <u>No Barrel size</u> restriction Bats must be stamped with USSSA BPF 1.15 or USA Baseball
14U	90'/60'6"	7	YES	2-5/8" BARREL -3 WEIGHT RESTRICTION BBCOR CERTIFIED

DOUBLE WALL BATS ARE NOT ALLOWED IN ANY DIVISION



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