



# East Ridge Athletic Association (ERAA) Invitational Baseball Tournament Rules

## All Levels of Play

National Federation of High School rules shall govern play, except where modified in this document. These rules are in accordance with MBT State Tournament Rules. Out-of-state teams are ineligible unless affiliated with MBL or MYAS leagues, or with written waiver from either league.

**Coaches:** You are responsible for knowing the rules in this document. Many games can be resumed much quicker if the coaches know these rules and have them on the bench for quick referral.

You are responsible to check our website <http://www.eraamn.com/page/show/157521-tournaments> on Saturday evening to verify playing times on Sunday if advancing from pool play to bracket.

1. Coaches, as the representatives of the team and their home City, will be *required to sign a Code of Conduct agreement* to be in place for the duration of the tournament. Failure to abide by the Code of Conduct by any player or coach of a team will result in the forfeiture of the game in progress and the team will be removed from the tournament.
2. The official schedule is the pool/bracket posted at the Ojibway or HealthEast Sports Complex concession stands. It is the responsibility of the coach to know the schedule and field assignments.
3. **Age Divisions:**
  - a. 9u: Must be 9 or younger on or before April 30<sup>th</sup> of this year.
  - b. 10u: Must be 10 or younger on or before April 30<sup>th</sup> of this year.
  - c. 11u: Must be 11 or younger on or before April 30<sup>th</sup> of this year.
  - d. 12u: Must be 12 or younger on or before April 30<sup>th</sup> of this year.
  - e. 13u: Must be 13 or younger on or before April 30<sup>th</sup> of this year.
  - f. 14u: Must be 14 or younger on or before April 30<sup>th</sup> of this year.
  - g. 15u: Must be 15 or younger on or before April 30<sup>th</sup> of this year. (14/15 Single A)
4. **Teams shall supply game balls, including (1) new ball per game.**
5. Each team shall have a maximum of 3 coaches plus a scorekeeper in the dugout at any time.
6. No protests are allowed on subjective calls. Umpire decisions are final. This includes speed-up rules (eg. no around-the-horn at the discretion of the umpire).
7. We reserve the right to re-schedule and/or shorten games should inclement weather be pending or interfere with play.
8. A game that is suspended due to inclement weather (or for any other reason) may be resumed from the exact point of suspension. The Tournament Director reserves the right to do whatever necessary to complete the tournament, including changing format, shortening or eliminating games, etc. For games shortened by inclement weather, see winner-loser determinant below in paragraph 21.c.
9. If the tournament has to be canceled due to unforeseen circumstances (i.e. weather, etc.) AND:
  - a. No games have been played teams will be refunded their entry fee **minus a \$50 processing fee.**
  - b. If 1 game is started, **entry fee minus \$150 will be refunded.**
  - c. If 2 or more games are started, **no refund will be issued.**

10. If weather sirens go off, teams will vacate fields immediately and seek shelter. Teams should **not** wait for Tournament Director to visit the field with directions. Tournament Director will determine when play can resume if possible in that session.
11. Lightning appearing to be threatening will cause **immediate** suspension of play to vacate fields and benches for everyone's safety. Umpire or Tournament Director can call suspension for lightning. It is the discretion of the Tournament Director to call games in progress for a 15 minute game suspension period or as final at that point (see winner-loser determinant below in paragraph 21.c). If lightning is witnessed near end of 15 minute suspension mark, games can, at tournament director's discretion, be called as final.
12. For games stopped or shortened due to weather or any reason other than time stoppage, the winner shall be determined in the manner set forth in paragraph 21.c.
13. Home team will be determined by a coin toss prior to each pool game.
14. Home team in bracket play will be top seeded team (best seeded number).
15. A 10-minute grace period shall be allowed before a forfeit is declared. Forfeiting teams may NOT advance from pool play.
16. The 10-run rule is in effect throughout the entire tournament. Games shall end at the conclusion of 4 ½ innings (home team) or 5 innings (visiting team) if the score differential is 10 or more. The losing team must have batted a minimum of 5 turns at bats.

17. **Pitching Rules:**

Pitch Count Restrictions	
Age	Pitch Limits
<b>9U &amp; 10U</b> , **Any pitcher may re-enter a game as a pitcher as long as they have not been removed by rule. **	75 Maximum Pitches per Day 115 Maximum Pitches per Tournament
<b>11U &amp; 12U</b> **Any pitcher may re-enter a game as a pitcher as long as they have not been removed by rule. **	85 Maximum Pitches per Day 125 Maximum Pitches per Tournament
<b>13U, 14U, &amp; 14/15U</b> **Any pitcher may re-enter a game as a pitcher as long as they have not been removed by rule. **	95 Maximum Pitches per Day 135 Maximum Pitches per Tournament
<b>15U</b> **High School Rules will apply. **	95 Maximum Pitches per Day 135 Maximum Pitches per Tournament
*For all ages: If a player reaches their number of allowed pitches during an at-bat, they may finish pitching to that batter but then must immediately be removed from the pitching position.*	

- a. **VIOLATION** of innings pitched restrictions will result in the Head Coach being ejected for the remainder of the tournament. The team will forfeit the game of infraction. The pitcher in violation of rule will be ejected for the game of infraction and the next game, and he is also prohibited from pitching the rest of the tournament. Teams must keep track of pitches during each game and verify with the opposing coach and umpire immediately following each inning and at the end of the game. Umpires and Coaches are also responsible for verifying the number of pitches with the tournament director, who will keep a running total throughout the tournament.
- b. For 9u – 11u: Fastballs, straight change-ups, palm balls, and knuckle balls are legal. All other pitches, including but not limited to curve balls, sliders, etc., shall be considered illegal. 1<sup>st</sup> offense: warning; 2<sup>nd</sup> offense: pitcher and coach are disqualified for the remainder of the game.

- c. For 12u - 15u: High school rules apply for legal pitch types.
- d. Balks: a balk will not be called in the 9u – 11u age groups unless the umpire judges the pitcher is being intentionally deceptive or makes a play on the runner. A fake pitch will be considered a balk resulting in a dead ball with all runners advancing one base. High school rules apply for 12u-15u age groups.
- e. Trips to the Mound:

Two trips to the mound are allowed PER PITCHER, PER GAME for 9, 10, 11, 12, 13, 14 & 14/15 age groups. On the second trip the pitcher must be removed from the pitcher position for the remainder of the game, (This is also considered “removed by rule”). High school rules will apply for the 15U age group.

18. **Distances:**

Age	Pitching Distance	Base Paths
9 & 10	46'	60'
11	46'	65'
12	52'	75'
13	54'	75' – 80'
14 & 15	60' 6"	90'

19. **Equipment:**

- a. Decisions made by the umpire regarding equipment are final.
- b. Metal Spikes:
  - i. 9u-12u: not allowed
  - ii. 13u-15u: allowed in accordance with High School rules
- c. Proper helmets must be worn while in the on-deck circle, batting, base running, catching (in accordance with High School rules).
- d. **Bat restrictions:** 9U-14U: All bats must have the new USA stamp (unless using a -3 BBCOR bat). 15's can use a BBCOR bat or wood bat.

Bat Restrictions	
Age	Restriction
9u - 13u	Bats must be 2 1/4" with unlimited weight differential or bats must be 2 5/8" and have a -11 differential or less (i.e. 31" – 20.0 oz.)
14u (including 14/15 A)	Bats must be 2 5/8" with a -5 or less differential
15-U	Bats must be 2 5/8" with a -3 or less

- i. Differential is the difference between length and weight.
- ii. Wood bats allowed if they meet the age requirements of length/weight.
- iii. **PENALTY FOR ILLEGAL EQUIPMENT:** On the first violation of 4-1-3b for entering the box with an illegal bat, the penalty for an illegal bat is applied (7-4-1a)...A batter is also out as in above penalty or when the batter enters the batter's box with an illegal bat (see 1-3-5) or is discovered having used an illegal bat. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play. Also, the head coach shall be restricted to the bench/dugout for the remainder of the game. On the second violation for entering the box with an illegal bat, the penalty for an illegal bat is applied and the head coach shall be ejected. On subsequent violations for entering the box with an illegal bat, the penalty for an illegal bat is applied and the designated head coach shall be ejected. On detected violations of 4-1-3b for the use of a damaged helmet, the helmet shall be immediately

removed from play. Any batter found with an illegal bat, either during an “at bat” or prior to the next batter having completed his/her turn at bat, shall be ruled out. A second batter on the same team, within the same game, found with an illegal bat, batting or prior to the next batter having completed his/her turn at bat, shall be declared out and ejected from that game and the next game, as well as the head coach. A third player discovered, on the same offending team, while batting or just having batted with an illegal bat, at any point in the tournament, shall result in an out being recorded and the head or acting head coach being ejected for the remainder of the tournament.

- e. Teams must supply their own first-aid kits. Hosts do not provide training equipment, supplies, or personnel.
- f. All teams must wear numbered jerseys of identical color. Tape numbers are not acceptable. Coaches/managers do not have to be in uniform. Illegally uniformed players must be withheld from competition until they become legal. (Rule Subject to Tournament Directors final ruling).

20. **Base Running Rules:**

Age	Stealing	Runners can leave when:	Penalty if Runner leaves early	Dropped 3 <sup>rd</sup> Strike
9u - 10u	Yes	Until the ball crosses the plate	Dead ball, runner is out	Batter is out, runner(s) may advance at their own risk, ball is live
11u	Yes	Until the ball leaves the pitcher's hand	Dead ball, runner is out	Batter is out, runner(s) may advance at their own risk, ball is live
12u-15u	High School Rules apply	High School Rules apply	High School Rules apply	High School Rules apply

- a. Runners at all ages must avoid contact with defensive players.
- b. Head first slides are allowed at all ages. Runner must always avoid deliberate contact (all ages) at home plate. Runner will be declared out if contact is direct and intentional.

21. **Game Length- Time Limits:** (An inning is completed, the moment the last out of the inning is recorded)

Age	Max Innings	Min Innings	No new innings starts after	Subject to Provisions
9u-12u	6 innings	4 innings	1 hour 45 min	subject to provisions in paragraphs b-g below
13u-15u	7 innings	5 innings	2 hour 00 min	subject to provisions in paragraphs b-g below

- a. Umpires should announce the time the game starts, but are not required to give notice that time limit may occur during a subsequent inning. Coaches shall record the Start Time provided by the Umpire and track game progress against time accordingly. Umpire's time is official time.
- b. If the home team is ahead and they have not started their at bat, when the time limit has been reached, but the visiting team has completed its at bat, the game is over. The home team does not get the option to continue batting.

c. **Game determination for games ended by time limit, weather or any other event:**

**In Pool Play:**

- If the time limit has **not** occurred and the game is tied, a new inning begins immediately after the last out is recorded. If the game is tied after that inning and the time limit has been reached the game ends in a tie.

- If the home team is batting and leading when the time limit is reached, at least four innings have been completed but the game has not reached maximum innings, the home team shall complete their at-bat.
- If the game is called final by the Tournament Director due to weather, darkness or other event and the minimum innings have been completed for that age:
  - If the home team is batting and leading the game is over.
  - If the home team is batting and not leading, the score from the last completed inning shall be the final score.

**Bracket Play:**

- If the home team is ahead and they have not started their at bat, when the time limit has been reached or the game stopped, but the visiting team has completed its at bat, the game is over.
- If the home team is batting and leading when the time limit is reached or the game stopped and at least four innings have been completed – the game is over.
- There is no time limit for Championship or 3<sup>rd</sup> Place games on Sunday. However, the City of Woodbury requires us to vacate fields by 4:45 p.m., if either team deliberately stalls or slows the game, umpire will invoke 20 second rule after first warning (ball or strike called against offending team). If given the aforementioned time constraints, the tournament director sets a hard stop for the game, when the time limit is reached or the game is stopped (called final by the Tournament Director):
  - If the home team is batting and leading the game is over.
  - If the home team is not leading or the game is tied, the score from the last completed inning where there was no tie, that shall be the final score.
  - If all completed innings were tied, the higher seeded team shall be declared the winner.

22. 9u-14u (including 14/15U) must use free substitution and must bat the entire bench.

23. 15u: Will be governed by High School rules regarding designated hitter and re-entry.

**Teams will play 9-man baseball with no option of continuous batting.** If a team bats in continuous manner, game is forfeited. Starting Players: Any of the starting players may withdraw and re-enter once, including a player who was the designated hitter, provided that player occupies the same batting position whenever they are in the lineup. A substitute who is withdrawn may not re-enter. Exception: Replacement of injured players and/or courtesy runners. If an active player sustains an injury that requires them to leave the game and their team has used all of its available substitute players, the coach may substitute for the injured player with the first player on the bench who had previously lost their eligibility via the re-entry rule.

24. Courtesy runners are allowed for the current catcher in all divisions. The catcher must be the current catcher and catch the next inning (must use the player recorded as making the last out.)  
15u - Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners until all players have participated. If all players have participated, then the courtesy runner will be the last player that made an out.

25. Teams must start the game with 9 players. If due to injury or illness, a team may finish a game with 8 players. A team reduced to less than 9 players due to an ejection shall be disqualified from the tournament.

26. A player who is batting out of order and has taken a pitch will be replaced by the proper batter, if questioned by the opposing team. It is not an out. The proper batter assumes the current pitch count.
27. If a team is disqualified from the tournament, it only affects the results of their last game.
28. Any player, coach or spectator ejected from a game will also be suspended from their team's next game. A second game disqualification will result in suspension from the remainder of the team's tournament games.
29. **It is the responsibility of each coach to determine if their team advances past pool play and when they play in the bracket portion in the tournament. Tournament staff will not be contacting coaches.**
30. Method of advancing from pool play to bracket play determined upon number of teams at the time of the tournament
  - a. Teams will be guaranteed 3 games weather permitting.
  - b. Forfeited games not begun award 0 runs allowed and 6 runs scored (9U-12U) or 7 runs scored (13U-15U) to team awarded the win

31. **Pool Play Seeding and Tie Breaker Rules**

1. Head to head
2. Least number of runs allowed against tied teams
3. Run differential against tied teams (maximum plus or minus 10 runs per game)
4. Least number of runs allowed in total pool play
5. Run differential in total pool play (maximum plus or minus 10 runs per game)
6. Coin toss

**If more than 2 teams are tied, please use examples below:**

*Example #1:* If no teams are tied AFTER applying tie breaker #2 as in Team A = 8 runs allowed, Team B = 10 runs allowed, Team C = 11 runs allowed. Then Team A is a #1 seed in the pool, Team B is #2, and Team C is #3.

*Example #2:* If two teams are tied AFTER applying the tie breaker #2 and determining the #1 Seed as in Team A = 8 runs allowed, Team B = 12 runs allowed, Team C = 12 runs allowed. Thus team A is #1 seed and the #2 seed is determined by the head to head between Team B and Team C.

*Example #3:* If two teams are still tied AFTER applying the tie breaker #2 and determining the # 3 Seed as in Team A = 11 runs allowed Team B = 10 runs allowed Team C = 10 runs allowed. Thus team A is #3 seed and the #1 seed is determined by the head to head between Team B and Team C.

**\*\* NOTE: won-loss-tie record is always the first method to differentiating Teams. \*\***

*Win = 2 points*

*Loss = 0 points*

*Tie = 1 point*

32. All dogs must be on a leash, not longer than or more than 4 feet from its owner.
33. **Alcohol and tobacco are not permitted anywhere on the premises. This includes parking lots. A team can be immediately disqualified by the Tournament Director if any person associated with a team (coach, parent, player relative, etc) violates this rule.**
34. **Outside food is not allowed. No coolers permitted.**