

ZIMMERMAN BASEBALL TOURNAMENT RULES



The following rules and regulations have been adapted from the Gopher State Tournament of Champions rules. The official rules will be the National Federation of State High School rules except where modified below. Any situations not covered here or in the National Federation rule book will be determined by the Tournament Committee, which consists of the Tournament Director, the Umpire in Chief and the Tournament Host. It is your responsibility to read, understand and adhere to the rules.

Check-In: Coaches: You or an adult representative (team manager) must check in your team roster at the Tournament Headquarters located at the LIONS CONCESSION BUILDING IN THE SHULTZ/EHLEY FIELD LOCATIONS prior to playing your first game.

Team Eligibility: All teams must be from a recognized baseball association or accepted school program to participate. We will refer to the MYAS Baseball Board of Advisors to review and rule on the

eligibility of any team. No “Major/Club” teams will knowingly be allowed to participate. The MYAS organization and team classification guidelines are available to view at www.myas.org.

Player Eligibility: Players in their respective age groups must not reach the next age level before May 1, of the year participating. You must have proof of age for all rostered players available throughout your tournament. Should an eligibility protest be filed during the tournament, you must be able to prove the player's eligibility. If a player is found to be ineligible after a team's first game has started, both the player and the team will be disqualified. Note: A player may only be rostered on one team participating in the Zimmerman Tournament. The following are examples of acceptable proof of age:

A photocopy of their birth record from the state, county or municipal bureau of vital statistics on the place of birth. A photocopy of the delayed registration of birth if the athlete's birth was not recorded on the day of birth, issued by the same bodies. Current Passport or Driver's License * Consular Service form FS-240, “Report on Birth” issued by the U.S. State Department * Immigration and Naturalization forms I-151 and I-25 and form number 43-R311-7 issued by the U.S. Department of Justice School letterhead document showing players Date of Birth, signed by a school official. Electronic platforms such as “Schoolview” showing current student records and birthdate.

Ejections and Penalties: Any player, coach or spectator ejected from a game will be suspended for the following game or the remainder of the tournament depending upon the severity of the issue. These penalties may carry over to future Zimmerman Tournament dates.

Home/Visitor: For all Pool Play/Round Robin games the home team will be determined by a coin flip. In Bracket Play games the higher seeded team (from the initial tournament seeding process) will have their choice of Home/Visitor.

Infield Practice: “Taking infield” will **not be allowed** prior to tournament games. We would appreciate all pre-game warm ups be done in the outfield or in the infield foul territory only.

Game Length: 9-12U: 6 innings & 13-15u: 7 innings

Pool Play/Round Robin Time Limits:

9-12U: 1 hour 45 minutes

13-15U: 2 hours Note: The “stop watch” for pool/Round Robin play games does not begin until the actual start of the game (the first pitch) and not necessarily the time listed on the tournament schedule. No new inning will be started after time has expired. If a game is tied at the end of regulation and the time limit has not been reached, extra innings will be played. Extra Innings will be played until a winner is determined or the time limit has been reached.

Pitching/Base Distances:

9U/10U: 46 feet / 60 feet

11U: 46 feet / 65 feet

12U: 52 feet / 75 feet

13U: 52-54 feet / 75-80 feet

14-15U: 60 feet, 6 inches / 90 feet

Note: Portable pitching mounds will be used for some divisions

Pitching Restrictions:

9U, 10U: A player may pitch a maximum 95 pitches total for the three-day tournament, but no more than 75 in any one day. 11U, 12U: A player may pitch a maximum of 105 pitches total for the three-day tournament, but no more than 85 in any one day. 13U: A player may pitch a maximum 115 pitches total for the three-day tournament, but no more than 95 in any one day. 14U, 14/15A, 15U: A player may pitch a maximum 115 pitches total for the three-day tournament, but no more than 95 in any one day. Note: If a pitcher reaches their maximum 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. Pitcher's pitch counts will be posted at the Tournament Headquarters. PENALTY for violations of pitching restrictions: The head coach will be ejected from that game and the next scheduled game. The offending pitcher will be suspended from the pitching position for the following game. The second offense during the same tournament results in suspension of the coach for the remainder of that tournament, as well as possible imposition of further sanctions subject to the review of the Zimmerman Baseball Association Board.

Curve balls are not allowed in the 9U-12U age divisions. First offense - warning; second offense - ejection from the pitcher's position.

Balk Rule: 9-11U ONLY: The only balk that will be called (9U-11U) will be a fake pitch; this balk will result in a dead ball and all baserunners advancing one base.

Metal Cleats: Metal cleats are prohibited for 9-12U. However, metal cleats may be worn in the 13U and older age divisions.

10-Run Rule: 9-12U: The game will end at the conclusion of 4 innings (3½ if the home team is ahead by 10 or more runs). 13-15U: The game will end at the conclusion of 5 innings (4½ if the home team is ahead by 10 or more runs). The game will end if one team is ahead by 15 runs after 3 innings (2½ if the home team is ahead). This rule applies to all ages and divisions.

Sliding Rule: Players must avoid contact at home plate and must slide if a close play is anticipated. 9u-11u a player sliding head first into home plate will be called out.

Continuous Batting/ Free Substitution: 9-13U teams will use continuous batting and free substitution. No Exceptions. NOTE for 9-13U Continuous Batting: An injured batter or runner that cannot continue to participate will be replaced by the last player to be put out. This will end the injured player's participation for the remainder of that game. This will NOT be recorded as an out unless it drops the batting line-up below nine players.

Base Running:

9U: A runner may leave the base after the ball crosses the plate. The runner is out upon leaving the base early. On a dropped third strike, the batter is out and the base runners may advance at their own risk. A runner is not allowed to advance/steal home on a passed ball. 10U: A runner may leave the base after the ball crosses the plate. The runner is out upon leaving the base early. A runner is allowed to advance/steal home on a passed ball. 11U: A runner may leave the base after the ball leaves the pitcher's hand. The runner is out upon leaving the base early. On a dropped third strike, the batter is out and the base runners may advance at their own risk. 12-15U: National Federation of High Schools rules apply. In the 10-11U divisions, a player sliding head first into home plate will be called out. Runners are never required to slide but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal (NFHS rule 8-4-2-b-2). For any questions regarding Interference and/or Obstruction rule interpretations, reference rule 2-21 (Interference) and 2-22 (Obstruction) in the NFHS rule book. Starting Pitcher: This rule applies for all ages (9-15U): The starting pitcher may be withdrawn and reenter once (at pitcher). Relief pitchers may not re-enter pitching position.

14-15U Re-Entry: Starting Players: Any of the starting players may withdraw and re-enter once, including a (NFHS Rule 3-3) player who was the designated hitter, provided said player occupies the same position in the batting order whenever they are in the lineup. A substitute who is withdrawn may not re-enter. NOTE FOR 14/15U: The Extra Hitter (EH) option will NOT be used in tournament play. 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 their 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.

Courtesy Runner: 9-13U: A courtesy runner (the last runner to be put out) will be allowed only for the catcher and only when there are two outs. 14-15U: The NFHS courtesy runner rule (NFHS Speed up Rules) will be used. The team at bat may use courtesy runners for the pitcher or catcher at any time. Projected substitutions are not allowed. Courtesy runners are only allowed for the catcher/pitcher of record.

Baseballs: Each team is responsible for providing 1 new diamond baseball for all games. If additional baseballs are needed, teams should supply them alternately.

Equipment: All bats, helmets, catcher's gear, footwear and other equipment must conform to National Federation rules and regulations.

Bat Rule: All bats must conform to all myas standards, with a maximum length of 36 inches, and have a barrel size no larger than 2-3/4 inches in diameter. USA and USSSA bats will be legal.

Drop Rules: The 15U age division will use the "-3" drop rule. The 14U age division will use the "-5" drop rule (14/15A teams can use either -5 or -3 approved bats). The 12U-13U divisions will use the "-10" rule. The 9U-11U divisions may use any drop size they desire.

Uniforms: Team jerseys should be of identical color and should have at least a six-inch number on the front and/or the back.

Forfeits: Tournament officials will administer the rule so that any team that intentionally causes a forfeit will NOT benefit and will NOT advance to the championship round unless the Tournament Director and Coordinator determines there were extenuating circumstances causing the forfeit. A game will be considered a forfeit when a team is unable to provide at least nine players to start the game or cannot provide eight players to finish the game. A 10-minute grace period will be allowed for a team's first pool play game. All other tournament games will be considered a forfeit at the scheduled game time.

Roster/Coach Limits: Rosters may consist of no more than 18 players. Your roster is frozen once your team roster is submitted. In the case of injuries players may be added, but coaches must first clear additions with their home community and then the Zimmerman Tournament Director. Do not assume you can add players to your roster without reason. Players may only be listed on one roster. Teams are allowed a Head Coach, two Assistant Coaches and a designated Scorekeeper to be on the bench.

Weather: If poor weather results in games being cancelled or delayed, tournament officials reserve the right to devise a shortened format (it may be possible to have only 2 pool play games) for the remainder of the tournament. Updates will be available on the tournament website as soon as possible

GSTC qualifiers with less than 6 teams in a division will only be awarded 1 GSTC berth for that particular division

COACH & PLAYER CODE OF CONDUCT

1. I will not berate the officials or "trash talk" to my opponent. 2. I will not use profanity. 3. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, contest administrators and officials at every game. 4. I will place the emotional and physical well-being of my teammates and opponents ahead of my personal desire to win. 5. I will treat other players, coaches, fans and officials with respect regardless of race, gender, creed or ability. 6. I will demand a sports

environment that is free from drugs, tobacco and alcohol and will refrain from use. 7. I will do my best to remember that youth sports are supposed to be FUN and that winning and losing are part of everyone's experience. 8. I will express my concerns through the proper channels in a dignified manner. 9. I will respect the volunteers that are assisting with the conduct of these events. 10. I will respect and adhere to the rules governing eligibility and competition.

PARENTS/SPECTATOR CODE OF CONDUCT 1. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, contest administrators and officials at every game. 2. I will place the emotional and physical well-being of the athletes ahead of my personal desire to win. 3. I will demand a sports environment that is free from drugs, tobacco and alcohol and will refrain from their use at all MYAS sporting events. 4. I will remember that the game is for the kids - NOT the adults. 5. I will do my best to make sure that youth sports are a FUN and POSITIVE experience. 6. I will treat other players, coaches, fans, volunteers and officials with respect regardless of race, gender, creed or ability. 7. I will not berate the officials. 8. I will not undermine the coaches' instructions or directions. 9. I will not use profanity. 10. I will communicate my concerns through the proper channels in a dignified manner