

## **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 CONCESSION BUILDING AT RANDY JOHNSON 1 FIELD (RJ1).

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](http://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 coinflip. 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 start after time has expired. Pool Play can end it tie, bracket play will move to national federation rules in the event of a tie after 7 innings.

**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 105 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 115 pitches total for the three-day tournament, but no more than 95 in any one day. 13U: A player may pitch a maximum 125 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 125 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-11U 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: NO METAL CLEATS FOR 9-12U. 13U can wear metal except when pitching on portable mounds.**

**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.

**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.

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 Speedup 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.

## **TIE BREAKER RULES**

## **1.Head to Head**

## **2. Runs Allowed In pool play**

## **3. Runs Scored In pool play.**

### **Details:**

The following procedure is to be used when, at the conclusion of each round of pool play, there is more than one team in a pool with the same win-loss record. Ties in each round of pool play are broken independently using this procedure: Situation A: When two teams tie for a position, the team which defeated the other is the winner. If the two teams had tied in their pool play game versus each other, the team with the least number of runs allowed in all pool games is the winner. If the two teams are still tied, the team that scored the most runs in all pool play games is the winner. Situation B: When three teams tie for a position: Step 1: If one of the three teams is 2-0 in games against the other two teams, that team is the winner. Step 2: If all three teams are 1-1 against each other, the team with the least number of runs allowed in games against each other is the winner. If two of these three teams tie with the least number of runs allowed, return to Situation A for the winner. (Note: Refer to Step 6 below if it is necessary to determine the second place team in the pool.) Step 3: If the three teams are still tied with least runs allowed after Step 2, the team with the least number of runs allowed in all pool games is the winner. If two of these three teams tie with least runs allowed, return to Situation A for these two tied teams. (Note: Refer to Step 6 below if it is necessary to determine the second place team in the pool.) Step 4: If the three teams are still tied after Step 3, the team with the most number of runs scored in games against each other is the winner. If two of these three teams tie with the most number of runs scored, return to Situation A for these two tied teams. (Note: Refer to Step 6 below if it is necessary to determine the second place team in the pool.) Step 5: If the three teams are still tied after Step 4, the team with the most number of runs scored in all the games is the winner. If two of these three teams tie with the most runs scored, return to Situation A for these two tied teams. (Note: Refer to Step 6 below if it is necessary to determine the second place team in the pool.) Step 6: If it is necessary to determine the second place team in the pool, the winning team is dropped and Situation A is used for the two remaining teams. NOTES: Any forfeits will be recorded as 7-0. Tie games will be counted as a ½ win and a ½ loss.

**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