

# **Brookfield Bulldogs**

## **Backyard Bash Tournament Rules**

### **Eligibility:**

1. A player age is determined on May 1 of the tournament year. Proof of age is required, if challenged.
2. Rosters may be changed with the Field Marshal prior to their first game. After first pitch of a team's first game rosters are frozen.
3. A player may be on ONLY one roster for the tournament weekend.

### **Equipment**

1. Throat protectors or hockey style masks are required for all catchers.
2. All batters and runners must wear helmets with earflaps. No exceptions.
3. Bats may be up to 2 5/8" barrel diameter. There is no restriction on weight to length difference.

### **Games**

Games will be 1 Hour 40 Minutes, except as noted.

1. **Pool Play:**
  - a. Home team is determined by coin flip.
  - b. The team traveling the farthest shall have the honor of calling the flip.
  - c. Games are 6 Innings, or one hour and forty minutes in duration
  - d. If inning starts before the time limit, teams will finish the inning.
2. **Championship Brackets (All Sunday Games Except Championships):**
  - a. Home team determined by higher seed.
  - b. Games are 6 Innings, or one hour and forty minutes in duration.
  - c. If an inning starts before the time limit, teams will finish the inning.
  - d. We will use California Rules to resolve tied Championship Bracket games.
    - i. California Rules place the person who made the last out in the previous inning at second base. The inning will start with one out. Play then continues as normal.
3. **Championship Game**
  - a. The Championship game will be 7 innings with no time limits
4. **Run Rule**
  - a. At the completion of the 3<sup>rd</sup> inning, teams ahead by 12 or more runs will be declared the winner. The same will be in effect for 10 runs after the 4<sup>th</sup> inning or 8 runs after the 5<sup>th</sup> inning. Exception for the Championship game – after the completion of the 5<sup>th</sup> inning should a team is ahead by 10 or more runs shall be declared the winner.

### **Baseball Rules**

Rule will follow the National Federation High School Rules with the following exceptions:

1. Runner may score on a passed ball, wild pitch, or a ball returned to the pitcher. Exception U8, no stealing home unless a catcher throws to another base or overthrows pitcher.
2. Substitutions:
  - a. A starting player may re-enter once, while a substitute may not re-enter.
    - i. Players may re-enter the game at any time in their original batting order.
    - ii. Exception: Once taken out as a pitcher the player may NOT re-enter as a pitcher in that game.
  - b. Substitutions may be made at any time without limit with a continuous batting order
  - c. Continuous batting of the entire roster is allowed.
3. Courtesy runners:
  - (a) MAY be used for the Catcher of Record when there are two outs.
  - (b) The runner must be a player who is currently not in the game and may not be used as a substitute for any other player in that same half inning.
  - (c) If no eligible player is available to courtesy run, then the player who made the last batted out will be allowed to run.
4. No Slash bunting for U8-U12. Batter is out on attempt.
5. No mandatory slide rule. A detailed explanation can be found at the bottom of the rules.

### **Pitching**

1. Pitchers may pitch nine (9) outs per game in U8-U12 and twelve (12) outs per game in U13-14. Violation is forfeiture of game by team.
2. Once taken out as a pitcher the player may not re-enter as a pitcher in that game.
3. The ball is to be returned directly to the pitcher after an out is recorded.
4. Only five (5) warm-up pitches are allowed between innings or after a pitching change.
5. The pitcher must be removed on the second visit to the mound by a coach.

### **Forfeits/Penalties**

1. Teams must have a minimum eight players to start the game. Penalty is a game forfeit
2. Teams, which do not take the field within ten minutes of the scheduled start time shall forfeit. The final score will be recorded as 6 – 0. The forfeiting team will also be removed from the Bracket Play.
3. Finishing with less players than listed on lineup:
  - a) If a team finishes with less players to injury, that position in order is an out the first time it comes up.
  - b) If a team finishes with less players because a player leaves a game for other reasons including ejection, the position in the order is an automatic out each time it comes up.

### **General**

1. No use of infields before and between games. Minimal infield/outfield between innings.
2. Coaches must sign official score sheet at the end of each game.
3. No protests allowed. Decisions of the umpire on judgement calls are final. Field Marshals can be appealed to on rule interpretations only.
4. Players, coaches, and spectators are expected to show good sportsmanship. Ejection for unsportmen like conduct includes vacating the park for the entire tournament.

### **Rain Delay and Rain Out**

1. Games delayed or rained out MAY NOT be re-scheduled.
2. Games MAY be shortened to 1 hour and fifteen minutes.
3. Three innings is a complete game (2½ with home team is ahead). Uncompleted pool games are a tie.
4. No refunds will be issued once the tournament has begun.

### **Bracket Seeding**

Seeding: Win/Loss Record, Head to Head Record (Not used when 3 or more team have same W/L record), Least Runs Allowed (maximum 10 per game), Run differential (max 10 per game), Coin Flip.

### **Extra Hitter**

An EH (extra hitter) is the 10<sup>th</sup> hitter in the lineup. The coach at the beginning of the game must designate if he is using the EH for the game. If at any time the team is left with less than ten (10) players, the spot vacated in the batting order is an automatic out each time that position comes to up to bat.

### **NO MANDATORY SLIDE RULE**

1. **Force Play** - Any runner who is in a force play, must either slide directly into the base or run himself out of the play while avoiding contact with the fielder. If not done, this is interference and the hitter and base runner are out for a double play. All other runners must go back to the base they occupied at the time
2. **Play at Plate**
  - a) When the catcher has the ball at the plate, the runner must either make a legal slide or avoid contact. The runner has the right to reestablish his base path by running no more than 3 feet to either side of the base path to avoid contact. If the runner does not slide or attempt to avoid contact by the judgement of the umpire, the runner will be declared out.
  - b) If the catcher does not have possession of the ball and denies the runner access to the plate, then the catcher has committed obstruction and the runner may be awarded home.
  - c) **Malicious contact supersedes obstruction. The player is out and will be ejected.**

	<b>U8 and U9</b>	<b>U10</b>	<b>U11 / U12</b>	<b>U13 / U14</b>
<b>Base Paths</b>	60'	60'	70'	90'
<b>Mound</b>	U8 - 43' U9 - 46'	46'	50'	60'6"
<b>Advance on dropped 3rd</b>	No	No	Yes	Yes
<b>Leading Off</b>	No	No	Yes	Yes
<b>Stealing</b>	After Crossing Plate Exception – U8 No stealing home unless catcher throws to base or overthrows pitcher	After leaves pitchers hand	Yes	Yes
<b>Infield Fly</b>	No	No	Yes	Yes
<b>Continuous Batting Order</b>	Optional	Optional	Optional	Optional
<b>4<sup>th</sup> Outfielder</b>	No	No	No	No
<b>Balks</b>	No	No	Yes – One Warning per player	Yes
<b>Extra Hitter</b>	Optional	Optional	Optional	Optional
<b>Metal Spikes</b>	No	No	No	Yes