

**2017 Bauerstown Baseball and Softball Association
Christopher Homan Baseball Tournament
July 13 – July 19, 2017**

**Bauerstown Baseball and Softball Complex, 152 Koehler Street, Pittsburgh, PA
15223**

Roster and Player Eligibility:

All team rosters must be submitted to Tim Komoroski prior to the first game. Rosters may be submitted by email to Tim at trkjr01@comcast.net

Teams will not be allowed to begin play without the completed roster being submitted. Rosters must include the player's full name, date of birth, and uniform number. Names and phone numbers for the manager and coaches must be included as well. Team rosters cannot be changed after being submitted and validated.

Teams can have up to 13 players on their roster.

Players must be 14 years of age or younger as of April 30, 2017 to be eligible for the 14 year old tournament.

All teams are to be comprised of In-house, single-organization all stars. Each player rostered must be an active member of the organization they are playing for. Any exception is made via the Tournament Director.

Birth Certificates may be requested, so please have them available if needed.

Managers are to carry certificate of insurance for their organizations team.

Tournament Format:

Tiebreakers: In the event that more than one team finishes with the same record after the pool games, the following tiebreakers will be used to determine seeding order:

When 2 teams are tied:

1. Head to head
2. Runs allowed (all games played, cap of 10 per game regardless of score)
3. Run differential (all games played, cap of 10 per game regardless of score)
4. Coin flip

If 3 (or more) teams are tied with the same record, use the following to break the tie:

Head to head results (only applicable if all of the tied teams played each other.)

If one team beat all of the other tied teams, they will be the highest seed of the tied teams. (Even if all tied teams have not played each other). Continue to use head to head results to seed the rest of the teams in the tie.

If one team has been beaten by all of the other tied teams, they will be the lowest seed of the tied teams. (Even if all tied teams have not played each other).

If all tied teams have the same record against each other, then they are tied at head-to-head, and you move to the next item on the list above.

If all of the tied teams did not play each other, head-to-head is not applicable.

Continue down the 2-Team Tie Breaker list as stated above.

When 2 teams are tied at any one of the criteria, we revert back to the beginning of the 2-Team Tie Breaker system (head-to-head).

Home Team: The home team will be determined by a coin toss for all preliminary round games. The home team will be the higher seeded team for the playoff rounds.

Inclement Weather: The schedule and tournament format are subject to change in the event of inclement weather. In the event of inclement weather, the tournament director will contact the Team Manager as soon as possible to inform you of the status of your game. If there is a rain delay after the start of a game, you may not take your team home until official notification from the Tournament Director or appropriate representative(s).

While every effort will be made to complete the tournament by Monday, the tournament may be extended because of bad weather. Depending on the amount of weather and the forecast, the format of the tournament may change to accommodate.

Team Preparedness: Teams are required to be at the assigned field and prepared to play fifteen (15) minutes in advance of their scheduled game time.

Game Play

Seven (7) innings will constitute a complete game. If the game is tied after 7 innings, extra innings will be played to determine the outcome, time permitting. We will play as many extra innings as allowed by the time limit (if any). Pool play games may end in a tie. Five (5) innings (4 ½ innings if the home team is ahead) shall constitute a complete game in the event of inclement weather or darkness. If a game is suspended before the completion of five (5) innings, the game will be resumed at the point it was suspended at a time and place to be determined by the Tournament Director.

For preliminary round games, there is a time limit. No innings will start after two (2) hours of play. For bracket play, no inning will start after two (2) hours of play. The

Semifinals and Championship will have no time limit. The game may be shortened by inclement weather or darkness.

The 10-Run rule is in effect; with games ending after the losing team has had 5 at-bats (minimum 4 ½ or 5 innings).

Games consist of nine (9) players in the field per team, with a continuous batting order of all rostered players present at the start of the game. Only eight (8) players are required to start the game, eight (8) to finish. In the event a player is unable to finish the game, the player's spot in the batting order will be skipped (no automatic out will be recorded). **If you begin a game with 8 players, you will be forced to take an out in the 5th spot in the batting order every time the lineup rolls over.** Should a 9th player arrive, they will go into the 5th spot in the batting order.

Batting order is determined by the manager. You may bat as many players as desired, with a minimum of 9. If any players are designated as the substitute, they must be subbed into the game in order to play/bat. The player removed via the sub can re-enter 1 time during the game and must re-enter into the same position of the batting order that he was removed from. The sub that is pulled from the game may NOT re-enter the game. The players that are in the batting order may substitute freely throughout the game (example: 10 players in the order, 1 is on the bench, he can be subbed in and out with no restrictions).

Bat weight differential restrictions: no higher than -8

Courtesy Runner: To expedite play, a courtesy runner may be used for the catcher if he is on base with two outs. The courtesy runner must be the last player to make an out. The player that was the catcher of record the preceding inning in the field is the only player allowed to be removed for the courtesy runner.

Teams must be ready to play at the scheduled game time. If the team does not have eight (8) players at the scheduled time, a ten (10) minute grace period will be provided by the umpire. If the team does not have eight (8) players available after the ten (10) minute grace period, the game is subject to forfeiture. Forfeited games will be entered as a score of 10-0.

Throwing a bat will result in a player warning. If a player on the same team throws the bat a second time he will be called out. This is to ensure the safety of those in and around the batting box area.

All base runners shall make every effort to avoid contact with a defensive player. If, in the judgement of the umpire, the base runner causes an intentional collision with a fielder, the base runner shall be declared out, and the ball shall be called dead. If a base runner slides directly to the base to which he is attempting to advance, "intentional contact" will not be declared. A runner may slide (foot/head first) without penalty, unless

intent to break up play is deemed by the umpire, in which case subsequent runners may be called out. (MLB rule).

Defensive players also have a responsibility to avoid/minimize contact with a base runner. All defensive players, including the catcher, shall not block the base/plate. Rather they should straddle the base when making a tag. The first violation will result in a warning to the offending team. The runner will be declared safe on the second occurrence by the same team. Additionally, fielders shall not stand on a base or otherwise impede the progress of a base runner without the possession of the ball. If this occurs, the umpires may declare defensive interference if warranted by the circumstances of the play, even if no contact occurs.

If a player is removed from the game for any reason and there is no available substitutions, that spot in the batting order will result in a recorded out. This will occur every time through the batting order.

The pitching distance shall be 54 feet from home plate; bases will be at 80 feet.

A player is permitted to pitch no more than three (3) consecutive innings in a game. One pitch thrown constitutes an inning pitched. There is no limit to the amount of innings a player can pitch in the tournament.

The pitcher shall be removed from the mound on the second visit to the mound to talk to a pitcher in the same inning.

A pitcher removed from the pitching position for any reason during the game may not return to pitch in the same game.

Any violation of pitching eligibility and limitation rules shall result in immediate forfeit of the current game.

All umpiring decisions regarding judgement are final and cannot be appealed. Discussion of a rule violation or rule interpretation can be made with the Tournament Director and the team manager only. All decisions of the Tournament Director shall be final.

Protests: Solved immediately on the field by the umpires and/or Tournament Director, if necessary.

Practice in fair territory on the infield is prohibited prior to games. Teams may use the batting cages, outfield and foul territory adjacent to the dugout to warm-up. Any warm up activities should not interfere with the grounds crew.

Pony League baseball rules and regulations will apply to all playing situations not specifically covered by the rules set forth above.

SPORTSMANSHIP

All players, coaches and parents will be expected to behave in a sportsmanlike manner at all times. Parents and coaches are reminded that this is a youth league game and all involved should act in a responsible and sportsmanlike manner. The intention of this tournament is to be competitive but FUN for everyone. Any player, coach, parent or fan whose conduct is unbecoming or abusive will, at a minimum, be warned and may be removed from the playing field and/or stands at the discretion of the umpires or tournament director. Foul or abusive language will not be tolerated under any circumstances. This is grounds for ejection. Cursing will result in a warning for the first offense and second offense will result in an ejection. Coaches or players who throw equipment will be given a warning for the first offense and will be ejected for the second offense. Any player or coach ejected from a game may not participate in the following game either.