

# 2010 Berkley Summer Classic Tournament Rules

Last Update: January 27, 2010

*NATIONAL FEDERATION OF HIGH SCHOOL RULES* shall govern the tournament, except for the following, which have been adopted by the tournament committee:

## **RULES FOR ALL DIVISIONS**

### **General Information**

1. Rosters minimum of 9 and maximum of 15.
2. Birth Certificates required upon arrival with roster. Age determined as of April 30, 2010.
3. All teams must have 9 players to start a game. A maximum of 9 players will play in the field in all divisions.
4. Teams can finish a game with 8 players.
5. All teams must be ready to play 15 minutes before the scheduled start of their game. If a team does not show for the game then a forfeit winner is awarded a 6-0 win.
6. Mercy Rule: 10 runs after 4 innings, 8 runs after 5 innings. The home team (if the home team is ahead) shall not bat if the mercy requirement is met prior to the bottom half of the inning. This rule will be in effect for the Championship Round.
7. Only 1 manager, 2 coaches, 1 scorekeeper, and uniformed players are allowed in the bench area and on the playing field.
8. Team manager is the only one who can discuss a call with the umpire.
9. Protests of written tournament rules only will be considered, not interpretation of umpire calls. If a team wishes to protest, the coach must inform the umpire(s) before the next pitch is thrown. A \$100 fee will be charged for all formal protests. Fee will be refunded in full if protest is upheld. The Tournament Committee must be notified upon formal protest. Tournament Committee and/or Umpires will ONLY discuss Tournament rules with team coaches (not spectators). The Umpires will exercise full control, however if the protest still exists, the Tournament Committee will make a final judgment on the spot and may supersede umpire decision. Game time does not lapse while protest is being determined. A team (i.e. Coaches, players) must not leave the field area or site until protest is resolved officially. Any team that leaves the site without a formal decision will forfeit that game. The Tournament Committee reserves the right to determine further penalties.
10. Balks will be called at the discretion of the umpire in the all divisions: 1 warning per game per team in the 13U and younger divisions. No warnings will be given in the 14U and older divisions.
11. In case of rain or darkness, 4 innings will be considered a complete game.
12. Each player must have a complete uniform with a number on the back.
13. The home team will be the official scorer. The scorekeeper will return the completed score sheet to the registration table within 15 minutes after each game.
14. No warming up outside the fields. This is necessary to insure the safety of all spectators. Also, there will be no infield practice before games. All warm-ups must take place in the outfield or in foul territory.
15. The tournament directors reserve the right to amend any rule, schedule, diamond location, format, to accommodate time constraints, weather situations, special situations, etc.
16. Players can be on only 1 team roster in 1 division for the tournament.

### **Refund Policy, if tournament cannot be completed**

If the tournament is not able to be completed due to bad weather (ie heavy rain or lightning through the entire weekend), then the following refund policy will be used:

1. If a team does not compete in a game, the team shall be given a full refund.
2. If a team competes in one game, the team shall be given a 50% refund.
3. If a team has competed in two or more games, the team will not receive any compensation.

NOTE: Every effort will be made to play games. The tournament directors reserve the right to modify the format and game length in order to facilitate any rain delays.

## Tournament Directors

Steve Goedker, Mike Dooley, Bob La Fountain, Phil Pettelle

## Sportsmanship

1. All players, coaches, and fans must be respectful to the opposing team, the umpires, the tournament staff, and the facility. Any violation of this may result in ejection from the tournament.
2. There will be one warning per team for throwing of bat or helmet. Ejection will result after first warning.
3. The team manager is responsible for his players, coaches, and fans.
4. Fake tags will NOT be allowed.
5. Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact supersedes obstruction. If a player does not slide and makes contact he will be called out and may be ejected if contact is flagrant. This is a judgment call and the umpires decision is final.
6. Ejected players or coaches are also suspended for the next game.
7. Ejected players are out when it is their turn to bat in the 13U and younger divisions. In the 14U and older divisions, the team must take an out if there is no one to replace the ejected player.

## Pool Play

1. Time limit is 1 hour 45 minutes. No inning may start after that time. In pool play, if a game is tied prior to the time limit (and is at the max innings), 1 additional inning will be played. After the additional inning (regardless of time), the game will be over and can end in a tie.
2. Coin Flip will determine the home team prior to each game.
3. The point system will be used. 2 points for a win, 1 point for a tie.

## Championship Round

1. In divisions of 6 or more, the top 2 teams in each pool will make the championship round. The top seed from each pool will play the 2<sup>nd</sup> seed in the other pool. **If there are less than 6 teams in a division, all teams will be in 1 pool and the top 2 teams will make the championship round.**
2. Ties in pool play standings will be resolved as follows:
  - a. Head to Head
  - b. Least Runs Allowed
  - c. Run Differential (10 run max per game)
  - d. Runs Scored
  - e. Coin Toss
3. Home team is determined by best record or coin toss if records are the same.
4. For the Semi-Final games, the time limit is 2 hours. No new inning shall start after the designated time limit unless the score is tied. AT THAT TIME, the International "tie-breaker" rule will be enforced as follows: The player that made the last out will be placed on second base. The inning will start with 1 (one) out and play will resume with the next batter in the line-up batting.
5. For the Championship Game, there will be no time limit.
6. In all divisions, Pitchers will be allowed 1 additional inning during the Championship Game. The resulting pitching limits for the all teams that make the championship round will be: 9u to 11u – 5 innings on Sunday and 9 innings for the weekend, 12U to 13U – 6 innings on Sunday and 10 innings for the weekend, 15U – still 7 innings on Sunday(no increase) and 11 innings for the weekend.

## **RULES FOR 9U DIVISION (was for 11U last year)**

1. All players bat in continuous order. If a player is injured or ill his batting position will be skipped, it is not an out.
2. All eligible players must not exceed the age of 9 as of April 30, 2010.

3. Only rubber cleats will be allowed, along with rubber soled shoes.
4. Bat length is not to exceed 32 inches and barrel diameter not to exceed 2 ¾ inches.
5. Substitutions are free as all players may leave and re-enter the defensive lineup, excluding pitchers. The batting order must remain the same.
6. The infield fly rule WILL be in effect.
7. Batters may advance to 1<sup>st</sup> base on a dropped third strike.
8. Pitchers mound: 46 feet.
9. Base Lines: 60 feet.
10. At any time, the team at bat may use courtesy runners for the current pitcher and catcher. However, after 2 outs in an inning, a team MUST use a courtesy runner for the catcher. If not, that player cannot catch the next inning. The courtesy runner(s) must be the last person to make an out.
11. Runners may steal bases, but shall not leave the base they are occupying until the pitch has crossed the plate. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave early shall be called out and the pitch shall be considered a dead ball.
12. All games shall be limited to 6 innings. If rain, darkness, or other causes interfere with play so that the game is ended, it is a complete game if 4 innings have been played.
13. Pitching limits: Pitchers are allowed to pitch a maximum of 4 innings in one day and 8 innings per weekend. 1 pitch constitutes 1 inning. See Championship round rules for modification if teams make the championship round.

### **RULES FOR 10U DIVISION**

1. All players bat in continuous order. If a player is injured or ill his batting position will be skipped, it is not an out.
2. All eligible players must not exceed the age of 10 as of April 30, 2010.
3. Only rubber cleats will be allowed, along with rubber soled shoes.
4. Bat length is not to exceed 34 inches and barrel diameter not to exceed 2 ¾ inches.
5. Substitutions are free as all players may leave and re-enter the defensive lineup, excluding pitchers. The batting order must remain the same.
6. The infield fly rule WILL be in effect.
7. Batters may advance to 1<sup>st</sup> base on a dropped third strike.
8. Pitchers mound: 48 feet.
9. Base Lines: 65 feet.
10. At any time, the team at bat may use courtesy runners for the current pitcher and catcher. However, after 2 outs in an inning, a team MUST use a courtesy runner for the catcher. If not, that player cannot catch the next inning. The courtesy runner(s) must be the last person to make an out.
11. Runners may lead off and steal bases.
12. All games shall be limited to 6 innings. If rain, darkness, or other causes interfere with play so that the game is ended, it is a complete game if 4 innings have been played.
13. Pitching limits: Pitchers are allowed to pitch a maximum of 4 innings in one day and 8 innings per weekend. 1 pitch constitutes 1 inning. See Championship round rules for modification if teams make the championship round.

### **RULES FOR 11U DIVISION**

1. All players bat in continuous order. If a player is injured or ill his batting position will be skipped, it is not an out.
2. All eligible players must not exceed the age of 11 as of April 30, 2010.
3. Only rubber cleats will be allowed, along with rubber soled shoes.
4. Bat length is not to exceed 34 inches and barrel diameter not to exceed 2 ¾ inches.
5. Substitutions are free as all players may leave and re-enter the defensive lineup, excluding pitchers. The batting order must remain the same.
6. The infield fly rule WILL be in effect.
7. Batters may advance to 1<sup>st</sup> base on a dropped third strike.
8. Pitchers mound: 48 feet.

9. Base Lines: 70 feet.
10. At any time, the team at bat may use courtesy runners for the current pitcher and catcher. However, after 2 outs in an inning, a team MUST use a courtesy runner for the catcher. If not, that player cannot catch the next inning. The courtesy runner(s) must be the last person to make an out.
11. Runners may lead off and steal bases.
12. All games shall be limited to 6 innings. If rain, darkness, or other causes interfere with play so that the game is ended, it is a complete game if 4 innings have been played.
13. Pitching limits: Pitchers are allowed to pitch a maximum of 4 innings in one day and 8 innings per weekend. 1 pitch constitutes 1 inning. See Championship round rules for modification if teams make the championship round.

### **RULES FOR 12U DIVISION**

1. All players bat in continuous order. If a player is injured or ill his batting position will be skipped, it is not an out.
2. All eligible players must not exceed the age of 12 as of April 30, 2010.
3. Only rubber cleats will be allowed, along with rubber soled shoes.
4. Bat length is not to exceed 34 inches and barrel diameter not to exceed 2 ¾ inches.
5. Substitutions are free as all players may leave and re-enter the defensive lineup, excluding pitchers. The batting order must remain the same.
6. The infield fly rule WILL be in effect.
7. Batters may advance to 1<sup>st</sup> base on a dropped third strike.
8. Pitchers mound: 50 feet.
9. Base Lines: 75 feet.
10. At any time, the team at bat may use courtesy runners for the current pitcher and catcher. However, after 2 outs in an inning, a team MUST use a courtesy runner for the catcher. If not, that player cannot catch the next inning. The courtesy runner(s) must be the last person to make an out.
11. All games shall be limited to 6 innings. If rain, darkness, or other causes interfere with play so that the game is ended, it is a complete game if 4 innings have been played.
12. Pitching limits: Pitchers are allowed to pitch a maximum of 5 innings in one day and 9 innings per weekend. 1 pitch constitutes 1 inning. See Championship round rules for modification if teams make the championship round.

### **RULES FOR 13U DIVISION**

1. All players bat in continuous order. If a player is injured or ill his batting position will be skipped, it is not an out.
2. All eligible players must not exceed the age of 13 as of April 30, 2010.
3. Only rubber cleats will be allowed, along with rubber soled shoes.
4. Bat length is not to exceed 34 inches and barrel diameter not to exceed 2 ¾ inches.
5. Substitutions are free as all players may leave and re-enter the defensive lineup, excluding pitchers. The batting order must remain the same.
6. The infield fly rule WILL be in effect.
7. Batters may advance to 1<sup>st</sup> base on a dropped third strike.
8. Pitchers mound: 54 feet.
9. Base Lines: 75 feet.
10. At any time, the team at bat may use courtesy runners for the current pitcher and catcher. However, after 2 outs in an inning, a team MUST use a courtesy runner for the catcher. If not, that player cannot catch the next inning. The courtesy runner(s) must be the last person to make an out.
11. All games shall be limited to 6 innings. If rain, darkness, or other causes interfere with play so that the game is ended, it is a complete game if 4 innings have been played.
12. Pitching limits: Pitchers are allowed to pitch a maximum of 5 innings in one day and 9 innings per weekend. 1 pitch constitutes 1 inning. See Championship round rules for modification if teams make the championship round.

## **RULES FOR 15U DIVISION**

1. All eligible players must not exceed the age of 15 as of April 30, 2010.
2. The infield fly rule WILL be in effect.
3. Bat length is not to exceed 34 inches and barrel diameter not to exceed 2 ¾ inches. Only approved Drop 3 Aluminum or Wood bats allowed.
4. Pitchers mound: 60 feet 6 inches.
5. Base Lines: 90 feet.
6. At any time, the team at bat may use courtesy runners for the current pitcher and catcher. However, after 2 outs in an inning, a team MUST use a courtesy runner for the catcher. If not, that player cannot catch the next inning. The courtesy runner(s) must be someone not presently in the lineup and may only appear OFFENSIVELY one time per inning. If there is no one available to run for the catcher after 2 outs that meet the above criteria, then last person to make an out will be used.
7. All games shall be limited to 7 innings. If rain, darkness, or other causes interfere with play so that the game is ended, it is a complete game if 4 innings have been played.
8. Pitching limits: Pitchers are allowed to pitch a maximum of 7 innings in one day and 10 innings per weekend. 1 pitch constitutes 1 inning. See Championship round rules for modification if teams make the championship round.
9. An Extra Hitter (EH) will be allowed. This will give a team a 10 player line-up that must be declared before the start of the game and used the remainder of the game. If a team is unable to continue a 10-player line-up for any reason, that slot will be an out. The player in the EH position, while not actually playing a defensive position, will be treated as though they are for substitution purposes. The re-entry rule applies for the EH. Example: Bill is the EH and batting 4th. John is the catcher and batting 7th. Bill can become the catcher and John the EH. Both players would remain in their original batting order. All players can move freely in defensive positions-the EH is considered a defensive position.
10. Starters may re-enter once, but must re-enter in their original position in the batting order. Non Starters are not allowed to re-enter. When a starter re-enters, the player in the starters batting order must be taken out of the game and is ineligible for the remainder of the game, except as a pinch runner. If a player re-enters in a place other than his original batting position, he will be out. It is the team managers' responsibility to make sure that this does not happen.