**22 August 2022**

**St Anthony’s Baseball Academy**

**2022 Invitational Tournament**

**Rules and Responsibilities**

**Players and coaches are expected to show respect for umpires and the opposing teams at all times.**

**Age Requirements:**

* + 11U Division – year of birth 2011 and younger
  + 12U Division – year of birth 2010 and younger
  + 13U Division – year of birth 2009 and younger

**Tournament Schedule:**

* All teams will play 3 games between Friday night and Saturday night
* On Saturday, there will be a home run derby after all teams have played their 2 games.
  + The home run derby will be done using a jugs pitching machine that pops up the balls
  + No pitchers or catchers are required for the derby
  + For 11U, the pitching machine will be on the edge of the outfield
  + For 12U, the pitching machine will be near second base
  + For 13U, the pitching machine will be near the pitcher’s mound
  + Each player will watch 2 balls, then swing at the next 10 balls
  + Any balls that misfeed, will be immediately replaced by another ball
  + Championship medals will be handed out to 1st, 2nd and 3rd place at each level
* On Sunday:
  + Semi-Finals take place on Sunday based on standings from Fri and Sat
  + The Championship Game takes place Sunday afternoon

**Rosters and Batting Orders:**

* Team rosters may consist of a maximum of 14 players
* For 11U:
  + 9 or 10 players maximum in the batting order, depending on whether the team chooses to use an EH (Extra Hitter) or not
  + Teams can use a DH to bat for the pitcher
* For 12U and 13U:
  + Full MLB batting order and substitution rules apply with only the following minor exceptions:
    - 9 or 10 players maximum in the batting order, depending on whether the team chooses to use an EH (Extra Hitter) or not
    - Teams may use a DH (Designated Hitter) in lieu of the pitcher if they choose, but the MLB DH rule applies - if the DH takes the field, the team loses the DH for the rest of the game

**Pitching Rules:**

* Any pitcher may be used in any game – no pitch limits or innings limits
* Coaches are encouraged to use their discretion with using pitchers and catchers taking the player’s health & safety into consideration to avoid injury to the player’s arm, wearing the player out, etc

**Substitutions:**

* 11U Division – unlimited substitutions – no tracking or announcing to the umpire or the other coach is needed.
* 12U and 13U Divisions – full MLB rules – meaning once a player is substituted out for any reason, including injury, they are out of the game, except for one exception:
  + A pinch runner can be substituted for the catcher or pitcher at any time once the player reaches base – it does not have to wait until 2 outs in the inning
  + The pinch runner shall be the last recorded out
  + A pinch runner must be used for the catcher if he/she is on base or reaches base safely and there are two outs.
* In the event of a loss of player currently in the batting order for any reason other than injury, an out will be taken in that batting position, if a substitution from the bench is not available.
* If a player is injured in the current game, and is unable to play, and no bench player is available, then no out shall be recorded and the player’s spot in the batting order will be skipped over without penalty. The team will need to play short in the field.
* If a player is injured in the tournament and is unable to play, and no bench player is available, then the team can bat with 8 players in the batting order. The team will need to play short in the field.

**Game Length:**

* All games will be 6 innings in length, unless time expires
* 4 innings must be played for an official score, 3 and 1/2 if the home team is winning
* Ties are permitted during round robin play
* No new inning can start after 1 hour and 45 minuteshas elapsed from the scheduled start time, regardless of what time the game actually starts

**Maximum Runs / Mercy Rule:**

* All games are unlimited runs each inning
* In all games, if a team is up by 10 runs after 5 innings (4 1/2 for the home team) the game will be called – no option to continue the game

**Scoring:**

* Both teams are responsible for official score keeping
* The home team (chosen by a coin flip in round robin play and the higher seeded team’s choice in the finals) will report the game score after having their score sheet signed by the head coaches of both teams and the umpire
* That score sheet will be photographed and texted to the Tournament Convenor immediately after the of game – Peter Van Der Zander - 613-863-7027.

**Bat Guidelines:**

* 11U and 12U Divisions – bat barrel of 2 ¾ or less
* 13U Division – BBCOR -3 bat, -3 wood bat, -5 aluminum bats
  + Bats not allowed - Demarini Zen CF 2017, Easton Ghost X(2018), Marucci Black

**Bat Protest Procedure:**

* Teams wishing to protest the use of an illegal bat must notify the home plate umpire before the next batter enters the batter's box. If the batter used an illegal bat, they would then be considered an out. Once the first pitch to the next batter has been thrown, the protest will be considered invalid and the 1st batter is safe on base. A successful protest will result in the automatic ejection of the player committing the infraction and the manager of the infracting team. The protesting team can then choose to accept an automatic out or the result of the play. A protest is successful only when decided by the umpire. The umpire may consult with the Tournament Convenor by calling him if he is not on site.

**General Game Rules:**

* Intentional Walks - not required to throw the 4 pitches – the pitcher or the team manager can just announce an intentional walk to the umpire
* Stealing – MLB rules apply for 11U, 12U and 13U. For 10U, runners can leave the bag to steal once the ball crosses home plate
* The batter's box belongs to the batter, but the batter cannot purposely lean into a pitch. Except in these circumstances, a hit batter is awarded first base
* MLB rules will be in effect for anything not otherwise stated in these Tournament Rules
* There will be two umpires per game
* The Umpire’s decision is final in regards to game decisions
* Discipline Rule: Any player or coach ejected from a game will automatically serve a 1 game suspension during the next game
* The Tournament Convenor reserves the right to interpret rules in order to settle disputes. The decision of the Tournament Convenor is final

**Diamond Dimensions:**

* 11U Division – 50/70
* 12U Division – 50/70
* 13 U Division – 60/90

**Inclement Weather Policy:**

Each team will be required to give a valid mobile phone number for text alerts regarding weather and other delays. Tournament schedule may change without notice in case of issues with the weather. Once teams have played a minimum of 2 games, there will be no reimbursements for the tournament.

**Home/Visiting Team:**

In tournament round robin play the home and visiting teams will be decided by a coin flip.  During playoffs and championship rounds the higher seed will be the home team. If both teams have identical W-L-T records in pool play, a coin flip will also determine the home and visiting teams.

**Dugout Rule:**

Only two coaches and one head coach are permitted in each dugout at any given time.  Parents and scorekeepers are not allowed in the dugouts at any time. Failure to comply with this rule will result in a suspension of play until rectified.

**Foul Balls and Home Runs:**

We ask for all players, coaches, parents & spectators to be aware of foul balls at all times. We would also ask to please return foul balls and home runs balls (the ball can be temporarily replaced by another game ball provided by the player’s team).

**Tie Breakers:**

The following system will be used for advancing and seeding after round robin play:

1. Round Robin overall record (winning percentage)
2. If 2 teams are tied - Head to Head Winner.  If still tied move to #4
3. If three teams are tied - If one team has defeated both other teams, that team advances.  If not move to #4.
4. Total runs allowed in round robin play to determine winner.  Then the two teams tied refer back to head to head to determine second place.  If there is no head to head between those two teams go to runs allowed for those two teams to determine second place.
5. If still tied- Total runs scored in round robin
6. If still tied- Total runs allowed subtracting game with most runs allowed
7. If still tied- Total runs allowed minus two games with most runs allowed

**Team Obligations:**

* Each team will provide their team(s) roster and copies of all birth certificates in advance of the tournament

**\*\*\*If a team is found using illegal players, or over age players,**

**they will be automatically removed from the tournament\*\*\***

**The Tournament Convenor's decision is final**

**in regard to tournament decisions.**