

## **Future Stars and Fruitland Baseball Tournament Rules**

2023 RULES----Updated January 2023

(Season runs from September 1st thru August 31st every year)

### Rules, Information, & Policies

We will use Pool Play & Seed format if a bracket doesn't have 8 teams. Bracket formats will be double elimination when we have 8 teams in a bracket and the fields are next to one another, so travel isn't an issue.

### Tournament Format:

#### POOL PLAY RULES:

Teams competing in tournaments 8U-12U will be subject to 6 innings or 1 hour/50 min. (no inning can start after 1:50 time limit). If tied at the end of 6 innings or time limit has expired the game will end in a tie. International tie break rules (explained in detail below) will be used in the elimination round if games end in a tie and we need a winner to move on to the next game. Teams competing in tournaments 13U-18U will be subject to 7 innings or 1 hour/50 min. time limit (no inning can start after 1:50 time limit).

In the case of inclement weather or other major delays, the time limit for a day's remaining games may be reduced to 1:40 or 1:30 solely at the discretion of the tournament director. Non-elimination games can end in a tie. That is, Pool Play on Saturday can end in a tie. If the game that is being played is an elimination game and is tied at the end of regulation, we will go directly into Tiebreaker Rules.

If an inning starts and the 1:50 time limit comes into play and the Home Team is winning the Home Team WILL NOT bat in the bottom half of that inning. If the Visiting Team scores during the partial inning their runs will count. The Home Team needs to get 3 outs to end the top half of the inning and the game will be over and the score at that time will be recorded. If an inning starts before 1:50 play will continue until the inning is finished or a winner is determined. If the 1:50 has been met and the Home Team takes the lead in the bottom half of the inning the game is immediately over. If a game is tied and reaches extra innings before the 1:50 time limit is reached the game will go into extra innings but the 1:50 time limit for starting a new inning will still be in effect.

Tiebreaker Rules – We use this format to quickly get a winner when we have a game that ends in a tie, and we need to determine a winner to keep the tournament moving toward a Champion. We start a clean inning with the second to last batter to have completed a plate appearance in the previous inning on 3rd Base and the last batter to have completed a plate appearance in the previous inning on 2nd base with 1 out. The visiting team and home team will start their half of the inning with this format. We play until we have a winner.

Seeding - Criteria are as follows:

1. If your team DOES NOT play everyone in your bracket during pool play:

1st Record 2nd Runs Allowed 3rd Runs Scored – COIN TOSS if still a tie after first 2 criteria.

In the event a game is stopped before it is completed (weather, darkness, or unforeseen reason) 1 inning played will constitute a game and the last completed inning will be the score used to seed. For example- if you play 1 inning and the score is 0-0 the game will be recorded as a tie. If you are playing a double elimination bracket a winner must be determined. If there isn't a possibility to determine a winner, the last result will be a coin flip. (Double Elimination Bracket Only)

2. If your team plays everyone in your bracket during pool play this is the order of seeding. Typically, only with a 3 or 4 team bracket.

1st Record 2nd Head-to-Head 3rd Runs Allowed 4th Runs Scored – if needed we use lowest single runs against game by teams.

#### General Fair Play/ Sportsmanship

Intentional disregard for the stated rules and obvious unsportsmanlike behavior will not be tolerated and will place the individuals and/ or teams involved at risk for banishment from any additional Future Stars Tournaments.

#### Field Dimensions

--Teams 8U-10U will compete on 46'-60' dimensions. Rubber Cleats.

--Teams 11U - 12U will compete on 50' - 70' dimensions. Rubber Cleats.

--Teams 13U-18U will compete on 60'6" - 90' dimensions. Metal cleats allowed.

#### Age Determination

We use April 30th as the age cut off. The player must be the age of his/ her age bracket on April 30th. That is, if Bill is 11 years old on April 30, 2023, then he would be eligible to play 11U. If he turns 12 on or before April 29, 2023, he must play in the 12U age group.

#### Pregame Infield Practice

Unless otherwise noted by a Tournament Director, NO infield practice will be allowed prior to the start of any game. Teams will be permitted to take ground/fly balls down the outfield lines prior to the start of their game. Please remind your players and coaches NOT to use the infield prior to the game.

#### ROSTERS/ Birth Certificates/ Insurance/Liability Waiver

Teams are not required to post their rosters on our website. However, copies of birth certificates and proof of your team's insurance (with Fruitland Baseball Tournaments or Future Stars Tournaments 922 E. Chocolate Ave Hershey, PA 17033) listed as an additionally insured on your team's policy. ROSTERS: All team rosters are weekend to weekend rosters and may be changed from week to week at the discretion of the organization. Once a team has started a tournament, players may be added to their roster provided the player is of legal age (Legal Age is based on age as of April 30th) and has not played for another team of the same age bracket during said tournament. PENALTY: An ineligible player, due to roster rules, shall be removed from the game at the time of notification and that spot in the lineup will become an automatic

out. At the discretion of the Tournament Director, the team using an ineligible player may be required to forfeit the game. No new players can be added to the roster once POOL PLAY has been completed. A Coach must sign the COACHES Liability Waiver Form and the Team Representative will turn them in at Registration. Proof of Insurance and Waiver forms must be given to Field Director at check-in before 1st game.

#### SUSPENDED/ REGULATION GAMES POLICY

Games that do not make it to regulation (3 complete innings for a 6-inning game or 4 complete innings for a 7-inning game) due to weather/ darkness will be considered a suspended game and will be resumed (if possible) from the point of suspension at the earliest time available. If there is not time to resume the game, it will be considered a complete game at the end of the last complete inning and the team that is winning at that point will be the winner. Listed below are a few examples based on what type of game is suspended:

**Pool Play Games-** If the game is suspended prior to being official (3 or 4 innings) and there is not enough time to resume- the game would be considered complete at the end of the last complete inning. If the game is tied at the end of the last complete inning- the game would stand as a tie. During pool play games, a winner can be determined after 1 inning due to seeding for single elimination Sunday.

**Elimination Games-** If one inning hasn't been completed and the game is suspended and there is not enough time to resume- the higher seed would advance to the next round. If tied at the end of the last completed inning- the higher seed would advance. If tied at the end of the last complete inning and the two teams are the same seed from different divisions entering the game- we would revert back to the tie breaker system in place (Record, Runs Allowed, Runs Scored). If the Championship Game Starts and is not able to complete due to weather/ darkness and there is no time to resume- the game would be considered complete at the end of the last complete inning. If tied at the end of the last complete inning- (6/7 innings respectfully) International Rules will apply. The next inning will start with the visiting team leading off with the last batted out of the previous inning on second base with one out. The batting order remains the same and follows the last completed inning.

**Lightning/Thunder Delay Policy:** Umpires and Tournament Directors can call a Lightning and or Thunder Delay. The game will stop and all players and coaches must take shelter in the dugout or a safe area. We will stop the game clock for 30 minutes and assess the weather conditions. If a 2nd delay is called the clock starts and if time runs out the game is over and the score at the end of the last completed inning is posted.

#### GENERAL REFUND POLICY

If a paid team backs out of a tournament 45+ days before event they receive a full refund. If they back out 44-30 days before the tourney they get a credit for another Fruitland baseball, Future Stars Tourney. If the team backs out within 30 days of the event there is NO refund.

Transfer Credit limitations- You are unable to transfer from a Hershey or State College, PA tournament to a Fruitland/ Ocean City, MD tournament and vice versa.

#### WEATHER REFUND POLICY

Spring/Summer/Fall Weekend Tournaments: 3 or 4 game minimum tournaments

1. Play 0 Games= Full Credit for one full year to a future FB or FST Tournament of the same value.
2. Play 1 Game= Full Credit minus \$125 for one full year to a future FB or FST Tournament of the same value.
3. Play 2 Games=NO Refund

#### **ACTUAL GAME RULES:**

LINE UP/ Offensive/ Defensive:

We want to let the coach play as many players as he/she wants. The only information needed regarding a Starting Lineup is the number of batters. We do not care who plays in the field.

Offensive: Team may bat as many players as they want. However, if fewer than nine batters are in the lineup the open spots will be recorded as outs. Once the number of batters is determined, it must remain for the entire game except that late-arriving players may be added up to the ninth spot in the lineup. An ineligible player or ejection will result in an out when their spot in the lineup comes up. Once a substitution bats or runs for a player, the sub and the original starter are locked into that batting position and either one may bat or run in that position ONLY.

Defensive: Any player on the roster may play in any defensive position at any time, regardless of being in the batting order. Example: A team may have 18 players: Bat 9 of them and play the other 9 in the field. No one player in a game can assume more than one offensive position.

Designated Hitter: None- Offensive Rule takes care of the DH.

Re-Entry - Starter may re-enter, in their original batting position, for all age divisions.

Courtesy Runner: A courtesy runner can be used for the Pitcher or Catcher at any time. However, it is not required. A courtesy runner must 1st be a player not in the lineup. If everyone is in the lineup, then the courtesy runner must be the last batted out.

Sliding: Headfirst slides are permitted at all bases. A runner must avoid contact on all close plays. A player may not run over anyone at any time or place on the field. (Umpire's Discretion)

Catcher's Gear – 12U and under must use a one-piece mask (hockey goalie style) mask. 13U and above can wear a two-piece mask and hat if preferred.

Base Coaches – Base Coaches are not required to wear helmets while coaching the bases.

#### Bat Guidelines:

For players 13U and younger, a BPF 1.15, BBCOR, or USA Baseball designation must be displayed on the bat (no other weight or diameter restrictions).

For players 14U and older, the bat must have a BBCOR -3 or wood.

**PENALTY FOR USE OF AN ILLEGAL BAT:** If the umpire discovers that a batter enters the batter's box with an illegal bat, the batter will be called out (even if a pitch has not been thrown). If the illegal bat is discovered after the ball is put into play (but before the next pitch is thrown to the next batter), the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch. An appeal on the legality of the bat must be made prior to the next pitch thrown to the next batter or the result of the previous at-bat will stand. **SECOND Offense** – If a team is found in violation of this rule a second time (either in the same game or in any other game throughout the tournament), in addition to the previous penalty, the manager will be immediately ejected and could face further suspension.

**ALTERED BATS** – Altered bats (shaved, rolled, or in any other way altered to increase performance) are not permitted in any way. Any player using an altered bat will be ejected from the game and their at bat will be recorded as an out. All runners will go back to the base they occupied when the batter put the ball in play. The player ejected for use of an altered bat may also face further suspension. **WOOD BATS** – Wood bats are permitted in all tournaments. Composite bats are also legal

**Intentional Walks** - In an effort to waste less time, a hitter will be granted first base if the defensive team lets the Home Plate Umpire know that it is their desire to intentionally walk the batter. The pitcher doesn't need to throw 4 pitches.

**Base on Balls** - 9U/10U - There will be no advancing to second after a base on balls. Once the batter reaches first the play is dead until pitcher addresses the rubber for next pitch. All baserunners will be allowed to advance up to 1 base.

**Leads/Stealing** -9U/10U– Closed Bases (No Leads). Baserunner can steal when the pitch crosses Home Plate.

**Dropped 3rd Strike** – 9U/10U – If the catcher drops the 3rd Strike the batter is out and any baserunner can attempt to advance to the next base.

**Protests:** No protest will be allowed for judgment calls. Protests will be allowed for rules only and must be decided before restart of play. A \$100.00 payment must accompany protest and will be returned if the protest is upheld. A Protest is only "official" if accompanied with a \$100.00 fee and done before the next pitch. The same fee will apply for protests of age and Birth Certificates. The Burden of Proof will lie with the protesting coach.

#### Pitching Restrictions

Fruitland Baseball and Future Stars do NOT have a mandatory pitching limit on innings pitched. HOWEVER, please remember that you are responsible for these young men and the futures that they may have. BE SMART!

**Pitcher Re-Entry:** If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the pitcher of record and can continue to pitch in the game.

#### Dugout

All Dugout selection is based upon a first come first serve basis; any disputes will be determined by the tournament director. All Teams must keep their Dugouts clean – Please do not leave your trash all over the dugout for the next team. Once your game is over, if another game is scheduled on the same field, please do not have a postgame team conference in the dugout or on the field (unless your team is playing in the next game on the same field). Rather, please pack up and leave the dugout and playing field in a timely manner so that the next team can have the dugout and field to warmup and prepare for their game. If you want to have a postgame team conference, please do so outside of the fenced-in area.

**Time in-between innings: Two Minute Rule!** We expect teams will take no more than two minutes in-between innings. Pitchers are permitted eight warm-up pitches in their first inning of work or five warm-up pitches every other inning that they pitch in that game. If a catcher needs to put gear on, another player/ coach in gear should be ready to warm up the pitcher.

**Mound and base distances:** (9U/10U) (11U/12U) (13U-18U) Mound/Base (46/60) (50/70) (60/90)

**Game Length:** 9U/10U/11U/12U – 6 innings or no new inning after 1:50. 13U-18U- 7 innings or new inning after 1:50

**Mercy Rule \*** All ages are subject to a run rule of 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings. If the Home Team has hit the Mercy Rule the Game is over. You will not continue the game to add runs.

#### 8U Specific Rules

- NO BUNTING OR STEALING
- On passed balls runners can only advance one base (from first to second and/or second to third, but may not advance from third to home).
- Six Run Max in an inning unless last inning if it is the 6th inning.
- No Bat Restrictions

**Additional General Rules -non 8U age groups:**

Balks - 9U/10U- NO BALKS - 11U--ONE (1) Warning per Pitcher - 12U-18U- - No Warning. For 11U/12U, umpires are encouraged to only call blatant or obvious balks as opposed to minor movements that are clearly not attempts to deceive the baserunner(s).

Cleats - 8U-12U--Rubber & 13U-18U—Metal (Unless on Turf Fields). No metal cleats on turf.

Bunting - All ages are permitted to bunt. There can be no fake bunt immediately followed by a swing in 9U-12U.

Infield Fly - 10U and under--NO Infield Fly Rule. 11U-18U are subject to the infield fly rule.

Tournament Default Rules - The Default Rule Book for all FB or FSTB tournaments will be the Major League Rule Book (but with the following exceptions concerning recently implemented MLB rules (a-e) noted immediately below).

- a) There will be no three-batter minimum for pitchers.
- b) We will not be using the new oversized MLB bases.
- c) There will be no limit to the number of pickoff throws per plate appearance.
- d) There will be no use of a pitch clock.
- e) There will be no restriction on the use of a defensive shift.

Game Play - A team may compete with fewer than nine players to constitute an official game, but if fewer than nine players are in the lineup automatic outs will be recorded for players beyond the final occupied spot in the lineup through the ninth position in the lineup. For example, if a team is playing with seven players, the eighth and ninth spots will be recorded as automatic outs. A late-arriving eligible player can be added to the end of the lineup without a penalty. For example, if a team starts with eight players and a ninth player arrives, that player can be added into the ninth spot in the lineup without a penalty. If a team is batting nine or more players, a late-arriving player can only enter the lineup as a substitute.

Mound Visits - A pitcher must be removed during a second manager or coach mound visit of an inning to that pitcher. The pitcher may remain in the game but cannot pitch for the remainder of the game.

Ejections - Player/Coach/Fan must leave immediately to parking lot (in car), possible additional game suspension or tournament expulsion at Tournament Director's discretion (with input from umpire(s) if necessary). If at any time a coach, fan, or player makes intentional contact with an umpire that individual's tournament will be over (intent will be determined by the umpire and tournament director).

Sliding - All ages are permitted to slide headfirst, at player's own risk, and they must avoid contact!

Appeals/Protest - There are NO appeals on judgment calls. A \$100 fee must be paid to the Tournament Director for all other appeals (payment is refundable if the appeal is successful). Payment must be made at time of protested ruling. You may not protest after the fact. A protest must be made before the next pitch is thrown.

FORFEITS - If a team chooses to forfeit a pool play game, they are not eligible for the championship round and face suspension in Future Stars Tournaments. The final score of the forfeited game will be based on the team giving up a run per inning for a complete game (e.g. for a 6-inning game the score would be 6-0; for a 7-inning game the score would be 7-0). --- If a team chooses to forfeit a consolation or elimination game, they face suspension in future FB or FST tournaments. ---If a team chooses to forfeit a championship game, they are not eligible for tournament awards— FST or FB will attempt to replace a forfeited team in an elimination game if possible.