

Beach Blast

TOURNAMENT RULES

Welcome to the Beach Blast Baseball Tournament. We appreciate your taking the time to join us. Hopefully by the end of the weekend everyone will head home with a positive experience, win or lose. If there is anything we can do as a committee to help, please feel free to call upon us.

Listed below are the guidelines for the Beach Blast tournament. Please read through them and if questions arise, email for clarification PRIOR to the tournament starting.

Both teams' coaches must report/confirm the final score to the site coordinator and the umpire and sign the scorecard before leaving the facility. (This is critical for the standings and tiebreakers).

The tournament will basically follow the high school federation rules with local tournament and age modifications.

All teams must be at their site 45 minutes prior to the assigned game time, unless they are involved with a game prior to it.

Forfeit time is 15 minutes past the official start time unless specific conditions are approved by the director or site coordinator.

The team whose hometown is CLOSEST to the tournament headquarters will take the third base bench area and the team FARTHEST away will take the first base side accordingly.

PLEASE NOTE: There will be **NO pre-game warm ups on the game field**. Warm up on your own and be ready to go at the assigned game time, or if the prior game runs long, when the umpire or site coordinator dictates.

ALSO NOTE: There will be NO MORE than a 15-minute break between games. If you end up waiting for a team whose prior game ran long, they will get the courtesy 15 minute break.

10 minutes prior to the official game start, both teams will supply the home plate umpire with the line-ups, game balls and go over the ground rules.

The line up cards **MUST have ALL non-starters listed**. If a player is on the bench and cannot play due to injury, that player must be listed as well.

Each team must supply two game balls to the umpire. They must be **GAME BALLS that were given to each team** (or rated for that particular play if out of the game balls you were given).

The site coordinator or umpire will inform each manager as to the “**official start time**”. NO inning can start after the two (2) hour mark.

NOTE: There are no time limits for the playoffs and championship games.

The home team will be in charge of the “official book” unless changed by the site coordinator or umpire.

The home team is listed on the BOTTOM as written on the schedule sheet.

The top 2 teams from each five team bracket will move on to the playoffs and championship rounds. In the age group(s) that does not have 10, 15 or 20 teams then we will use a different format based on the number of teams in that age bracket.

For the playoffs, the higher seed is the home team up to the championship game. For the championship game, home team is determined by a coin toss.

All games for ages 13 and up are 7 innings and will be official after 5 innings, or 4 ½ if the home team is winning.

All games for ages 12 and under will be 6 innings and will be official after 4 innings or 3 ½ if the home team is winning.

There will be a 10 run mercy rule after 5 innings (13 & up) and after 4 innings (12 & under), **INCLUDING** the playoffs and championship rounds.

For this tournament, we will allow an EH as well as a DH. **BOTH ARE OPTIONAL!!** If an EH is used, that player can go into the game defensively. A DH can be used for any player on the field. Once the DH enters as a defensive player then that team no longer has a DH.

For ages 13 & up, **the maximum you can bat is 10 !!! NO EXCEPTIONS!**

For ages 12 and under you will have the option to either bat the entire team with free substitution or bat 10. This must be decided before the game begins and the opposing coach, site coordinator and umpire must be informed before the first pitch. If you decide to bat 10 you will be limited to the re-entry rule for substitutions.

Both teams do NOT have to play by the same rules, one team can bat the entire team and the opposing team can bat 10.

All re-entries are for the **STARTING** players only. A sub, once removed, is officially done for the game. The EH, DH and the person being DH'd for are all considered starters for the intent of the rule.

A courtesy runner is allowed at any time for the pitcher and catcher, but is **MANDATORY** for the catcher with two outs (speed up rule). Only a non-player, someone not in the line-up, can be a courtesy runner. **The runner for the catcher cannot be the same as the runner for the pitcher.** The manager must keep the same designated runner unless they are inserted officially into the game. If by numbers or injury, there are no available non-player runners, the last "batted" out will be the designated runner.

The team must have 9 players to start. If all players have been officially used and an **injury** would put a team short, the opposing manager will pick a player from the non-players to replace the injured player. In the situation where a player who is replacing the injured player has already played in the game he will be placed in the injured players spot in the line-up.

If there are no healthy players available, the team can finish with 8 players.

If you bat 10 (or 9) and due to injury can no longer bat 10 (or 9) an out will be recorded **only for the first time that spot is skipped in the order.**

For ages 13 & up, **a pitcher once removed as the pitcher cannot pitch again in that particular game.** There are no limitations on innings pitched, but good judgment is in order.

For ages 12 & below, a pitcher can pitch a total of 6 innings in two consecutive games. Managers should keep track of all innings pitched for their team and the opponents. As with the older groups, **once a pitcher is removed as the pitcher, he cannot pitch again in that game.**

For ages 13 and up, there are no warnings for balks.

For 11U 50/70 and 12U 50/70, there will be one warning per pitcher per game.

For all appeal plays you **only need to ask the umpire** (high school rule applies), you do **NOT** need to have the ball put in play, step off the mound and throw the ball to the base you are appealing.

For **13U and older** you are allowed three charged conferences per game. A charged conference occurs when a coach goes to the mound to talk to the pitcher and **doesn't** make a change. If the coach makes a change there is no charged conference. After the coach has exhausted his three conferences then every time he goes to the mound he must make a change. For every extra inning a team will have one defensive conference available to them. Every trip out to the mound after that the pitcher must be removed **in that inning only**. If the game goes an additional extra inning (and each additional inning after that), the team will have one charged conference allowed and after each allowed charged conference the pitcher must be removed in that inning. Conferences do not carry over from inning to inning. Therefore, the most a team can have in extra innings is **one charged conference**.

For **12U and younger** a pitcher must be removed after 3 visits to the mound or the second visit in an inning.

There is no need to pitch to a batter for an intentional walk. Inform the umpire of your intentions. You can inform the umpire of your intentions even after a pitch has been thrown to that batter and the batter will get first base. NO need to throw another pitch.

ONE offensive time out per inning only.

A defensive time out will count as a trip to the mound.

Injury time outs do not count toward either.

Bat rules. (BESR if applicable)

For 11U 46/60 and 10 and under -- the barrel cannot be larger than 2 ¼" NO BIG BARREL BATS

For 11U 50/70 & 12U 50/70 – there are no bat restrictions

For 13s - - - can use up to -9

For 14s - - - -3

For 15 and older - - - -3 **or wood bats if specified on the tournament registration form**

A **player must slide, avoid contact or give himself up**. Collisions and interference are at the judgment of the umpires. An out, double play and / or automatic ejection from the game are at the judgment and discretion of the umpires.

SLIDING RULES: For ages **13U and older** feet first or head first at any base.

For ages **12U and younger** feet first or head first into any base EXCEPT HOME!!! **If you slide home it must be feet first or the runner will be called out.**

Leads are allowed at all levels except 11U 46/60 and 10 and under groups. At those levels the runner must wait until the ball crosses the plate.

NO jewelry to be worn. ONE TEAM WARNING ONLY !! Repeated offenses will be subject to ejection.

One team warning for thrown bats and/or helmets. Any additional incidents will be an automatic ejection. Any flagrant acts that endanger any players, umpires or spectators can be an automatic ejection WITHOUT WARNING.

Catchers must be fully protected as required by the high school rules. Levels below high school must follow those requirements that pertain to their level of play. NOCSAE approved helmets required with ears for ages 13 and up – MANDATORY.

Any player or catcher warming up a pitcher must have a mask.

A pitcher cannot have white on the sleeves or on his glove.

Only one person is allowed in the “on deck circle” and must be on their side of the field.

All teams must be in complete uniform (including hat).

Metal spikes allowed for ages 13 and up. NOT ALLOWED for 12 and under.

Copies of all players’ birth certificates must be in the coach’s possession.

A player can **NOT** turn the next age before May 1.

Both teams’ coaches must report/confirm the final score to the site coordinator and the umpire and sign the scorecard before leaving the facility. (This is critical for the standings and tiebreakers).

All changes, pinch hitters, etc. must be reported to the umpire and the opposing scorekeeper. If offensively, PRIOR to the at bat. If defensively, PRIOR to the first pitch.

NO BATTING PRACTICE allowed on the game fields.

No soft toss into any fences. No pepper games near the dugout.

Teams allowed a maximum 18 players.

A player can **NOT** be on more than one roster in the same age group.

There can be no change to the supplied roster once the games have commenced.

All umpires decisions are final. There are NO PROTESTS allowed. Every team has the rules, so there should be no misunderstandings as to the format. If there are questions, **address them PRIOR to the start of the tournament.**

PLEASE BE AWARE!! Any abuse from coaches or players will be an automatic ejection from the game and they will not be eligible to participate in the next game. NO EXCEPTIONS!! The player or coach will not even be allowed on the bench or team area. Violations of this rule will be a forfeit by the offending team.

If a parent or fan is abusive, and does not heed the warning to stop, they will be asked to leave the area. Failure to do so could result in the team having to forfeit.

The umpire will not take abuse. They don't during the season and won't have to here. They have been given the blessing of the committee to run anybody that cannot control themselves. Please don't put them into a position where this is necessary.

Please NO SMOKING in the dugout, bench or playing area. NO alcohol at any time on the facility with the tournament.

NO GAS or CHARCOAL GRILLS ARE ALLOWED. Town ordinances.

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Standings are determined by a points system. 2 points for a win and 1 point for a tie. In case of ties for pool play or seeding necessities, the following rules will be used:

- 1. Head to head (unless 3 or more teams are tied, if so start at rule 2)**
- 2. Least runs given up**
- 3. Most runs scored**
- 4. Flip of a coin**

WE ARE GUESTS AT ALL THE TOURNAMENT FACILITIES. Please clean all dugout and bench areas after your game and prior to leaving the site. THANK YOU!!

RAIN POLICY: We will do everything in our power to make sure the fields are the best they can be, but please be informed that we have an agreement with all of the towns not to use the fields once they have received a large amount of water. That means no emergency measure such as moving mud, adding dirt, kitty litter, etc. we cannot and will not jeopardize our standing within the recreation departments that loan us their facilities.

If the weather does become a problem and we can't run the full program, the committee will make a decision on the age group winners. If we only play one day, there will be no winners and a refund will be made accordingly to our policy. If we get two days in, we will do our best to get you the four game weekend. At that point we will award a championship based on record / points including all tiebreakers as mentioned previously.

MAKE SURE ALL INSURANCE FORMS AND ROSTERS ARE IN BY THE SPECIFIED DATE

All birth certificates must be in the possession of the coach during the tournament. No player will be allowed to play unless the coach has a copy of their birth certificate.

I hope this explains most of the tournament guidelines. We set up to be a competitive, but friendly event. We have tried to consider and incorporate things from past events, either others, or ours and try to constantly improve to put on a quality tournament. Hopefully you will find that your weekend was productive and worth your time. If there are any questions or concerns, please don't hesitate to speak with us.

Both teams' coaches must report/confirm the final score to the site coordinator and the umpire and sign the scorecard before leaving the facility. (This is critical for the standings and tiebreakers).

We wish all the best of luck and hope you will enjoy THE BEACH BLAST!!!