**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.

**General Rules**

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

### 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 game balls will be supplied by the tournament.

# Conduct

A COACH OR PLAYER WHO GETS EJECTED FROM A GAME FOR ANY REASON MUST SIT OUT THE NEXT TWO GAMES. THAT MEANS THE PLAYER(S ) DOES NOT PLAY AND CAN NOT BE IN THE DUGOUT AND THE COACH(es) CAN NOT COACH AND CAN NOT BE ANYWHERE NEAR THE PLAYING FIELD.

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 TWO games. 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 have been given the blessing of the committee to remove 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.

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.

# Eligibility

Teams allowed a maximum 20 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. 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.

Teams playing in the 13/14 year old division will be allowed to have no more than two 14 year old players. Teams in the 14/15 year old division will be allowed to have no more than two 15 year old players. The 15/16 division may have any number of 15’s or 16’s.

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

Any protest involving age verifications must be addressed prior to the first pitch of the game. No protests will be heard after the first pitch is thrown.

# Scheduling

Home team is on the bottom of the schedule.

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.

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, and go over the ground rules.

The lineup 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.

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.

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

Higher seed is home for the playoff rounds. For the championship game the home team will be determined by a coin flip.

# Field Rules

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.

No soft toss into any fences. No pepper games near the dugout. NO GAS or CHARCOAL GRILLS ARE ALLOWED. Town ordinances.

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!!

# Game Rules

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!

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.

*For ages 12 and under you will have the option to either bat the entire team with free substitution or bat*

1. *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 reentry 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.*

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 or has not already been in the line-up, can be a courtesy runner. **The runner for the catcher cannot be the same as the runner for the pitcher**. 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 a team’s batting order shrinks at any point during the game for any reason the team will be awarded an out for the lost spot one time. The next time the spot comes due that place in the batting order will be skipped over without penalty. It is the obligation of the defensive team to point out to the umpire that they are taking the out when that spot comes due. If the defensive team does not point the vacant spot out to the umpire at the time that the spot comes due there will be no penalty awarded and the spot will be skipped over at that time and all other times.

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.

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. **SLIDING RULES**:

* + Players on the 60 ft and 50/70 diamonds must slide feet first. They may slide head first when returning to a base.
  + Players on the 90ft diamond may use any method of sliding they wish. Base runners must slide or make every possible effort to avoid serious contact with a defensive player. Jumping over or running into a defensive player can be grounds for immediate ejection from the game. This is an umpire judgment call and is not a protest situation.

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 slap bunt/slashing is allowed in any 46/60 division. A “slap or slash bunt” is defined as the act of showing or faking a bunt and swinging at the pitch instead. A slap or slash bunt will automatically be ruled a strike and a dead ball whether the batter makes contact with the ball or not.

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.

**Bat Rules**

Players must use Little League approved bats on the 60 ft diamond. No bat larger than 2 ¼ barrel size will be allowed. The tournament will be following the Little League ruling on composite bats on the 46/60 diamond. Composite handle bats are approved.

50/70 will be allowed to use any 2 1/4 or 2 5/8 bats metal or composite barrel and handle. No bat larger than 2 5/8 will be allowed on the 50/70 field.

90 ft. diamond bat rules:

* 13/14U may use up to a minus 8 ½ bats, metal or composite barrel and handle.
* 14/15U bats must meet current High School rules & standards. All non‐wood bats must meet Batted Coefficient of Restitution (BBCOR) standard.
* 15/16 & 17/18 wood or wood composite bats must meet current High School rules & standards including Batted Coefficient of Restitution (BBCOR) where applicable

A batter may not use an illegal bat. PENALTY – If the infraction is discovered by the umpire or the defense before the next pitch to a batter of either team, the defense may elect the penalty ‐ batter out, runners return to the Time of the Pitch. No appeal is allowed after the next pitch to a batter.

# Championship Rounds

For age brackets with 5 teams total, the top 3 teams will move on to the playoffs and championship rounds.

For age brackets with 6 teams total, the top 3 teams will move on to the playoffs and championship rounds.

For age brackets with 7 teams total, the top 4 teams will move on to the playoffs and championship rounds.

For age brackets with 8 teams total, the top 4 teams will move on to the playoffs and championship rounds.

For age brackets with 9 teams total, the top 4 teams will move on to the playoffs and championship rounds.

For age brackets with 12 teams total, the top 6 teams will move on to the playoffs and championship rounds.

For age brackets with 18 teams total, the top 8 teams will move on to the playoffs and championship rounds.

For all other age brackets that have bracket of 5 teams, the top 2 teams from each bracket(s) will move on to the playoffs and championship rounds.

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.

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

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:

* + Head to head (unless 3 or more teams are tied, or teams did not play each other, if so start at rule 2)
    - Least runs given up
    - Most runs scored
    - Head to head matchup
    - Flip of a coin

**NOTE:** If an entire round of games (all fields, all games) is not completed in any age group the scores from those games will not be used for seeding purposes.

In the event of a forfeit the following scores shall apply:

* + - 6 inning game: 6‐0
    - 7 inning game: 7‐0

# Weather 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.

In the event of inclement weather, the tournament directors may cancel entire days games for any age bracket where all games can’t be played.

## 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.

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