



2013 Broadneck 10U Baseball St Paddy's Day Tournament Rules



General Tourney Info

10U Teams: (must be born after April 30, 2002):

- 1 Severna Park Green Hornets
- 2 Severn Seminoles
- 3 Severna Park Grey Hornets
- 4 HCYP Raiders
- 5 WHC Renegades – Black
- 6 Warriors BCCC
- 7 Bowie Elite
- 8 Broadneck Bruins

Location: Arnold Park Fields 1&2 (GPS: 1325 Jones Station Rd, Arnold Md)
- Field Dimensions 60' diamond with 46' pitching distance.

Dates: March 16 & 17

Format:

Saturday: Pool Play (2 Games) Home team decided via coin flip. Dugouts 1st come first serve.

Sunday: Single Elimination (2 brackets) Better seed is home team and gets choice of dugout.

- Pot of Gold Bracket - Top 4 seeds play for Gold Championship
- Shamrock Bracket – Lower 4 seeds play for Silver Championship
- 1V4 and 2V3 (winners play for respective Championship)

Seeding based on:

- Win Loss Record
- Head to Head record (if only 2 teams are tied)
- Least amount of total runs allowed
- Lowest single game runs allowed
- 2nd lowest single game runs allowed
- Coin flip

Reporting of Scores:

Managers from both teams should text scores to 410-608-5239 immediately following games. Scores and brackets will be posted on the tournament website at <http://www.bbsc.org>

2013 Broadneck 10U Baseball

St Paddy's Day Tournament Rules

Game Play

The tournament will be conducted under the Little League Rule Book, except as modified by the following:

Start of game:

All teams are expected to be at fields ready to play ½ hour prior to game time. Please be prepared to start games early if field, umpires and teams are ready to play. Teams must have 9 players to start game. Teams may finish with 8 players (out taken for vacant spot in lineup).

Dugout / On Deck area:

All players and coaches are to remain on their respective benches in their designated areas during the course of the game. No more than one player may be in the on-deck area at one time. All players on deck must be behind the batter in the batter's box, even if that means the player will be on the opposing teams' side or dugout area.

Equipment:

Players must wear a batting helmet while batting and while on base. Catchers must also wear standard gear and an athletic cup while catching.

Rubber cleats or rubber soled baseball shoes only for all players. Metal spikes WILL NOT be permitted.

Bats - Aluminum, fiber, or wood bats are allowed. Maximum bat diameter is 2 1/4".

Game Balls – 2 game balls will be provided by Broadneck per game.

Scorebooks:

Each team shall have an official scorekeeper to keep score. Scorekeepers or Managers should provide its batting lineup to the opponent 15 minutes prior to game start. Scorekeepers should compare scores after each inning and must bring any discrepancy immediately to the umpire's attention. Umpire should initial scorebooks after the game.

2013 Broadneck 10U Baseball

St Paddy's Day Tournament Rules

Lineups:

Teams are encouraged to bat their roster, but each coach can make their own decision prior to each game based on the options below. All teams have the option of the following lineups:

- Teams may bat 9 batters
- Teams may use more than 9 hitters without batting the entire lineup. An extra hitter may be used in the batting lineup. If you start with an extra hitter you must finish with an extra hitter, or take an out at that at-bat
- Teams may bat entire roster. In this case if a player is unable to bat for any reason an out is declared for that player each time he is unable to take his turn at bat. When batting their entire lineup, if a player is unable to bat at any time solely due to on field injury or sickness, then no out will be call but the player is no longer eligible to play in the rest of game offensively or defensively.

Each team must announce their option when exchanging line ups with other team at pregame conference with umpires.

Pitching:

- Any team member may pitch, subject to other restrictions of the pitching rules. A player removed as a pitcher, regardless whether the removal is during or in-between innings, is not eligible to pitch again in the same game. Any pitcher hitting two (2) batters in one inning or three (3) in one game must be removed as a pitcher for the remainder of that game.
- No pitcher can pitch more than 3 innings in any one game.
- No balks will be called.
- One pitch constitutes one inning pitched.
- Any manager or coach who goes onto the playing field (2) times in an inning to talk to a player or pitcher must make a pitching change on that 2nd visit. The only exception to the rule is if the umpire in the case of injury or some equipment damage calls time.

Stealing:

Stealing and leading is allowed AFTER the ball crosses the plate. Stealing home is allowed on passed balls and when ball is being thrown or overthrown back to the pitcher. Once pitcher receives ball on mound then all runners must return to base.

2013 Broadneck 10U Baseball

St Paddy's Day Tournament Rules

Length of Game:

- All games are 6 innings with the following time limit rules.
- *Saturday Seed Games:* No innings may start after 1 hour 45 minutes. Drop dead time at 2 hours. If in the middle of an inning at 2 hours then, the score will revert back to the last completed inning. Games can end in a tie.
- *Sunday Single Elimination Games:* Game 1 will be played with no new inning after 2 hours. No drop dead time. Games can NOT end in a tie and an extra will be played if necessary. Sunday's Game 2 (Championship Games) will NOT have a time limit and will go the entire 6 innings .
- ALL games to include Championships are subject to the following Mercy rules. A twelve (12) run rule will be in effect after 4 innings and a ten (10) run rule after five (5) innings will be in effect. (No individual inning run limits)

Other items:

- The team at bat may use runners for the pitcher and catcher when there are two outs. These runners must be the player that made the last out.
- Infield Fly Rule WILL NOT be in effect.
- Dropped 3rd strike rule WILL NOT be in effect.
- Unsportsmanlike conduct on the base path will result in the runner being called out at the Umpire's discretion and possible ejection may also be applied. All runners must avoid contact when running bases. Base runners must slide into home plate.
- Managers and Coaches should obey the umpire at all times. If a manager/coach is ejected in game one, they will not be allowed to manage/coach in the next game for the team.
- The Umpire will make the decision concerning stopping the game in the event of darkness or wet playing conditions, etc. and will have final authority as to playability and field usage.
- No protest. Judgment calls are final. A coach may politely ask the umpire who made the call to clarify a rules interpretation. The umpire on the field will make a final decision on the field.
- Refund Policy - We will make every effort to get all games played for our participating teams. If weather is an issue coaches will be emailed any changes. In the event that the tournament is abbreviated, the following refund policy will apply to all teams. Game started is game played.
 - 0 games played- \$200 refund
 - 1 game played - \$125 refund
 - 2 or more games played – no refund