

MAYAA Rookie Bulldog Bash Tournament Rules

THE GAME

Cal Ripken rules will govern all tournament play unless otherwise modified.

The home team will be decided by a coin flip before each game. The team listed first in the schedule will be on the first base dugout.

Games will have a 2 hour time limit with no inning beginning after 1 hour and 50 minutes. Please have your teams ready to begin on time. There will be no time limit for the championship game(s).

Games will be 6 innings in length. A 15 run mercy rule will be in effect after 3 and ½ innings if visitor is behind, or 4 innings if home team is behind and a 12 run mercy rule after 5 innings. There will be NO mercy rule for the championship game(s).

There will be no protests of games. MAYAA will not tolerate poor sportsmanship from coaches, players, or fans. A representative of MAYAA baseball will be available for rule interpretations.

An inning consists of 3 outs.

It will be the responsibility of the teams' scorekeepers to keep the official score. At the end of each inning, they should corroborate the score. Teams need to fill out the game report and turn into the table near the concession stand.

END OF PLAY RULE

When a ball is put in play, the runner's may continue to run until:

- 3 outs are recorded
- The individual player is recorded out
- The fielding team calls "TIME OUT"

TIME OUT can be called when an infield player has control of the baseball in fair territory in the infield cut out (defined as the dirt area)

- This is accomplished by loudly saying time out and raising their hands
- The umpire will immediately call time out and assess the position of base runners
- There will be no infield fly rule or dropped third strike rule

The HITTING TEAM

All players will be placed in the batting order (i.e. continuous batting)

Each batter will get 5 "hittable" pitches to put the ball in play. If they foul off the 5th pitch, they will receive a pitch until they either strike out or a play is made. A caught foul tip on pitch number 5 or after will be a strike out.

Machine speed will be set at **40** mph on the machine read-out, and controlled by the umpires. If the machine is inconsistent, it shall be adjusted by the umpire. This will only be done at the end of a half inning unless the machine is throwing completely unhittable baseballs. If a batted ball comes in contact with any part of the machine, without first being touched by a defensive player, it will be called dead and one base awarded. Runners will advance one base even if they are not forced. A thrown ball that hits the machine is LIVE.

All bats must be Babe Ruth/Cal Ripken League approved. No big barrel (more than 2 ¼" diameter) or softball bats allowed.

There will be NO bunting.

RUNNERS

No stealing. No leading off base.

Runners can continue to run until the ball goes out of play or "time out" is called (see above). If a runner has proceeded halfway to the next base (as noted by the line in the baseline) at the moment "time out" is called, he/she will be awarded the next base. The lead runner will determine how far runner's advance in a force situation. In other words, runners on first and second and a ball gets hit but the runner on 3rd is not at the line but the runner on second has passed the line will not result in the runner on third scoring.

There is no "must slide rule" in effect, however there is a "malicious contact" rule in effect. In the event of a close play at a base, please encourage your player's to slide. If in the umpire's judgment, malicious contact has occurred, the player will be called out. The umpire has the option of ejecting that player from the game. In the

event a player is ejected, then an out will be recorded each time that player would have come up to bat.

Runners may not leave until the ball is hit or until the ball crosses the plate. Any runner leaving early will be warned once, returned to base, and then will be called out on the next infraction.

THE FIELDING TEAM

4 outfielders, 5 infielders, 1 pitcher and 1 catcher will be the defensive alignment in field. 5th infielder can be placed anywhere on the field, except the pitcher's mound. Usual alignment is to have this player as a second base helper manning the area next to second base. **Pitcher may stand on either side of the machine**, but not forward of the front legs of the machine. Teams may play with 9 or 10 in the field.

FREE SUBSTITUTION of players in the field is allowed. Managers are encouraged to rotate players but not required.

COACHES

A Coach may assist players getting into the batter's box

A first and third base coach are allowed for the hitting team.

No coaches may be in the field of play but coaches will be allowed in foul territory down the right and left field lines to help with player placement

There can be no more than one "trip to the mound" (defensive time out) per inning, unless a substitution is made.

DETERMINATION OF SEEDING AFTER POOL PLAY

Overall Record is the first determining factor

If two teams have the same record, then the following tie-breakers will be used

Head to Head Match UP
Runs Allowed – Maximum of 15 per game
Run Differential – Maximum of 10 allowed per game

INCLEMENT WEATHER POLICY

Games will be called by the umpires and their ruling is official.

If no games are played during the weekend, registration will be refunded

If only one game for a team can be played, then ½ of registration will be refunded

If 2 or more games are played for a team, no refunds will be distributed

OUR FACILITIES

MAYAA is proud of the facilities leased from the Mount Airy Volunteer Fire Department

We must abide by their rules

No smoking or use of tobacco products within the fenced area of the fields

Parking only in the lots surrounding the fields – tournament organizers may need to park within the fenced in area.

No dogs or other pets are allowed at the fields

Full Concessions will be available on site

Portable Restroom facilities are available on site

Thank you for your participation!
MAYAA BASEBALL

