

# 2018 Eaton Park Invitational Baseball Tournament

## GENERAL RULES:

1. This tournament is our 41<sup>st</sup> Annual Baseball tournament open to all players, ages 8 through 14 on or before April 30<sup>th</sup>, 2018. Eligible players must have played in at least half of the regular season games of their recreation team to play. Any exceptions to this rule must be cleared by the tournament director. Travel teams affiliated with a recreation program are included in this count. *They must play on a recreation team.* Any violation of the age limitations or travel eligibility will disqualify the entire team from further participation in the tournament. No games will be replayed as a result of a team being disqualified. Division ages are as follows:

Peanut League Division C	7 and under
Peanut League Divisions A & B	8 and under
Minor League Divisions A (Live Pitch) & B (Machine Pitch)	10 and under
Little League Division A	12 and under
Pony League Division A	14 and under
2. Tournament officials shall have the right to request a birth certificate for any player. Team managers requested to supply this proof of age shall do so before the team's next scheduled game, and in no case shall this compliance time exceed 24 hours. Be prepared to verify birth dates. Direct all inquiries to the Tournament Office.
3. Each team is responsible for providing their insurance and playing equipment, except baseballs. A bat person's helmet will be available in all tournament towers and must be worn any time he/she is on the field.
4. Team rosters can have a maximum of 1 manager, 2 coaches, 1 scorekeeper, 1 bat person, and 15 players. No changes to the player roster can be made after it is submitted to the Tournament Office. The bat person cannot be used as a player. **Only roster personnel can be in the dugout.** Team rosters must be turned in to the Tournament Office before the first game. No player can appear on more than one roster.
5. The starting line-ups must be presented to Tower personnel and the opposing team at least 30 minutes before the game. Please be prompt. **The "Official" scorekeepers shall be the home team's scorekeeper with the concurrence of the visiting team's scorekeeper. Scorekeepers, umpires and tower personnel are instructed to confirm scores at the end of each inning.** You must include the player's full name, uniform number, and playing position.
6. The Home Team is determined by a flip of a coin by a Tournament Official and team representatives when both teams arrive. The Home Team will use the third base dugout and the Visiting Team will use the first base dugout. Home team will be the best seed during bracket. Example (Seed 1 vs seed 4) the 1 seed will be the home team.
7. **All teams are to be ready at the scheduled starting time and should be present at least 30 minutes before game time.** There will be no infield practice before games.  
**SPECIAL NOTE: If the game prior to yours ends early we may start yours before its scheduled time.**
8. Game times are as published, unless changed by the Tournament Director. The Tournament Director or Tournament Official will communicate any revisions to the affected Team Managers the tournament schedule will be posted and updated on our website – [www.nlbsa.com](http://www.nlbsa.com).
9. Teams not on the field ready to play at the scheduled starting time (including revisions) shall forfeit the game. Any team that forfeits a game will not be allowed to make up that game. A forfeit will result in a 6-0 score for Little, Minor and Peanut league games, 7-0 for Pony league games.
10. **All players entering the game must be reported to the opposing team's scorekeeper and Tower personnel prior to the first pitch of that inning. If a player has entered the game without being reported, the umpire will be requested to call time-out.** The player will be removed from the game and not allowed to enter until the next half-inning begins. In such cases, the original player will be reinstated.
11. 10 players for Peanut and Minor Leagues and 9 players for Little and Pony Leagues are the proper number of players to field a team. At least 9 players for Peanut and Minor Leagues / 8 players for Little and Pony Leagues; on a submitted and approved roster must be present at the beginning of the game. Failure to field the proper number of players will result in outs for missing spots in the lineup, if this is because of an ejection it will be cause for forfeiture (injuries do not apply). A substitute may not re-enter a game to replace an ejected player. Peanut and Minor Leagues playing with less than 10 players must get approval from the Tournament director.
12. Peanut, Minor, Little and Pony Leagues Extra Player (EP) Rule. A team may use up to (2) Extra Players (EP). A team shall consist of a maximum (11) players for Little and Pony and 12 for Minor and Peanut (as described in rule 11) if the two optional Extra Players are used. EP's must be designated as such in the batting order and official lineup presented to the Scorekeeper before each game. If an EP is used that position must bat the entire game. EP's may be placed into the game defensively at any time without having to be reported to the scorekeeper or umpire.
13. Peanut, Minor, and Little Leagues Substitution Rule. Any starting player that has been removed from the game for a substitute may

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re-enter the game at any time, provided he returns to his original spot in the batting order, and may re-enter the game only once. When a starting player re-enters the game, his substitute must leave the game. A substitute may not re-enter the game except in the case of an injury. A starting player re-entering the game may play any position except pitchers may not re-enter as pitchers. In the case of an injured player (whether that player is an EP or not) a substitute may be used to replace that player. If the team has no substitutes and "out" must be taken for that batted position in the lineup, even if the team is using EP's. A blank spot in the lineup will be counted as an out.

14. Normal length of games: Pool play games will be time limited, the head umpire will be responsible for starting the game timer and will notify both team managers when time has expired and no new innings will be played. Pool play games may end in a tie. Bracket games will play the stated number of innings for each league. If teams are tied after the stated number of innings, international tiebreaker rules will be used in extra innings.

Peanut League	6 innings – no new innings after 1 hour
Minor League	6 innings – no new innings after 1 hour & 15 minutes
Little League	6 innings – no new innings after 1 hour & 30 minutes
Pony League	7 innings – no new innings after 1 hour & 45 minutes

For efficient use of time, please observe the following rules:

- A. Players should hustle on and off the field.
  - B. The catcher should keep shin guards on until entering the on-deck circle.
  - C. Use the courtesy runner for the catcher and pitcher (not pitching machine position). The runner must be a player who is not currently in the game. If a sub is not available the courtesy runner may be the player who has made the last out. The courtesy runner will not be charged with officially entering the game. The courtesy runner may enter regardless of the number of outs. A courtesy runner must enter between at bats (not during a player's plate appearance).
  - D. Do NOT throw the ball after an out is made.
  - E. In Little and Pony Leagues;
    - i. The batter must remain in the batter's box between pitches unless time called, a foul ball is hit, or wild pitch/passed ball is thrown.
    - ii. 5 warm up pitches at the start of the game or when new pitcher enters the game, 3 pitches for the remaining innings.
15. **The Run Rule – Peanut, Minor or Little League only**. A game will end and is an official game when the following is completed:
- A. Time has expired and 3 innings have been completed
  - B. *A game will end when a team leads by 20 runs at any time during the game*
  - C. When a team leads by 12 or more runs after:
    - 3 innings have been completed or
    - 2 1/2 innings have been completed with the Home Team leading in score
  - D. When a team leads by 10 or more runs after:
    - 4 innings have been completed or
    - 3 1/2 innings have been completed with the Home Team leading in score
  - E. When a team leads by 8 or more runs after:
    - 5 innings have been completed or
    - 4 1/2 innings have been completed with the Home Team leading in score

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16. The Run Rule – Pony League. A game will end and is an official game when the following is completed:
  - A. Time has expired and 4 innings have been completed
  - B. *A game will end when a team leads by 20 runs at any time during the game*
  - C. When a Pony League team leads by 12 or more runs after:
    - 4 innings have been completed or
    - 3 1/2 innings have been completed with the Home Team leading in score
  - D. When a Pony League team leads by 10 or more runs after:
    - 5 innings have been completed or
    - 4 1/2 innings have been completed with the Home Team leading in score
  - E. When a Pony League team leads by 8 or more runs after:
    - 6 innings have been completed or
    - 5 1/2 innings have been completed with the Home Team leading in score
17. All tournament games suspended due to weather or darkness will be completed. If the game needs to be suspended due to darkness and/or weather, the Tournament Director will reschedule it for the earliest possible date and time. A suspended game will be continued from the point of suspension. **Each team may use only those players attending the original game and submitted on the starting line-up form. *We strongly recommend that coaches submit lineups that include absent players should games be suspended due to any circumstances! (Example: Game is suspended until the following day)***
18. Delays of games because of weather may last a while before a decision can be made to reschedule the game. Every effort will be made to play the games on the scheduled day. The Tournament Director and/or Tournament Officials will communicate any changes to the Team Managers.
19. Dress Code: Players must be dressed in an appropriate baseball uniform, including hat. **Shoes with metal cleats are allowed in the Pony League except for pitchers while pitching.** Other team personnel: Bathing suits and tank tops are not allowed. While hats are not required, if headwear is worn, it must be a baseball style hat. Shoes are required, and no sandals are allowed. Other team personnel may wear shorts, as long as they are appropriate. Tournament Officials will not allow participants in a game (on the field or in the dugout) that are not properly attired or if they deem their attire inappropriate.
20. Conduct. Foul or abusive language and unsportsmanlike conduct on the field or in the dugout will not be tolerated. The umpires have the responsibility to remove those participants in violation. In cases of severe misconduct, the Tournament Director and/or Tournament Officials may suspend the offending participant for the remainder of the game, plus an additional game. Managers are responsible for the conduct of the team members and the fans. Managers unable to control team members or fans may face forfeiture of the game.
21. Managers only (not players, coaches or fans) may question an umpire's rule interpretation (there will be no challenging of a judgment call). The manager will request a time out and ask for a rules review before the next pitched ball. Rules will be available in each tower. If not so presented, the decision stands.
22. There will be no protested games. Disputes will be handled as outlined. In all leagues, there will be no appeals. The umpires will make the call at the end of the play.
23. All equipment and team personnel must stay in the dugout, except when the coaches and on-deck batter are required to be in their designated positions. The batter/runner is out if they deliberately remove their helmet (head protector) while the ball is live.
24. The ball is considered "live" (even if it hits a pitching machine) unless "time" is called by an umpire or the ball is declared "dead" by an umpire. A request for "time" is not automatic. The umpire must announce, "time" before the ball is considered "dead".
25. In case of an incapacitating injury to any player, "time" may be immediately called by an umpire to tend to the injured player. Once the injured player has been addressed, the umpires will make the necessary base awards.
26. **Seeding for the bracket round will be determined by Team records after Pool Play. Ties will be broken as follows:**
  - A. **Total record**
  - B. **Head-to-head winner (if teams have played each other; if not, go to "C")**
  - C. **Total runs allowed for round robin games**
  - D. **Total runs scored for round robin games**
  - E. **Coin flip**

## PEANUT LEAGUE (additional rules)

1. 10 players will be used on the field, including 4 outfielders and 6 infielders. The outfielders can be stationed anywhere in the outfield grass. The pitcher shall be stationed on either side of the pitching machine. This player must remain on the mound and cannot be

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positioned between the wheel of the machine and home plate until the ball is pitched. Pitcher must wear a caged helmet when playing the pitcher position.

2. **The pitching machine will be used for all games. The machine is "out of play" and any batted or thrown ball that hits the machine will be ruled a "dead" ball. However, if any batted or thrown ball comes to rest in an unsafe position (example: under the machine) the umpire will call dead ball and all base runners advance one base. Tournament Officials are responsible for setting and maintaining the speed of the machine. The machine may be adjusted during the tournament at the discretion of Tournament Officials.** Speed will be set at **42mph from 46ft.**
3. A batter will be allowed THREE (3) STRIKES – as called by the umpire. Pitches outside the strike zone will be called "BALL" only if the batter doesn't swing. There will be no walks of any kind. Hit batsmen will not be awarded first base. Adjustments to the machine will only be made between completed innings – unless a batter receives 4 "BALLS" in an at bat.
4. There is no Infield Fly Rule and no dropped third strike.
5. After each play, the ball is to be immediately returned to the pitcher, who shall then hand the ball to the umpire. Do not throw the ball to the umpire. The ball is in play until this action is complete.
6. No stealing anytime, no runners can advance on passed balls by the catcher.
7. Runners are limited to one base on any overthrow, whether or not it goes out of play.
8. No Fake Bunt Hitting – once batter squares to bunt batter must make attempt to bunt or pull back and take the pitch – umpire will determine if pitch is a ball or strike. The batter cannot square up to bunt, then pull back and have a full swing and connect. This will be an out dead ball and all runners go back to original base.
9. **Play will immediately end when the pitcher has control of the ball and both feet completely within the pitcher's circle. If a batted-ball is first fielded by any defensive player within the pitcher's circle, that defensive player will have the opportunity to make a play on the batter or any other base-runner. However, that defensive player must make an immediate attempt to play on the batter or base runner, or the umpire will stop play. Under no circumstances will play continue after the defensive team has advanced the ball from outside the pitcher's circle to the pitcher completely inside the pitcher's circle.**
10. **A Base runner that has not advanced completely past the "Hash-mark" point to the next base when the Pitcher has POSSESSION OF THE BALL WITHIN THE PITCHER'S CIRCLE (Rule #9) must return to the last base touched. The "Hash-mark" points will be 40' from 1st, 2nd & 3rd bases. EXCEPTIONS: This rule does not apply in "force-out" situations or when the Batter - Base-runner is advancing to first base. In addition, any base-runner will be allowed to advance one base on a batted ball if that base-runner initiates their advancement to the next base prior to the ball being controlled by a defensive player within the circle and if they continue their advancement without stopping or pausing. (This is an Umpires judgment call and not a coach's appeal play).**

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## **MINOR LEAGUE – Machine Pitch (additional rules): see page 6, Rule #2 for Live Pitch pitcher's rule**

1. 10 players will be used on the field, including 4 outfielders and 6 infielders. The outfielders can be stationed anywhere in the outfield grass. The pitcher shall be stationed on either side of the pitching machine. This player must remain on the mound and cannot be positioned between the wheel of the machine and home plate until the ball is pitched. Pitcher must wear a caged helmet when playing the pitcher position.
2. **The pitching machine will be used for all games. The machine is “out of play” and any batted or thrown ball that hits the machine will be ruled a “dead” ball. However, if any batted or thrown ball comes to rest in an unsafe position (example: under the machine) the umpire will call dead ball and all base runners advance one base. Tournament Officials are responsible for setting and maintaining the speed of the machine. The machine may be adjusted during the tournament at the discretion of Tournament Officials.** Speed will be **46mph in Minor division from 46ft.**
3. A batter will be allowed THREE (3) STRIKES as called by the umpire. Pitches outside the strike zone will be called “BALL” only if the batter doesn't swing. There will be no walks of any kind. Hit batsmen will not be awarded first base. Adjustments to the machine will only be made between innings – unless a batter receives 4 “BALLS” in an at bat.
4. There is no Infield Fly Rule and no dropped third strike.
5. After each play, the ball is to be immediately returned to the pitcher, who shall then hand the ball to the umpire. Do not throw the ball to the umpire. The ball is in play until this action is complete.
6. Runners may steal every base *but only after the ball crosses home plate*. If a runner is called for leaving early this will result in a team warning for the first offense, then an out for every other.
7. No Fake Bunt Hitting – once batter squares to bunt batter must make attempt to bunt or pull back and take the pitch – umpire will determine if pitch is a ball or strike. The batter cannot square up to bunt, then pull back and have a full swing. This will be an out dead ball and all runners go back to original base.
8. **Play will immediately end when the pitcher has control of the ball and both feet completely within the pitcher's circle. If a batted-ball is first fielded by a defensive player within the pitcher's circle, that defensive player will have the opportunity to make a play on the batter or any other base-runner. However, that defensive player must make an immediate attempt to play on the batter or base runner, or the umpire will stop play. Under no circumstances will play continue after the defensive team has advanced the ball from outside the pitcher's circle to the pitcher completely inside the pitcher's circle.**
9. **A Base runner that has not advanced completely past the “Hash-mark” point to the next base when the Pitcher has POSSESSION OF THE BALL WITHIN THE PITCHER'S CIRCLE (Rule #8) must return to the last base touched. The “Hash-mark” points will be 40' from 1st, 2nd & 3rd bases. EXCEPTIONS: This rule does not apply in “force-out” situations or when the Batter - Base-runner is advancing to first base. In addition, any base-runner will be allowed to advance one base on a batted ball if that base-runner initiates their advancement to the next base prior to the ball being controlled by a defensive player within the circle and if they continue their advancement without stopping or pausing. (This is an Umpire's judgment call and not a coach's appeal play).**

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## **MINOR LEAGUE – LIVE PITCH, LITTLE LEAGUE AND PONY LEAGUE (additional rules)**

1. Little League Intentional Base on Balls Rule. If a team intends to give a batter an intentional base on balls, the coach of the defensive team shall notify the umpire, and the batter will be awarded 1<sup>st</sup> base. This may be done before pitching to the batter or at any time during the at bat.
2. **Minor and Little League pitchers are limited to 9 connecting outs per game. Once a pitcher has been removed from pitching, he cannot return to pitch in that game.**
3. Pony League pitchers are limited to 21 outs in any two consecutive games (including extra-inning games). Starting pitchers may re-enter as pitcher if removed only once provided they have not pitched their maximum amount of outs.
4. Trips to the mound: a coach or manager can visit a pitcher once per inning or 2 times total without changing pitchers. The 2<sup>nd</sup> visit within an inning or 3<sup>rd</sup> trip for one pitcher total must result in a new pitcher.
5. Bat Restrictions: Peanut, Minor and Little league must use 2 ¼ inch barrel bats. Pony league players must use big barrel bats with a drop of 8 or less. You cannot use Little League bats in Pony league.
6. Little League runners may steal every base *but only after the ball crosses home plate*. **If a runner leaves early this will result in an out. There will be no warning.**
7. Pony League will follow the MHSAA rules relating to leading off and stealing.
8. The Official Little League rulebook will be used except as noted in these Eaton Park General Rules for Peanut League, Minor League and Little League.
9. The M. H. S. A. A. Rule book will be used except as noted in these Eaton Park General Rules for Pony league

ment rules are subject to change by the Tournament Director prior to the start of the tournament. Final interpretation of the rules or conflicting rules will be determined by the Tournament Director.