

# Time Limit: 2 Hours



## Dan Duquette SPORTS ACADEMY 13U-18U TOURNAMENT RULES

**UNIVERSAL** The Dan Duquette Sports Academy will use the **OFFICIAL RULES FOR MAJOR LEAGUE BASEBALL** for all tournament play. Certain *exceptions* include:

**Run Rules** 10 runs after 5 innings for 4.5 innings if the home team is ahead

**DH or EXTRA HITTER** Teams may use either a DH or EH but NOT both. An EH (extra hitter) may be used by a team, but it must be stated before the start of the game. If a team chooses to use the EH, it must use a 10 player lineup for the duration of the game. The EH is treated like any other position in the lineup. If a team is reduced to 9 players for any reason, an out shall be recorded each time that particular position in the batting order comes around. The EH player can enter the field for any position player. In return the position player must either leave the game or become the EH.

There is **NO batting of your entire lineup**. Starting Players are allowed to re-enter 1 time per game.

**ROSTERS** Managers need to have available team rosters and proof of age for players in case of questioning.

**METAL SPIKES** Metal spikes can be used by age divisions 13 and older.

**BAT LIMITS** Players ages 14 and above must use bats which conform to high school length to weight differentials of -3 added. All bats must be BBCOR certified. 13U team will be allowed to bats with 2 5/8" diameter, with no weight restrictions.

**OUT OF PLAY** When attempting to catch a ball going out of play, a player may reach into out of play area, but he must have both feet in play or on the line. If he is straddling the line there is no out recorded. If the player catches the ball in play then carries it out of play the ball becomes dead and any runners on base advance one base.

### **THROWN BALL OUT OF PLAY (unadulterated from Major League Baseball rules)**

- On the first play by an infielder, if the fielder throws the ball out of play (beyond the white boundary lines), then all runners (including the batter-runner) will advance two bases *from their positions at the time of the pitch*.
- On any other play (including, but not limited to, a first play by an outfielder or a second play by an infielder), if the fielder throws the ball out of play (beyond the white boundary lines), then all runners (including the batter-runner) will advance two bases *from their positions at the time of the play in question*. The position of the runners at the time of the play is a judgment call by the umpire(s).

**INTENTIONAL CONTACT** There is no intentional contact allowed. Take out slides are not allowed at second base runners must slide into the base, and runners are not allowed to attempt to run over the catcher.

**GAME TIME LIMITS** Games are scheduled for 7 innings. No new inning can start after time has expired, except in the case of a tie. In the case of a tie, the game continues until one team wins. The discretion of the tournament director can be used in situations where game time limits are under question. The 16 and under tournament will use a game time limit of 2 hours for all pool play and playoff games. The Championship Game will be the only game with no time limit.

**EJECTIONS** If any manager, coach, player, or fan is ejected from the game, they must leave the park and cannot return until the next scheduled game. If they are ejected a second time they will not be able to return until the end of the tournament. Failure to abide by this rule will result in forfeiture of the game.

**COMPLETE AND SUSPENDED GAMES** A game shall be considered complete after 5 innings (4½ if home team is ahead) if the umpire or tournament director due to bad weather or other uncontrollable conditions calls it.

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**DUGOUTS** Teams are responsible for **CLEANING** up their dugout at the conclusion of the game.

**INFIELD PRACTICE** No infield practice allowed before games. Warm-ups shall be done in the outfield grass.

**LINE-UPS** The manager shall prepare 2 copies of their line-up with names, number, position playing, and substitutes before the game. Copies shall be given to the umpire and opposing manager. If a player is omitted from the line-up card, they shall not be permitted to play that game only.

**PITCHING LIMITS** There are no pitching limits other than those according to Major Leaguer Baseball rules. Any pitcher removed from the mound by the second visit by the manager in the same inning will not be allowed to return to pitch that particular game.

**DISORDERLY CONDUCT** Any disorderly behavior, threat, or act of violence shall result in removal and arrest of the responsible individual(s). Security personnel shall remove any person that is intoxicated from the grounds. Any person that is removed for these reasons shall not be allowed to return for the remainder of the tournament and no refunds will be given.

**FIGHTING** If any manager, coach, player, or fan is involved in any fighting, they will be ejected from participating in the rest of the tournament. If a second occurrence takes place by anyone associated with that team, the entire team will be removed from the tournament.

**TOBACCO** The use of tobacco products on the field or in the dugout is prohibited.

**TOURNAMENT MODIFICATIONS** The Tournament Directors have the right to change tournament arrangements in order to finish the tournament.

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**TIE BREAKERS** In the event teams are tied by overall record, the winners will be decided by: 1) Head to head 2) Total Runs Allowed (Lesser amount is the winner) 3) Total Runs scored 4) Coin Flip