

## 2016 NJB Invitational

### Tournament Rules (9 & 10-year-olds, 46/60)

1. Games shall be six (6) innings or last for one hour and forty-five minutes (1:45), whichever comes first. An inning begins with the last out of the previous inning. Once an inning begins, it will be completed even if time expires. Pool play games may end in a tie. Bracket games will not be subject to a time limit. During a weather delay, the game clock will be paused.
2. A 10 run rule after 3 ½ (home team leading) or 4 innings will be used.
3. There will be no run limit per inning.
4. Valid roster options are (A team may use either, but only one, option during a game.):
  - Bat the roster with free substitutions
  - Standard 9-player line-up (bat nine, play nine)
  - Extra Hitter (EH) option (bat 10 players with free defensive substitution)..
5. The maximum number of players on the roster is 15 and no player may be on more than one NJB tournament roster in one weekend.
6. All players must be born on or after the following dates:
  - 9U: May 1<sup>st</sup>, 2006
  - 10U: May 1<sup>st</sup>, 2005
7. A pitcher cannot pitch more than 6 innings in 2 successive games with a maximum of 6 innings per day.
8. One pitch during an inning constitutes one inning.
9. A pitcher may not snap the wrist or elbow to induce unnatural rotation of the baseball; e.g. curveball, slider, screwball. Any such pitch shall be considered an illegal pitch.
10. Once a pitcher is removed from the mound, he may not return as the pitcher during that game.
11. A manager or coach can make only one trip to the mound in one inning; on the 2nd trip the pitcher must be removed.
12. Anyone warming up a pitcher, including coaches, at any location shall wear a mask. A throat protector is considered part of the catcher's mask.

13. A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting the ball. Penalty: Batter is out, the ball is dead, no runners may advance.
14. Each manager or coach must fill out and sign a pitching form after each game.
15. Games in which an ineligible pitcher has been used will result in a forfeit of that game.
16. The bat may not exceed 33" in length, and the bat barrel may not exceed 2 ¼" in diameter. Only 2 ¼" barrel non-wood bats marked BPF 1.15 will be allowed. Wood 2 ¼" barrel bats are allowed.
  - If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.
  - A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
  - Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.
17. Base runners may not leave the base until the ball reaches the plate.
18. There will be no balks.
19. Infield fly rule will be in effect.
20. A verbal appeal from a player must be made on a missed base or when a runner leaves early on a tag up. Appeals must be made with time in. Play is live during an appeal. With multiple runners, the player must designate which runner and the infraction (i.e. missed 2nd base) to the proper umpire.
21. A courtesy runner may be used for the catcher after there are two outs in an inning. The courtesy runner must be the player who made the previous (2nd out of the inning) out. The runner being replaced must catch the next inning. The intent of this rule is to allow the catcher to get ready and speed-up the time between innings.
22. All protests will be resolved before the continuation of play.
23. Managers, coaches and players that are ejected from a game will be suspended from the next game. The player will be allowed to be in the dugout with his teammates. The manager/coach will not be allowed in the dugout or the playing field area and is not allowed to participate in the game.
24. No soft toss into any fence.
25. Warm up in designated areas only, not in-between fields.
26. Home team will occupy 3rd base dugout.

27. There will be no infield practice prior to games.

28. Pool play standings will be determined as follows:

1. WIN - LOSS RECORD
2. RESULTS OF HEAD-TO-HEAD COMPETITION
3. FEWEST RUNS GIVEN UP

Note: In the event of a three way tie, all three teams shall complete criterion #3 to determine seeding. If, after completing criterion #3, the three way tie has been broken and a two way tie still remains (i.e. two teams gave up the same number of runs), the two teams remaining tied will revert back to criterion #2 to break the two-way tie. If all three teams gave up a different number of runs, no tie exists and all teams shall be seeded at criterion #3. If all three teams gave up the same number of runs, proceed to criterion #4.

4. RUN DIFFERENTIAL WITH A MAXIMUM OF 10 PER GAME
5. COIN TOSS

29. During elimination play, the home team will be the higher seeded team. In games where same seeded teams play, a coin toss will be used to determine the home team.

30. An ejected manager must leave the facility and will have a 1 game suspension (next scheduled game). A second violation will result in tournament suspension.

31. In the event of adverse weather, NJB will make a reasonable effort to reschedule games and honor a three game guarantee. NJB reserves the right to reschedule semi-final and championship games to Monday. If the tournament schedule cannot be completed on Monday, the Tournament Director will award the championship and runner-up based on pool play seedings, including tie-breakers, of remaining teams according to the bracket.

32. The playing of music in the vicinity of any field before, after, or during games is strictly prohibited.

33. Only team coolers are allowed in the park. Grills are not allowed in the park or in the parking lot.

34. Per Parks Department rules, no RV's or overnight camping is allowed in the park or parking lot.

35. All other rules – Cal Ripken rules apply