

2018 Bill Sturm Memorial Tournament

13U Division | Roster Eligibility/General and Age-Specific Tournament Rules

Team and Player Eligibility	
Age Cut Off	Age cut-off date is May 1, 2018. <i>13U</i> : Players must be 13 years old or younger as of April 30, 2018.
Roster Information	Coaches are required to carry at all times birth certificate copies as proof of age in the event of challenge during tournament.
Insurance Requirements	Each team must provide insurance or signed waiver before their first game. No team will be allowed to play their first game until insurance or the waiver form is received.
Number of Players	Teams must consist of no more than (13) players.
Refund Policy	Teams will be scheduled for a minimum of four (4) games. If a team plays no games because of weather-related cancellations, it will receive a refund of \$300. If a team plays only one (1) game because of weather-related cancellations, it will receive a refund of \$200. If a team plays two or more games, it will not receive any refund.
Sportsmanship and Park Policies	
Team & Fan Conduct	The team manager is responsible for the conduct of his coaches, players and fans. Foul language by players, coaches, or fans will not be tolerated. Good sportsmanship must be displayed at all times. A warning will be given for any inappropriate behavior. In conjunction with a warning, an umpire or tournament representative has the discretion to remove one or more individuals (coaches, players, and fans) from the grounds. A team may be forced to forfeit a game and/or the tournament for repeated violations of conduct.
Park Policies	<ul style="list-style-type: none"> ✓ There is no smoking on the diamonds or in the dugouts or anywhere in the park. ✓ No pets are allowed in the park. ✓ No alcoholic beverages are permitted in the park.
Game Preliminaries	
Rules	NFHS (High School) rules and regulations apply. However, exceptions have been noted below. Be sure to consult rule deviations notated in this document.
Home Team Designation	<i>For Pool Play games</i> : Home team designation will be determined by the flip of a coin. <i>For bracket games</i> : Home team designation is awarded to the team with the higher seed.
Umpires	Tournament plans are to provide two (2) umpires for all pool play and elimination games.
Field Dimensions	Bases are to be ninety (90) feet apart. Infield is ninety (90) feet square. The pitcher's mound rubber is to be sixty (60) feet to the back edge of home plate.
Time Limit	A 1 hour 30 minute time limit is in effect for all pool games. A 1 hour 45 minute time limit is in effect for all bracket games. There will be no time limit on the championship game. A new inning cannot start after the time limit has expired.



Game Starting Times/ Grace Period	<ul style="list-style-type: none"> ✓ Home team designation will be determined by the flip of a coin before each game. To ensure games start on time, teams should be at the diamonds at least thirty (30) minutes prior to the scheduled game time. No grace period will be extended after the scheduled start of the game. If, after this period of time has expired, a team has not shown itself ready to play, then the game will be forfeited. ✓ Home team keeps the official scorebook. The game start time called out by the umpire. ✓ In the event of forfeiture, the official recorded score will be 6 to 0.
Uniform Requirements	Each player must wear a team uniform. Every batter MUST wear a helmet. Catchers MUST wear a throat guard and protective cup.
Cleats & Attire	Metal cleats are allowed. No jewelry or earrings may be worn during any game.
Team Protocol	When a team is at bat, all players are to be in the dugout except the batter at the plate, the on-deck batter and a pitcher in warm-up area.
Bat Size Requirements	<ul style="list-style-type: none"> ✓ Composite bats with <u>USABat</u>, BPF 1.15 or BBCOR .50 certification are allowed. ✓ The maximum bat size allowed is a 2-3/4 inch barrel. Bat lengths are not to exceed 34 inches. ✓ Players must use a drop-3 measurement bat. ✓ Any player found using a bat that does not meet these requirements will be called out on its first use and a team warning will be issued. A second violation from any player on the same team will result in a player ejection.
Batting Order	You may use a “bat-through” batting order or a 9 or 10 player batting order. Those are the only options. No DH will be allowed. If the “bat-through” batting order is chosen, the entire roster must be in the line-up at the beginning and at the end of the game. The only exception is for an injury prohibiting a player from batting. If “bat-through” batting order is used and if an injured player cannot bat, there will be no automatic out as long as there are still nine (9) players still in the lineup. Once a player is removed from the continuous line-up due to injury, that player may not bat or play in the field for the rest of that game. If using an EH, that player is only an Extra Hitter and may NOT play in the field unless a team is down to 8 players. If using the “bat-through” batting order and a player arrives late to a game, he may be added to the bottom of the lineup.
Mercy Rule	Games will consist of seven (7) innings. However, a mercy rule consisting of 15 runs after three (3) innings or 10 runs after four (4) or 8 runs after five (5) innings will apply, and the team that is leading will be declared the winner.
Game Completion Requirements	A minimum of four (4) innings played, (3-1/2 if the home team is ahead) will constitute a complete game. If a game is stopped before three (3) innings have been completed, the tournament director reserves the right to award a winner or suspend the game and continue at a later time. If a game is suspended and played later or on another day, the game will be continued from where it left off when play is resumed, even if the game is resumed on a different day.
Judgment Calls/ No Protested Games	Judgment calls by the umpire may not be protested or argued. Protests of a rules interpretation are allowed and will be settled by the tournament representative at the time of the dispute and will be final. Any protest not lodged before the next pitch is thrown after the time of the issue in question will not be allowed and play will continue.
Ejections	Any fan, player, coach or manager ejected from a game will be suspended for the remainder of the tournament and will be required to leave the playing field and surrounding areas.
Tie Game in Pool Play	If a pool game is tied and they are still under the time limit, play continues. If it is a tie and the time limit has passed, the game is recorded as a tie. Bracket games will be played until a winner is determined. If the seven-inning game is completed and the score is tied, then the California tie breaker rule will apply. Each team will start their at bat with no outs and a runner on 2nd base. The runner on 2nd base will be the player who is the last available batter. For the championship game, no time limits. Play until a winner is determined.

Tie Breaker	<p>Tie breaker is broken down as follows:</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">1. Record</td> <td style="width: 50%;">4. Runs differential</td> </tr> <tr> <td>2. Head to Head</td> <td>5. Run scored</td> </tr> <tr> <td>3. Fewest runs allowed</td> <td>6. Coin toss</td> </tr> </table>	1. Record	4. Runs differential	2. Head to Head	5. Run scored	3. Fewest runs allowed	6. Coin toss
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Game Rules							
Pitcher Rules	<ul style="list-style-type: none"> ✓ A pitcher may pitch no more than seven (7) innings during any day of the tournament. A pitcher may not pitch more than twelve (12) innings in the tournament, including both pool play and championship round games. ✓ A manager or coach may only go to the mound to meet with the pitcher once in a single inning. A manager or coach must remove the pitcher from that position on a second trip to the mound in a single inning. ✓ Only the starting pitcher may come back and pitch again one time for the same game. No relief pitcher may come back and pitch in the same game once removed. 						
Intentional Walks	A team must pitch an intentional walk if it wishes to place a batter on 1st base.						
Infield Fly	Infield fly rule will apply.						
Dropped 3rd Strike	The dropped third strike rule will apply.						
Automatic Outs	Coaches may not touch or assist a player between the bases during a play. This is an automatic out.						
Head-First Slides	Head first slides are permitted.						
Courtesy Runner	A team may substitute a courtesy runner for the pitcher or catcher on base with two outs. This applies to the pitcher and catcher who will play those positions in the following inning. A pitcher must pitch to at least one batter until batter reaches base or an out is recorded, and the catcher must catch the entire inning, unless injured.						
Overthrows	Overthrows that land in out of play territory shall result in the base runner(s) advancing two (2) bases from the time the ball was thrown.						
Close Plays	On close plays at any base, baserunners must make an attempt to avoid contact when a tag is waiting. Malicious contact will not be allowed and will result in an ejection.						
Minimum Number of Players, Player Injury	<p>The minimum number of players to start and finish a game is eight (8). There will be an automatic out in the ninth batting position.</p> <p>Any player that is removed from the game, for any reason, will not have his/her place in the batting order result in an automatic out, unless this leaves the team with less than nine (9) players. Each batter following a removed player will move up in the batting order. All players present shall be in the batting order and must bat in order for that game.</p>						
Injured Baserunner	Any runner sustaining an injury while running will be replaced on base by the last available batter. The player replaced may re-enter the game.						
Speed Up Rule	When your team is batting and a passed ball with no runners on or a foul ball occurs, the on deck batter will retrieve the ball.						
Balks	The balk rule will apply. Pitchers will <u>not</u> receive a warning before a balk is called.						