

# B.H.Y.B. CAL RIPKEN 10U AND 12U TOURNAMENT

Regional Athletic Complex, Lacey, WA

June 8 – 9, 2019

Cost: \$500 per team



**CIRCLE ONE: 10U (46x60) 12U (50x70)**

Team Name:	
League Affiliation:	
Contact Name:	
Home Phone:	
Cell Phone:	
Email Address:	

**4 GAME  
GUARANTEE**

**AWARDS**

**TURF INFIELDS**

**WE SUPPLY BALLS**

Make checks payable to **BHYB**

Mail checks and registration form to:

**Black Hills Youth Baseball**  
PO Box 5083 Lacey, WA, 98509-5083

[COMPLETE LIST OF RULES AT WWW.BHYB.ORG](http://WWW.BHYB.ORG)



# *2019 BHYB 12U Tournament Rules*

## **COMPLEX RULES**

- **NO PETS OR OTHER ANIMALS ALLOWED IN THE BASEBALL COMPLEX AT ANY TIME.**
- **NO SMOKING OR ALCOHOL ALLOWED INSIDE THE COMPLEX OR PARKING LOTS.**

## **INSURANCE**

Check with your league to be sure your team is covered. BHYB insurance does not cover visiting teams participating in the tournament.

## **PARKING**

The complex has two parking lots: one to the North (paved) and one to the South (gravel). Please obey all parking signs and pavement markings. Illegally parked vehicles will be towed at the owner's expense. The RAC does allow overnight camping in motor homes. Limited electrical hooks-ups are available and campers must be self contained.

## **CHECK-IN / Gate Fees**

Upon arrival, coaches **must** check-in at the tournament office, which is located in the center of the complex. This **must** be done prior to playing in your first game. Please have a completed roster upon check-in as well. The roster should include first and last names for all players and coaches, uniform number and birthdates for players.

## **EQUIPMENT**

- **Uniforms:** All players must be fully uniformed, which includes the following: Pants, socks, cap and team shirt with numbers that are non-duplicating, (coaches may wear coaches shorts, and matching shirts and are encouraged to wear their matching team hat). Players may not wear jewelry of any kind, including necklaces. Religious and Medical Alert bracelets are allowed provided they are taped down.
- **Bats:** ONLY USA stamped bats are permitted
- **Metal Spikes:** Metal spikes are prohibited. Cleats shall be molded rubber or plastic.
- **Batting Helmet:** A full use batting helmet which covers the top and back of the head and the side of the face must be worn by every player while in the on deck circle, when at bat, while on the bases and while leaving the field of play. All bat boys/girls will wear full-use batting helmets when their team is at bat.
- **Catchers Gear:** The catcher must wear all appropriate protective gear, which includes: a protective helmet/mask that fully covers ears, chest protector, shin guards, protective cup, and throat guard.

## **USE OF THE PARK**

- **No soft toss** into the chain link fences is allowed.
- **Teams may warm up** in the outfield grass before their game if time permits. No infield warm up is allowed prior to the game.

## **GAME RULES**

### **General**

- **Playing rules** not specifically covered below shall follow the 2018 rules for Babe Ruth League, Inc.
- **Slug Bunts:** ARE NOT ALLOWED. The batter shall be called out if he turns to bunt and then swings away.
- **Trips to the Mound:** A pitcher must be removed from the mound upon the second visit by any coach in the same inning. If a coach calls time and crosses the foul line to confer with any player, this shall be considered a trip to the mound for that inning. Inning starts officially with the first pitch of the inning. Coach may cross foul line and confer with players prior to first pitch without penalty.
- **Courtesy Runner:** Only for Pitchers and Catchers, Courtesy runner will be last out recorded
- **Contact Rule:** If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. This is a judgment call and the umpire's judgment is final. If this rule is enacted the offender is ejected, the ball is dead and all runners must return to the last based touched at the time of the collision. Players may slide, jump over, or go around the catcher to avoid contact. Non-malicious contact can occur.
- **Thrown Bat:** A player judged by the umpire as throwing the bat after successfully hitting the ball will be warned once. Any further instance by any player on the same team, even if it is that players 1st offense, will be counted as an out.
- **Lead-Off / Stealing 70-FT Format:** When a pitcher is on the mound, in contact with the rubber, in possession of the ball, catcher is behind the plate in position to receive a pitch, base runners are allowed to lead off and steal bases at their own risk. At any time the pitcher is not on the mound with his/her foot on the rubber, the catcher is not in a down and ready position to receive a pitch, and time has not been called on the field by the umpire, runners may advance at their own risk.
- **Balks:** Balks can be called. Runners will advance one base upon a called balk by the umpire.
- **Intentional Walk:** Can be issued at the opposing managers request. No pitches need to be thrown.
- **Sportsmanship:** All players and coaches will be expected to behave in a sportsmanlike manner at all times. Noisemakers of any type will not be allowed. Razzing, heckling, chanting, or making disparaging remarks towards opponents in any manner is prohibited, especially while the pitcher is delivering a pitch. Any player, coach, or parent/fan whose conduct is unbecoming or abusive will at minimum be warned and may be removed from the playing field or stands at the discretion of the tournament committee or the umpires. Unsportsmanlike behavior by anyone associated with your team may influence future invitations for participation in BHYB tournaments. **Coaches: YOU are responsible for the behavior of your fans.**
- **Ejections:** Any manager, coach, player or fan ejected from the game must leave the park and may not return for any reason until the next scheduled game. If the same person is ejected for a second time, he or she will not be allowed into the park for the remainder of the tournament. Failure to comply with this rule will result in forfeiture of the game. Foul or abusive language by any player, coach or fan will not be tolerated under any circumstances and will result in an automatic ejection. Cursing or throwing equipment in anger will be an automatic ejection from the game.
- **Protests:** Umpires will work to settle all problems on the field. Protests will be allowed for pitching violations or rule interpretations only. Protests must be declared to the umpire and the tournament committee or the Umpire-in-Chief before the next pitch following the dispute. No protest will be allowed following the game except for pitching violations; rule interpretations will be settled on the field. The tournament committee and head umpire will rule on all protests and their decision will be final.

**Game Record:** The official scoring and pitching record will be maintained by a tournament worker for each game. These records **must** be agreed upon and signed by **both** coaches immediately following the game. Once signed, they should be returned to the tournament worker who will submit them to the tournament statistician and it will become the official record of the game score and innings pitched by pitcher. Please check the game record carefully and settle any discrepancies with the opposing manager before leaving the field. Discrepancies in pitching should be reported to the tournament committee as soon as possible.

### Starting and Ending a Game

- **Home Team:** The home team during pool or round robin play will be decided by a coin flip with the umpire during the meeting at home plate. In bracket play, the higher seeded team shall be considered the home team.
- **Dugouts:** There is no distinction between Home and Visitor based on dugouts. Choice of dugouts shall be on a first come-first serve basis. Teams must pick up trash and debris in the dugout before departure from all games.
- **Suspended / Complete Games:** A game shall be ruled as official and complete if it is called by umpires or the tournament committee due to rain, inclement weather, or other reasons beyond our control, provided 4 innings have been completed. If four innings have not been completed, the game shall be suspended and resumed from that point when safe play can be resumed.
- **Time Limits: No new inning will start after 1-hour and 45 minutes.** In the event of a tie game after the 1-hour and 45-minute time limit, the Kansas City tiebreaker will be in effect.  
*Note: There will be no time limit or Kansas City Tie-breaker for Championship games only.*
- **10-Run Rule:** If the home team has a 10 run lead at the end of 3 ½ innings or if the visitor is ahead by 10 runs after 4 complete innings, the game shall be terminated.  
*Note: There shall be no 10-run rule in the championship game, however the losing team may invoke the 10-run rule if desired.*
- **Length of Game:** Pool games shall be 6 innings, unless called by time limit or the 10-Run Rule. Games tied after 6 completed innings will go into Kansas City Tie-breaker.
- **Tie Breakers:** The following tie breakers (listed in order of priority) will determine final seeding:
  1. **WIN-LOSS RECORD**
  2. **HEAD TO HEAD** (if all teams tied did not play each other an equal number of times, skip to #3)
  3. **FEWEST # OF RUNS ALLOWED**
  4. **RUN DIFFERENTIAL BETWEEN ALLOWED AND SCORED (Greater differential = higher seed)**
  5. **COIN TOSS FOR 2 TEAMS, BLIND DRAW FOR 3 OR MORE**

## Substitution and Re-entry

- Re-entry Rule:** Any of the nine starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the line-up. When a starter re-enters, the substitute player must be taken out and may not re-enter during the remainder of that game. If a team is caught with an illegal substitution it shall be treated in the same manner as a player batting out of order:
  - If the illegal substitution is caught before the illegal player comes to bat, the proper player will be inserted into the line-up.
  - If the illegal substitution is caught after the illegal player comes to bat, but before a pitch is thrown to the following batter, the illegal player is out and the proper player will be inserted into the line-up following batting out of order rules.
  - If the illegal substitution is caught after the illegal player comes to bat and after a pitch has been thrown to the following batter, the illegal substitution and player is now considered legal.
- Loss of a Player:** In the event of a disabling injury, and all eligible substitutes have already entered the game, an already used player must be selected as a replacement by the opposing manager. **The injured player may not re-enter any time during the remainder of that game.** If a team loses a player due to ejection after all eligible substitutes have entered the game, that team may finish the game with eight players. The ejected player will be called out when his position in the batting order comes up.
- Extra Hitter (EH):** In all age divisions an extra hitter (EH) will be allowed. This will give a team a 10-player line-up, which must be declared before the start of the game and used the remainder of the game. **If a team has no substitutes available and is unable to continue a 10-player line-up for any reason, that slot will be an out.** The player in the EH position, while not actually playing a defensive position, will be treated as though they are for substitution purposes. The re-entry rule applies for the EH. *(Example: Bill is the EH and batting 4<sup>th</sup>. John is the catcher and batting 7<sup>th</sup>. Bill can become the catcher and John the EH. Both players would remain in their original batting order. All players can move freely in defensive positions-the EH is considered a defensive position.)*
- Free Substitution:** Teams desiring to bat their entire lineup must declare so before the start of the game. Once the full team batting order has been established it must continue for the duration of the game. **Any player unable to bat in their designated spot for any reason during the game shall be called out and the next player in the order shall come to bat.** Teams batting their entire lineup are not subject to the re-entry rules and shall be allowed to freely substitute defensively. Teams batting the lineup are subject to the pitching limitations.

## Pitchers

- There are no limitations on the number of innings a pitcher may pitch in a tournament game. However, the following pitch count limitations are in effect.

AGE	DAILY MAX (PITCHES IN DAY)	REST PERIOD		
		0 DAYS	1 DAYS	2 DAYS
12	85	1 - 40	41 - 65	66+

- Pitchers may exceed the daily max if the max comes in the middle of an at-bat.

\*\*\*\*THE PENALTY FOR VIOLATION OF PITCHING LIMITATIONS WILL RESULT IN FORFEITURE OF THE GAME.

# *2019 BHYB 10U Tournament Rules*

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## **INSURANCE**

Check with your league to be sure your team is covered. BHYB insurance does not cover visiting teams participating in the tournament.

## **PARKING**

The complex has two parking lots: one to the North (paved) and one to the South (gravel). Please obey all parking signs and pavement markings. Illegally parked vehicles will be towed at the owner's expense. The RAC does allow overnight camping in motor homes. Limited electrical hooks-ups are available and campers must be self-contained.

## **CHECK-IN**

Upon arrival, coaches **must** check-in at the tournament office, which is located in the center of the complex. This **must** be done prior to playing in your first game. Please have a completed roster upon check-in as well. The roster should include first and last names for all players and coaches, uniform number and birthdates for players.

## **EQUIPMENT**

- **Uniforms:** All players must be fully uniformed, which includes the following: Pants, socks, cap and team shirt with numbers that are non-duplicating, (coaches may wear coaches shorts, and matching shirts and are encouraged to wear their matching team hat). Players may not wear jewelry of any kind, including necklaces. Religious and Medical Alert bracelets are allowed provided they are taped down.
- **Bat Diameter:** ONLY USA stamped bats are permitted
- **Metal Spikes:** Metal spikes are prohibited. Cleats shall be molded rubber or plastic.
- **Batting Helmet:** A full use batting helmet which covers the top and back of the head and the side of the face must be worn by every player while in the on deck circle, when at bat, while on the bases and while leaving the field of play. All bat boys/girls will wear full-use batting helmets when their team is at bat.
- **Catchers Gear:** The catcher must wear all appropriate protective gear, which includes: a protective helmet/mask that fully covers ears, chest protector, shin guards, protective cup, and throat guard.

## **USE OF THE PARK**

- **No soft toss** into the chain link fences is allowed.
- **Teams may warm up** in the outfield grass before their game if time permits. No infield warm up is allowed prior to the game.

## **GAME RULES**

### **General**

- **Playing rules** not specifically covered below shall follow the 2015 rules for Babe Ruth League, Inc.
- **Slug Bunts:** ARE NOT ALLOWED. The batter shall be called out if he turns to bunt and then swings away.
- **Trips to the Mound:** A pitcher must be removed from the mound upon the second visit by any coach in the same inning. If a coach calls time and crosses the foul line to confer with any player, this shall be considered a trip to the mound for that inning. Inning starts officially with the first pitch of the inning. Coach may cross foul line and confer with players prior to first pitch without penalty.
- **Courtesy Runner:** Only for Pitchers and Catchers, Courtesy runner will be last out recorded
- **Contact Rule:** If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. This is a judgment call and the umpire's judgment is final. If this rule is enacted the offender is ejected, the ball is dead and all runners must return to the last based touched at the time of the collision. Players may slide, jump over, or go around the catcher to avoid contact. Non-malicious contact can occur.
- **Thrown Bat:** A player judged by the umpire as throwing the bat after successfully hitting the ball will be warned once. Any further instance by any player on the same team, even if it is that players 1st offense, will be counted as an out.
- **Lead-Off / Stealing 60-FT Format:** When a pitcher is on the mound, in contact with the rubber, in possession of the ball, and the catcher is behind the plate in position to receive a pitch, base runners are not allowed to leave the base until the ball has been delivered and has reached the plate. At any time the pitcher is not on the mound with his/her foot on the rubber, the catcher is not in a down and ready position to receive a pitch, and the umpire has not called time on the field, runners may advance at their own risk.
- **Intentional Walk:** There must be an exchange between the pitcher and catcher. The catcher has to start out in the catcher's area with arm extended.
- **Sportsmanship:** All players and coaches will be expected to behave in a sportsmanlike manner at all times. Noisemakers of any type will not be allowed. Razzing, heckling, chanting, or making disparaging remarks towards opponents in any manner is prohibited, especially while the pitcher is delivering a pitch. Any player, coach, or parent/fan whose conduct is unbecoming or abusive will at minimum be warned and may be removed from the playing field or stands at the discretion of the tournament committee or the umpires. Unsportsmanlike behavior by anyone associated with your team may influence future invitations for participation in BHYB tournaments. **Coaches: YOU are responsible for the behavior of your fans.**

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  5. **COIN TOSS FOR 2 TEAMS, BLIND DRAW FOR 3 OR MORE**



### Substitution and Re-entry

- All teams shall bat their entire roster and practice free substitution. **Teams are not allowed to lead off. Balks and dropped 3<sup>rd</sup> strikes do not apply.**
- **Free Substitution:** Teams will bat entire line-up and once the full team batting order has been established it must continue for the duration of the game. **Any player unable to bat in their designated spot for any reason during the game shall be called out and the next player in the order shall come to bat.**
- **Loss of a Player:** In the event of a disabling injury, and all eligible substitutes have already entered the game, an already used player must be selected as a replacement by the opposing manager. **The injured player may not re- enter any time during the remainder of that game.** If a team loses a player due to ejection after all eligible substitutes have entered the game, that team may finish the game with eight players. The ejected player will be called out when his position in the batting order comes up.
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10	75	1 - 40	41 - 65	66+

- Pitchers may exceed the daily max if the max comes in the middle of an at-bat.

**\*\*\*\*THE PENALTY FOR VIOLATION OF PITCHING LIMITATIONS WILL RESULT IN FORFIETURE OF THE GAME.**