

## **Mentor Baseball League Tournament Rules**

The rules stated here and then the Official High School Rules are in effect. The Mentor Baseball League reserves the right to modify rules prior to the start and during the tournament if any item is misrepresented within this document.

The tournament director or his/her appointed representative (e.g., umpires) shall be the sole judge as to the playing condition of the field and are responsible to make a decision for a called game and termination of play.

Age requirements prior to May 1st (Must be of Age on April 30th)

A roster with player's first name, last name, address, and birth date and phone number must be available for review upon request. Have birth certificates available at all times in case questions arise.

All players on a team must be listed on their roster.

There will be 14 awards per team for first and second place in each division.

Teams shall be at field 30 minutes before the scheduled game time. If a team cannot field a team at scheduled start time, they shall forfeit. The Mentor Baseball League reserves the right to extend the 15- minute grace period for teams participating in other baseball events. Obviously, forfeit does not apply when delay of arrival is due to our own tournament.

There will be no infield practice.

Home teams decided by flip of coin in all games, excluding semi-final and final games {highest seed will be Home Team}

No protests are allowed. Any Team that Forfeits CAN NOT Advance to the Championship Round

The "Additional Hitter" will be the 10th batter in the game and may bat anywhere in the lineup. The AH is optional in all divisions. The AH can be substituted for and the re-entry rule will apply. The AH substitution shall be handled like any other position in the line-up: the AH can play the field. ROSTER BATTING is Permitted

If a player arrives late, player may be placed in 10th position in the lineup. NOTE: 14U, 15U, 16U, 17U, & 18U divisions may use the DH {Designated Hitter}, as well.

Speed-Up Rule: Teams may use a courtesy runner for both the pitcher and the catcher of the previous inning ANYTIME The runner must be someone not presently in game - if none available, last batted out.

Run Rule: 12 after 4 and 10 after 5 in all divisions

Pitching Rules: 1 Pitch equals 1 Inning ... {Does not include Warm-ups} 14U 5 innings per game, 15U & Above Unlimited · Once pitcher leaves pitching position for one pitch he cannot return as a pitcher during that game. If a Pitcher returns to the mound "illegally" – correct the wrong at that time – NO PENALTY!

Metal Cleats – 13U and above only

Tie Breakers: 1. Head to Head 2. Least Runs Surrendered 3. If a Forfeit is involved we will Average Runs Allowed per Game Played 4. Most Runs Scored {max 8 per game} - \* If a Forfeit is involved we will Average Runs Scored per Game Played 5. Coin Toss

Bat Restrictions: None {Exceptions, 14U is – 5, 15U & Above – BBCOR and - 3 HS Rule in force}

Avoiding contact will be in effect on all close plays at the plate. Umpires discretion on whether a slide is appropriate. A flagrant attempt to barrel the fielder covering plate will result in automatic out and ejection from the game.

Profanity or misconduct by a player, coach or manager will not be tolerated and may result in his

or her ejection from the game and dismissal from the tournament.

Forfeits are recorded as 7-0 ... See Special Rule for Tie Breakers

Rain out policies: In the event of bad weather, the tournament director and The Mentor Baseball League reserve the right to modify and complete the tournament the following weekend or any other date we deem appropriate without a refund. In the event the tourney is cancelled due to weather, the following refund will be in effect:

0 games played 75 % refund

1 game played 50 % refund

2 games played 0 refund

All games are on a 2-hour time limit; no inning can start after 2 hours: Except for Semi-Final and Championship Games.

Tie Games in Pool Play Only.