



TOURNAMENT RULES & PROCEDURES

Stafford Baseball League would like to welcome you to our tournaments. These events will be held in Stafford County, Virginia, and hosted at our beautiful facilities that include Chichester Park and SmithLake Park.

All paperwork must be turned in prior to your first game or you will forfeit registration fee.

Smoking is NOT ALLOWED within one hundred and fifty (150') feet of any field in use.

Check in: Tournament Director will have a table on site(s) for check in throughout the first day of the tournament.

Roster: Each team must turn in their official roster at check in with proof of age on hand if challenged (birth certificate). Roster is limited to 18 players per team and cannot be modified after check in. Birth certificates WILL NOT be collected, only verified in case(s) of challenge.

Coaches: Teams are limited to four (4) identified coaches in the dugout.

Insurance: All teams are required to have their own insurance and must produce a copy for the tournament director at each location to keep at check in. NOT EXCEPTIONS.

Baseballs: Teams to provide 2 new and 1 used (in good condition) per game to the umpire prior to the start of the game.

Bats: All bats must be USA Baseball or USSSA 1.15 BPF approved (big barrel bats are allowed). BBCOR and Wood bats are allowed for 13U.

The following bats are banned from competition in all of our events: [Click here for list.](#)

Uniforms: All players are required to be in the same uniform with matching number of the official roster that is turned in. Managers and coaches are not required to be in full uniform, but are expected to be dressed appropriately if they will be on the field. No sandals or flip-flops.

Regulation Game/Suspended Games: Home team will be determined by coin flip in pool play, higher seed is home during bracket play. All tournament games will have a one hour and forty five minute (1:45) time limit. No new inning will be started if the time limit has been reached. If a pool play or consolation game is tied and the time limit is over, it will end in a tie. If an elimination game or championship game is tied and the time limit is up, we will play extra innings using the International Tie Breaking Procedures.

The Tournament Director and/or the Umpire Chief have the right to suspend games due to inclement weather. The facilities have lights, so darkness will not be a factor. The Tournament Director will have access to the lightning detector device. The Tournament Director will make the call, not your app on your device. Stafford County mandates removal from the field if lightning is within eight (8) miles and suspension of activities for thirty (30) minutes after lightning or thunder.

If a pool play/consolation game is suspended and it has reached regulation (4 innings) and cannot be continued, it will revert back to the last completed inning and be ruled a complete game with the score of that inning.

Semi-Finals: Same rules as above. In addition, if an inning was not completed or is tied at last completed inning and the game cannot be resumed, the higher seed will advance to the finals.

Championship Game: If there is a suspension and the game cannot be completed, score will revert to the last completed inning. If that is a tie or an inning was not completed, both teams will be named Champions.

Refund Policy: Refunds will be given for Inclement weather ONLY. If no games in the tournament are played, teams will receive a full refund. If a team only plays one game, a 50% refund will be given. If 2 or more games are played, no refund will be given.

Mercy Rule:

- 15 after three (3) innings or two and half (2.5)
- 10 after four (4) innings or three and half (3.5)
- 8 after five (5) innings or four and half (4.5)

Dimensions:

Age	Pitching	Bases
9U, 10U	46 ft	65 ft
11U, 12U	50 ft	70 ft
13U, 14U, and older	60' 6"	90 ft

Real Baseball: In addition to older age groups, 10U, 11U, 12U will play leads, pick-offs, dropped 3rd strike and balks.

9U will play with no leads, no dropped 3rd strike, and no balks. Runners can steal when the ball reaches the plate.

8U - Machine Pitch

- 5 pitches per player - Umpire can/will determine “no pitch”

- No steals
- No leads
- 5 runs max scored per inning, Swap sides when max scored reached.
 - Unlimited runs in the final inning
 - No new inning after 1:45 mark
 - Last inning will be called with the visiting teams first at-bat after the 1:30 mark
- No infield fly
- Once a field begins throwing motion back to the pitcher, the play is considered dead.
- Coaches will run machine
- 4 outfielders and 1 pitcher in the field
- Courtesy runners allowed for catchers with 2 outs only
- No head first slides at any base

Tie Breaker (Pool Play)

1. W/L Record
2. Head to head result
3. Least Runs Allowed (RA)
4. Run Differential (RD) (max 10 runs per game)
5. Runs Scored (RS)
6. Coin Flip

Pitching Log: Tournament will provide a pitching log to the HOME team. The home team's scorekeeper must keep track of BOTH teams' innings pitched. Upon completion of the game both coaches must sign the log. The pitching log must be returned to the Tournament Director after every game.

Lineups: A team may elect to bat nine (9), entire lineup, or any number in between with EH's. This decision must be presented at plate conference with umpires. Any player in the batting lineup (EH) may play freely defensively without announcement to umpire and opposing manager with the exception of Pitcher. If a team has substitutes

that are not in the starting lineup, all changes must be announced to the umpire PRIOR to change.

Injuries and Substitutions: If an injury occurs to a player, he may be substituted with an eligible non-starting substitute. If a substitute is not available (no subs or batting entire lineup), that spot in the lineup will be skipped with no penalty, however the skipped player will be ineligible to return to that game. If injury occurs while on base path, an eligible sub or last out may run for the player (in this case, play may return) the next inning. If injury occurs while batting and the player cannot continue, the next batter will finish the at-bat with the count as it was for the injured player. Teams must finish game with at least eight (8) players in the lineup or forfeit.

Courtesy Runners: They are allowed for the pitcher of record and the catcher of record. A legal player not in the current lineup may be used as a courtesy runner (in this case, they cannot be later inserted as a sub for another batter that inning). If no substitute is available, the last recorded out shall be the courtesy runner. No one player can be the courtesy runner for both the catcher and the pitcher in the same inning.

Pitching Rules

A recorded out defines a third of an inning. A pitching log (provided by tournament) MUST be signed by both managers at the end of the game. Violation of the innings limit will result in a forfeit.

Age Group	One day max/ pitch next day	One day Max	Tournament Max
9U-12U	3ip	6ip	8ip
13U-14U	3ip	7ip	8ip
15U-18U	Unlimited	Unlimited	Unlimited

If a pitcher takes the mound for a warm-up pitch, he becomes the pitcher of record and must pitch to a batter. Once there is a change of the pitcher of record, **ANY PREVIOUS PITCHER FOR THAT GAME MAY NOT RETURN TO THAT GAME.** In other words, a manager cannot “bring back the Starter,” for a relief appearance or as their “closer.”

A Pitcher MUST be removed as the Pitcher of record upon the second visit during an inning OR the third visit in a game for that pitcher.

New pitchers will be allowed eight (8) warm-up pitches and five (5) on subsequent new innings. Managers are responsible for having someone to catch for Pitcher warm-ups if the catcher is not immediately available.

Balks:

Age Group	Balk
9U	No Balks will be called
10U	One warning will be given per pitcher
11U-18U	Balks will be called without a warning

Head First Slides: NOT permitted when sliding into home plate for 12 and under divisions. (8U cannot slide head-first ANYWHERE). Player will be called out regardless of outcome of play.

Metal Spikes: Allowed for 13U and above ONLY.

Slash Bunts: Not permitted for 12 and under divisions. If a player shows the bunt after the pitcher has started their delivery, the batter may NOT then swing at the pitch. If this play is “attempted”, successful or not, the batter will be called out.

Contact Rule: It is the runner's responsibility to avoid contact with the fielding player in all plays at a base. If the umpire feels that there was intentional contact, the runner will be called out. If the umpire feels that the contact with the other player was malicious, the runner will be called out and ejected from that game.

Player/Coach Ejections: If a player or coach is ejected from a game for any reason, they are required to immediately leave the field/dugout area to at least the parking lot. Player/Coach will then automatically be suspended for the team's next game in the tournament. The Tournament Director has the right to suspend the player or coach from the tournament in its entirety should the situation warrant such a decision.

Parent/Fan Ejection: If a parent or fan is suspended from a game by the Umpire OR Tournament Director, they will also be suspended from the remainder of the tournament. Team Manager is responsible for assisting with their fans and removing the parent as asked.

Protest(s): They will not be entertained. Game rulings will be final by the chief umpire and/or Tournament Director. Rulings regarding the tournament and seedings by the Tournament Director will be deemed final.

Awards: There will be a brief award ceremony at the conclusion of the Championship games. Trophies will be given to the Champions and runner-ups.

Concessions: Will be open throughout the tournament.

Rules: For any rules not specifically covered we will default to Cal Ripken/Babe Ruth rules.

Tournament Format: **We will do everything possible to keep the structure of the tournament. However, weather may cause us to change the format to allow for the tournament to occur.**