

Shipyard Park Tournament Rules

Coaches: Be sure you are aware of all rules and rule changes. Shipyard Park reserves the right to amend these rules at any time for specific tournament play. [National High School Federation Baseball Rules](#) will be enforced with the following exceptions.

Important Rules and Information:

Teams MUST be ready to play 30 minutes prior to scheduled game time

Pool Play: All Pool Play games will be played with a strict 1 hour and 45-minute time limit for 8u, 9U, 10u, 11u, 12u, 13u, and 14u. No new inning can start after the time limit. The time will be kept by the umpires. For each team's pool games, the home team will be determined by coin flip at home plate with umpires. All pool games that are tied after 6 innings(8u-12u) or 7 innings(13u+) or the 1 hour and 45-minute time limit will begin "Shipyard Park Extra Innings". The last three hitters from the previous inning will load the bases. **The base runners will be placed as follows:**

- Last hitter from previous inning at 1st base
- Hitter before him in the lineup at 2nd base
- Hitter before that in the lineup at 3rd base

Extra inning starts with 1 out and each hitter starts with a 1-1 count. If needed, a second extra inning will be allowed to finalize a winner. If no winner after 2 extra innings, a tie is recorded, and each team is recorded with a ½ game win and a ½ game lost.

Championship Round/Playoffs: A two-hour time limit will be used in all games. This rule is subject to change. The home team in Championship Play will be the higher seed except when there is no seeding. When there is no seeding, the home team will be determined by a coin flip. This is the case even if the schedule says otherwise.

If after 6 innings(8u-12u) or 7 innings(13u+) or 2 hours, the two teams are still tied the "Shipyard Park Extra Innings" rules apply.

Normal substitution rules apply to these runners. The hitting team will start the inning with one out and a 1-1 count for all hitters. Play continues until one team is ahead at the end of an inning.

Forfeits: All games must be started with at least 9 players. A game can be finished with 8 players. If there are no eligible subs the player leaving the original lineup will be recorded as an out until he is able to return. Any intentional forfeit could result in the forfeiting team being eliminated from the tournament. The tournament committee will rule on all forfeits. No team should benefit from the result of a forfeit in an unfair manner. This rule could result in a dispute and the tournament committee reserves the right to look at and rule in the fairest possible way. The committee's decision will be final. A forfeit score will be the average runs scored for the winning team to 0 for the losing team. The tournament committee will decide when a forfeit is declared.

Taking INF/OF/BP on fields: At the discretion of Shipyard Park Tournament Director.

Trips to the mound: The members of the coaching staff (including the manager) can make one mound visit per pitcher per inning without removing the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the contest.

Mercy Rules: 15 after 2, 12 after 3, 10 after 4, and 8 after 5.

Hitting lineup: Can consist of 9, 10, or 11 players; or teams are permitted to bat their entire lineup. The lineup must stay with the same number of batters for the entire game. Once the first pitch has been thrown the lineup is locked, and the number of batters may not be changed. The 10th and 11th hitter, if used, will be designated as EH and XH on the lineup card. The EH and XH may bat at any spot in the order. The EH and XH is the same as any position on the field as far as substitutions are concerned. The starting pitcher is allowed to DH for himself and bat in any slot in the order but must be listed a P/DH on the lineup card.

Courtesy Runner: You may use the last recorded out made to be your courtesy runner IF you are batting the entire lineup. If you are not using the entire lineup, a sub that is NOT in the current lineup may be used. If more than one sub is available, the same sub cannot run for the pitcher and the catcher. NO Courtesy Runner is allowed in “Shipyard Park Extra Innings”.

Protests: Judgement calls and pitching limitations are not eligible for protest. Protests will be heard and ruled on by the tournament committee. The team protesting must make cash payment of \$100 at the time of the protest. If the protest is ruled in the protesting team’s favor, the \$100 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on before the next pitch if during a game, or before the umpires leave the field if after a game.

Scoring: We recommend that all teams (home and visitor) keep a scorebook. The official scorebook will be the home team and the lineup card for the game will be kept by the umpires and signed by both teams’ head coach. All subs should be reported to the umpires.

- Lineup cards must be completely filled out with players first and last name, position, and accurate jersey numbers. All substitutes should be listed with accurate jersey numbers. Failure to produce a complete lineup card can result in games not starting on time. Lineup cards are to be given to the home plate umpire or base umpire at the home plate meeting.

Sportsmanship: In the interest of maintaining a quality event, the tournament committee reserves the right to eject any person from the site for unruly or unsportsmanlike behavior.

- Physical attack on an umpire, tournament official, associate director, associate officer, and/or any player or fan prior, during, or immediately following a game played under the authority of Shipyard Park. Assault on an official is a felony in some states.
- Players, coaches, managers, fans, spectators, or sponsors threatening an umpire, tournament official, associate director, or associate officer with physical harm.
- Any player, coach, manager, sponsor, fan, spectator, director, or officer who engages in physical fighting.
- Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.
- Destruction of property or abuse or failure to pay.
- Competing under an assumed, false, and/or altered name.
- Not following the General Rules of Shipyard Park
- **No Metal Spikes, Gum, Seeds/Shelled snacks, Tobacco/Chewing/Dipping - \$100 Fine**

Tournament hosts have the authority to eject a player, fans, or team anytime during a tournament if they commit any of the above listed offenses for the remainder of a game, day, or event. Any event that results in physical altercation (before, during, or after a game) could result in a forfeit for both teams. The tournament committee reserves the right to remove teams from playoff contention.

Bat specifications: There are no bat size restrictions in age's 9u-12u, but all must be stamped with a Bat Performance Factor (BPF) of 1.15 or have a USA Baseball Logo to be legal in any Shipyard Park Tournament. In ages 13u event, bat size must be -5 or -3 (drop 5 or drop 3). In ages 14 to high school, BBCOR approved bats are now required and High School Federation Rules apply. Wooden Bats are always approved. The penalty for using an illegal bat will follow NFHS guidelines.

Pitching: All Shipyard Park Tournaments will follow the [Pitch Smart guidelines](#). A portion of these guidelines are listed below.

*A player is NOT allowed to pitch in 2 consecutive games in a day. If a team happens to play 3 games in one day, then a player is only allowed to pitch in one of them.

*If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until one of the following occurs: 1. Batter reaches base 2. Batter is put out 3. Third out is recorded

*A day of rest is a calendar day off.

AGE	DAILY MAX (pitches in game)	REQUIRED REST (pitches)				
		0 Days	1 Days	2 Days	3 Days	4 Days
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-80	81+

Seeding and Tie Breaker Rules:

1. Pool play overall record (winning percentage)
2. If two teams are tied- Head to Head winner
3. If three teams are tied- If one team has defeated both the other teams, that team advances. If not, go to #4.
4. Least total runs allowed in pool play
5. If still tied- Total runs scored in pool play
6. If still tied- Total runs allowed subtracting game with most runs allowed in pool play
7. If still tied- Total runs allowed minus two games with most runs allowed in pool play
8. If still tied- Runs scored inning by inning start with first game until one team has more runs after complete inning starting with pool games

Pitching Mound / Bases

9u – 10u = 46/65

11u-12u = 50/70

13u = 60/90

14u + = 60/90

*Shipyard Park's Tournament Director(s) will make final decisions.