

Shipyards Park SP Tournament Rules

Coaches: Be sure you are aware of all rules and rule changes. Shipyards 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

Pitching Mound / Bases:

9u – 10u = 46/65 11u-12u = 50/70 13u + =60/90

Pool Play: All Pool Play games will be played with a strict 1 hour and 30-minute time limit for 9U, 10u, 11u, 12u. The time limit for 13U and 14U will be 1 hour and 40 minutes. No new inning can start after the time limit. 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 are past the time limit, "Shipyards Park Extra Innings" will begin. The last three hitters from the previous inning will load the bases. **NO Courtesy Runner is allowed in "Shipyards Park Extra Innings". 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. **There will be only 1 extra inning in pool play.**

If there is a winner in extra innings, (no matter the score) the winning team will only be credited for one run in the final score.

Example: After regulation, the score is 3-3. No matter how many runs the winning team scores, the final score will be 4-3.

If no winner after 1 extra innings, a tie is recorded, and each team is recorded with a ½ game win and a ½ game lost.

Playoffs/Championships/Seeded Play: Any non-championship seeded game will have the same time limit as a pool play game. In the World Series, Quarterfinals and Semifinals have a 1 hour 45-minute time limit. There is a 2-hour time limit for the Championship game. 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 time limit, the two teams are still tied the "Shipyards 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 start with at least 9 players. A game can be finished with 8 players. 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. Forfeits will be scored 7-0. A team that has forfeited a game for any reason shall not be able to play in bracket or championship games. The tournament committee will decide when a forfeit is declared.

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

Coaches: The coach that goes to the meeting at home plate before the game will be considered the head coach for that game. The head coach is the only coach that can talk to an umpire about a call during the game. While on defense, only one coach is allowed to be outside the dugout. This coach may sit on a bucket, but that coach must not allow himself or the bucket to interfere with any play. If in the umpire's judgement a play is interfered with, the umpire can place runners or assess out based on the interference. The umpire will also restrict that coach to the dugout for the remainder of the game. While on offense, only two coaches are allowed out of the dugout and must be in their respective coach's box on the first and third baselines.

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: 12 after 3 & 8 after 4.

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. If a player is injured or ejected, and the team still has 9 players in the batting order, no outs will be accessed if that spot in the batting order comes up later in the game.

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. If there are no outs and runs have scored, the last runner to score will be the courtesy runner (With a continuous batter order). NO Courtesy Runner is allowed in "Shipyard Park Extra Innings".

Protests: Judgement calls 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 a score card for the game will be kept by the umpires. The score card will have all pitchers and their pitch counts for the game and need to be signed by both teams' head coaches after the game.

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 and not following the General Rules of Shipyard Park.

- Head coaches are responsible of the conduct of their players, assistant coaches, and parents.
- 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.
- 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.
- **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 13u event, bat size must be -5 or -3 (drop 5 or drop 3). In 14u to high school, BBCOR approved bats are now required and High School Federation Rules apply. Wood Bats are always approved. **Wood Composite Bats must be stamped BBCOR.** The penalty for using an illegal bat will follow NFHS guidelines.

Batting: For 9u-12u, Slashing is illegal. The first penalty for slashing is batter is out and the head coach and team are warned. The penalty for a second offense is batter is out and the head coach is ejected. The penalty for a third offense is a forfeit.

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

*If a team is playing two games in one day, a player can only pitch in both games if he has thrown less than 20 pitches in the first game. If a player does pitch in both games, the player’s required rest will be determined by the total number of pitches of both games. No one may pitch three consecutive games or three consecutive days.

*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. The pitcher’s pitch count will revert to the lower threshold with respect to day’s rest.

*If a pitcher pitches consecutive days, the cumulative number of pitches will be his pitch count. For example, if a pitcher pitches 15 pitches on Friday and 19 pitches during the first game on Saturday, his pitch count is now 34 pitches. Therefore, that pitcher cannot pitch the second game on Saturday or any games on Sunday.

*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 least runs allowed in pool play
7. If still tied- Total runs allowed minus two games with least 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