

Mid Atlantic Regional(MAR) Tournament Rules & Procedures

MAR Tournament follows National Federation High School Rules for all tournaments unless otherwise specified below.

1) Registration

All teams registered for the MAR Baseball tournament must submit a completed roster form and provide verification of proof of insurance that list MAR as additional insured prior to their first game.

2) Eligibility

Player's birthdates must meet the age requirements of their respective age divisions. A player's tournament age is based on the age they are as of May 1. Players cannot be double rostered in the same age division. Each team must bring a copy of the official state-issued birth certificate for each player. The team manager must keep the birth certificates of all players on him at all times. If any player does not have his birth certificate, he/she cannot participate in the tournament. If a team caught using a player that is older than the cutoff for the division, that team will forfeit every game that player has played in. All teams are to check in one hour before your 1st game at your game site to turn in your signed roster and make sure your bracket/schedule has not changed.

3) Time/Game Limit

All tournament games in pool play and playoffs will have a time limit. Championship games will not. The time limits are as follows:

9U-12U	1 hour and 45 minutes	6 Innings
15U -17U	2 hours 15 minutes	7 Innings

If a new inning has started prior to the time limit, then that inning will finish. No new inning can start after the time limit. Games cannot end in a tie. Umpires will announce the start time right after the coin toss & pregame rules discussion. If when the time limit hits and both teams are tied, we will go to a Texas Shootout. If the game is tied at the end of regulation and time is still remaining, the game will go to extra innings. The last three batters to have an official at bat from the previous inning will be placed on the bases. The last batter to have an official at bat will be placed on first base. The second to last batter to have an official at bat will be placed on second base. The third to last batter to have an official at bat will be placed on third base. The inning will start with no outs. The batter will start with a full count and the inning will be played out. If tied after 1 inning of the Texas shootout, innings will continue under same format until there is a winner. Innings pitched will be counted in the overall totals. Runs allowed in the Texas Shootout portion of the game will be counted as follows: The winning team will be awarded 1 run in the Shootout while the losing team will receive 0 runs. EX.) If the score is 4-4 entering the Shootout and after the Shootout the score is 12-10; the final score will be recorded as 5-4 for tiebreaker purposes.

The game will be considered a complete game after the home team bats in the bottom of the first inning. If a game should be called due to darkness, or weather, and the 1st inning has been completed, the game will restart where it left off. A complete game may be determined by innings completed. A 6 inning game requires 4 complete innings(3.5 if "home" team is winning). A 7 inning game requires 5 complete innings(4.5 if "home" team is winning).

WEATHER LINE IS 304-669-1979

*****TIME LIMITS MAY CHANGE DUE TO WEATHER*****

4.) Playoffs/Tie Breakers

Seeding results will be available on the website between 10pm and 11pm Saturday evening.

In the event that teams are tied after pool play, the following process will be followed:

- A. Head to Head (only if 2 teams are tied. 3 or more, go to next tie breaker)
- B. Fewest Runs Allowed
- C. Run Differential (will be capped at +7-7 per game)
- D. Coin Flip

MAR reserves the right to re-seed teams in the 1st round of single elimination play to prevent teams from playing the same team as Pool Play

5.) Pitching

The amount of innings a pitcher can pitch through 4 games:

9's = 6, 12's = 6, 15 & 17'S have a 10 inning limit per pitcher for the tournament

Scorecards must be signed by both team managers to eliminate inning validation problems.

One additional inning per pitcher for every game played after 4 games(only applies to 9's & 12's). At the start of the 5th played game = 1 additional inning, 6th = 1 more inning , etc.

No Limit on the number of appearances

One pitch will be considered an inning pitched

Eight warm-ups to start, five thereafter

Once a player is removed from the mound, he/she cannot return to the mound in the same game. Second trip to the mound in the same inning results in removal of the pitcher.

6.) Balks

There will be no warnings on balk calls. Umpire discretion may be used on younger ages.

7.) Re-entry

Defensive: Each team will be allowed unlimited substitutions in the field. A player does not have to be in the batting order to play the field.

Offensive: You may bat nine players, your entire lineup, or anywhere in between. Teams may have an EH(extra hitter) and/or may utilize a DH. After the start of the game you cannot change the number of batters you have, it must remain the same for the whole game. If you bat your entire lineup and a player should get thrown out, or injured, and no substitute (a player not in the batting order) remains then you must take an out in that spot. Once a sub bats or runs for a player in the batting order, then those two players are locked into that position. From then on one of those two must hit/run in that spot only.

A team must start with a minimum of 9 players but can finish with less.

8.) Home Team

In pool play a coin flip will determine who the home team is. In playoffs and the championship the high seed will have their choice of being the home or visitor. If two teams should have the same seed, then a coin flip will determine home team.

9.) Scorekeeping

A. Each team's manager must prepare 1 written copy of his lineup listing first and last names and numbers of all players and substitutes prior to each game. Lineups then must be provided to the opposing team's manager.

B. The Official Scorebook is to be kept by the home team. Both teams should confer after each inning to confirm the score.

C. A completed score sheet must be filled out and signed by the winning manager after each game and presented to the tournament director.

Please make sure this is done so that we can make sure we stay on top of the scores and post the results ASAP.

10.) Slide Rule

A player may slide head first into all bases. In the event of a close play the runner must avoid contact. On double plays a runner must slide straight into the bag, not past the bag, or to the side to make contact. If a player does make contact sliding past the bag or to the side, then that player and the runner, to where the defensive player was trying to make the play, are out and the sliding player may be ejected. All close plays and slides are at the umpire's discretion.

11.) Baseball Cleats

Metal spikes are allowed only in divisions 16U and older. Games played on Field 3 at Bridgeport Rec Complex: Pitchers must wear Tennis Shoes or Rubber Spikes on the Portable mound.

12.) Bat Restrictions

9U will use 2 ¼" Bats – no big barrels.

12U – all bats must be stamped BPF 1.15. Must be a baseball bat – no restriction on weight or length as long as bat has "BPF 1.15" stamp. All -3 bats must be stamped BBCOR.

15U and older will follow WV High School Rules.(BBCOR -3)

Bat rules apply to the age division you are playing in (not the age of the player or team)

13.) Protests

- A. Judgment calls by the umpire cannot be protested, rules only may be protested, and must be decided before resuming play.
- B. A \$100 cash protest fee must be presented to the tournament director at the time of the protest.
- C. A protest is only "Official" if accompanied by the \$100 and done before the next pitch.
- D. Protests include questioning a player's age.
- E. If the protest is upheld, then the \$ 100 will be refunded.

14.) Entry Refunds

There will be no entry refunds for withdrawal from the tournament within 21 days of the start of the event. Refunds due to weather postponement will be calculated by the number of games played. The weather refunds will go as follows:

3 Game Guarantee

0 games played:	Entry fee minus a \$75 administrative fee
1 game played:	50% of the entry fee
2 games played:	No Refunds

15.) Dugouts

Please help keep the tournament fields and common areas clean. Please be sure to pick up all your team's trash after the game.

16.) Ejections

- A. All ejections are at the umpires' discretion.
- B. NO WARNINGS will be given to coaches, players, or fans for unsportsmanlike or unruly behavior.
- C. Upon ejection, the coach, player, or fan must completely leave the premises. Failure to comply will result in a team forfeit.
- D. Any coach, player, or fan ejected from more than one game will not be permitted on the premises for the rest of the tournament.

17.) Official Game

All games are official after the completion of the 1st inning. If a game should be called due to darkness, or weather, and it is the middle of an inning, then the game will revert back to the score from the previous inning if the first inning has been completed.

18.) Mercy Rule

9U-12U Age Divisions
12 after 3 innings 10 after 4 innings 8 after 5 innings

16U-17U Age Divisions
15 after 3 innings 12 after 4 innings 10 after 5 innings 8 after 6 innings

19.) Format Alterations

MAR Baseball reserves the right to alter, change, or abbreviate tournament formats, when necessary, in order to complete the tournament. This includes, but not limited to, shortening times limits in order to maintain the game schedule and to ensure all games.

20.) Intentional Walk

All ages must throw 4 balls for an Intentional Walk.

21.) Baseballs

All teams are required to supply two "used" or "new" baseballs at the umpire's request.

22.) Courtesy Runners

Courtesy Runners for pitcher and catcher must follow rule #7 and may be used regardless of # of outs. If there are no players available on the bench, then you may use the last recorded out as a courtesy runner.

23.) Division Rules

12U, 15U & 17U divisions will play leads and steals. 9's will play NO lead offs but will play drop 3rd strike rule

<u>9 Yr.Old</u>	<u>12 Yr. Olds</u>	<u>15 Yr. Olds</u>	<u>17 Yr. Olds</u>
60' bases	70' bases	90' bases	90' Bases
46' mound	50' mound	60' 6" mound	60' 6" mound
6 inning game	6 inning game	7 inning game	7 inning game

24.) Infield/Outfield

There will be no infield/outfield practice prior to tournament games.

25.) Gate Fees

There will be a \$3 entry fee per day for those 12 & older(excludes Coaches and Players)

26.) Bridgeport, WV Hotels located within 5 minutes of the Recreation Complex Include:

- Best Western 107 Lodgeville Road 304-842-5417
- Hampton Inn 1515 Johnson Avenue 304-842-9300
- Holiday Inn Express 20 Sweetbrier Lane 304-979-9022
- Microtel Inn & Suites 201 Conference Center Way 304-808-2000
- Sleep Inn 115 Tolley Drive 304-842-1919
- Super 8 168 Barnett Run Rd 304-842-7381
- Towneplace Suites by Marriott 101 Platinum Drive 304-842-3600
- Wingate Inn 350 Conference Center Way 304-808-1000
- Courtyard By Marriott 30 Shaner Drive 304-842-0444
- Comfort Suites 285 White Oaks Blvd 304-933-3390
- Springhill Suites 97 Platinum Drive 304-842-5200
- Days Inn & Suites 112 Foley Ave 304-842-7371
- Hawthorne Suites 75 South View Drive 304-848-8700

27.) Facilities

Bridgeport Recreational Complex @
Charles Pointe
Bridgeport, West Virginia

Directions to the Bridgeport Recreation Complex at 425 Forrester Boulevard, Bridgeport, WV:

Coming from the north—Take I-79 South to Exit 124 Jerry Dove Drive, turn left at the end of the exit ramp and proceed 1.2 miles to the exit for Benedum Drive, Route 131, turn right at the bottom of the exit ramp onto 131 and drive .6 of a mile, turn right onto Forrester Drive and enter the Bridgeport Recreation Complex at the top of the hill.

Coming from the south—Take I-79 North to Exit 124 Jerry Dove Drive, turn right at the end of the exit ramp and proceed 1 mile to the exit for Benedum Drive, Route 131, turn right at the bottom of the exit ramp onto 131 and drive .6 of a mile, turn right onto Forrester Drive and enter the Bridgeport Recreation Complex at the top of the hill.

Bridgeport High School Complex @
515 Johnson Avenue
Bridgeport, West Virginia

Directions to the Bridgeport High School Complex at 515 Johnson Avenue, Bridgeport, WV:

Coming from the north—Take I-79 South to Exit 121 Meadowbrook Road, turn left at the end of the exit ramp on to Johnson Avenue and proceed 1.5 miles- bear left on Johnson Ave by Sheetz – to the Bridgeport High School Complex on the right and enter the parking lot.

Coming from the south—Take I-79 North to Exit 121 Meadowbrook Road, turn right at the end of the exit ramp and proceed 1.5 miles – bear left on Johnson Ave by Sheetz - to the Bridgeport High School Complex on the right and enter the parking lot.