

TOURNAMENT BY-LAWS

The Bear Lake Invitational Tournament will be run according to conventional baseball rules as interpreted by the tournament committee. A full copy of the rules is available at the tournament. Below are some specifics on our tournament.

1. Rosters: 11-12 year old division (Majors) and 9-10 year old division (Minors). No more than 15 players on a team.
2. Pitchers will be limited to 3 innings per game. One pitch thrown in an inning constitutes an inning pitched. Once a pitcher is removed from the mound, he may not re-enter that game as a pitcher.
3. A second trip to the same pitcher by the coach in the same inning will cause the pitcher's automatic removal. The coach is prohibited from making a second visit while the same batter is at bat.
4. The age cut-off date will be by April 30th. Whatever age the ball player will be on April 30th will be considered his playing age.
5. Pool games will be scheduled 6 innings or 1 hour 30 minutes. No new inning shall begin after 1 hour 30 min. Tournament games will be scheduled 6 innings or 1 hour 30 minutes, with no new inning beginning after 1 hour 30 minutes. If an inning is started, it will be completed. When the last out is made in the bottom of an inning, the new inning will have been considered started. Game time limit begins at the scheduled time or when the umpire directs the scorekeeper.
6. Players may not leave the base until the pitched ball has passed home plate. A violation of this rule shall result in the runner being called out. However, one team warning will be issued per game. To speed up play, base runners that are leading off, have an obligation to run or return to the base, if the opposing team recognizes the runner's threat (no cat and mouse acts.) In the opinion of the umpire, once the runner has been recognized by the opposing team and the runner does not advance, the runner cannot advance and the ball may be thrown back to the pitcher. Once a player returns to the base, he may not leave again until after the next pitch crosses the plate.
7. Game time is forfeit time. No grace period will be allowed.

8. All players must remain in the dugouts. Only 2 offensive coaches, and the batter (**no on deck batters**) may remain outside the dugout.

9. Protective headgear must be worn by all batters, base runners and player base coaches. Violators will be called out.

10. Any of the nine starting players may withdraw and re-enter once, provided such player's replacement has batted at least once before the original player may again enter the game. However, he must bat in the original order upon re-entry.

11. If an ineligible player is discovered on any team in the tournament, that team will forfeit all games in which the ineligible player participated.

12. Stealing any base will be allowed after the ball crosses home plate.

13. All games will be played on 60-foot bases. Pitching distance is 46 feet.

14. We will go on the coaches' word as to the age of each ball player (birth certificates are not necessary.)

15. Use of illegal bats (larger than 2 ¼ inch barrels) or longer than 32 inches, or other illegal equipment will result in forfeit of any game in which the equipment is used. Check your bats! This has been a problem in other years! Take off the steel cleats!

16. Because of neck and back injuries, no headfirst slides are allowed unless the player is returning to the base (runners are allowed to headfirst slide back to a base they have already reached, or if in a "hot box" play.) Headfirst slides will result in a warning to the team and on the second team offense, the runner will be called out.

17. If there is a close play at any base, especially at home, base runners must slide. Catchers cannot block the baseline more than 3 feet from the plate, and then only if a throw is incoming, or the ball is in the catcher's possession. Sliding is not required at home or any other base, if in the opinion of the umpire, the play was not close.

18. The scoreboards **are not** official. Official record of the game is kept by the Home Team. The Visiting Team shall provide an adult to run the scoreboard, (Allinger Park Only). Scorekeepers should sit behind the umpire in the designated chair.

19. Seeding Teams: Following pool play, teams will be seeded for our single elimination with consolation tournament. Seeding will go as follows:

1st test - Teams with best records seeded highest

2nd test - Team with fewest runs scored against them will be seeded higher (Best Defense Test.) If tie still exists:

3rd test - Teams with most runs scored (Strongest Offense Test)

4th test - Winner of coin toss (if all above tests fail to seed teams)

Coaches: We will be posting scores and win/loss records for all teams on the concession stand. This information will be used to seed your team so make sure the information is accurate.

20. The top 4 seeded teams from each division will be placed in an upper division bracket and will play each other in a single elimination with a consolation bracket. The next 8 seeded teams will be placed in a middle division bracket and will play each other in a single elimination with a consolation bracket. The final 4 seeded teams will be placed in a lower division bracket and will play each other in a single elimination with a consolation bracket. Seeding will be posted Friday afternoon (exact time to be announced) on the concession stand wall. We will allow 15 minutes for coaches to review the seeding for any errors. After the 15 minute review period elapses, seeding is official and will not be changed.

21. In the event a tied game goes beyond the designated time limit, the Texas Tie-Breaker rule (used in Legion play) will be used. Details will be explained to the coaches involved by the tournament director.

22. In an effort to keep the game fun for everyone, we ask coaches to avoid running up the score on an opponent. A good coach can figure out ways to allow their opponents to maintain some dignity in what would otherwise be a blow out. A Tournament Director can/will help if needed. A "10-run mercy" rule will be used at the end of 4 innings of play.

23. Home team will be established by a coin toss for all games.

24. No metal cleats.

25. Batting out of turn.

(a) A batter shall be called out, on appeal, when failing to bat in proper turn, and another batter completes a time at bat in place of the proper batter. (1) The proper batter may take position in the batter's box at any time before the

improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

(b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise. NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal.

(c) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of such time at bat become legal.

(d) (1) When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out; (2) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

26. Players must stay off the infield of the High School Ball Field. Coaches tell your players!

27. NO CHATTER RULE! In the spirit of good sportsmanship, each team (players and parents and coaches) are encouraged to cheer for their own team, (ex: No "hey, batter, batter . . . swing, etc.).

28. OPTIONAL BATTING ORDER: At the beginning of each game, each team has the option of batting all players on their roster. If you opt to do this there shall be no changes allowed in the batting order during the game. In the event of injury or illness to a player, that player shall take an automatic out if he is unable to take his turn at bat.