



## 2008 Gary Bowen Tournament Rules Ages 9, 10, 11, 12, 13, and 14 (revised June 18, 2008)



### I. General Tournament Rules

1. This tournament uses the 4/30/08 birth date cutoff. Each player's age on 4/30/08 must not exceed the age group that they play. For example, to play in the 9 year old division, all players on a team must be no older than 9 years old on 4/30/08. To play in the 10 year old division, all players on a team must be no older than 10 years old on 4/30/08.
2. Following are the base dimensions:

Age Group	Pitching Rubber (in feet)	Bases (in feet)
9	46	60
10 (All-Star)	46	60
10 (Travel)	46	65
11	50	70
12	50	70
13	55	80
14	55	80

3. No more than 15 players are allowed on a roster.
4. No player is allowed to be on more than one team roster submitted to this tournament.
5. Every attempt will be made to divide each age group into Red, White, and Blue divisions as follows:

Division	Community Based	Travel Team
Red	All	No
White	All	Yes
Blue	1 or 2 Not	Yes

A Community Based player is a player that lives in the same high school district as the majority of the players on his roster. To play in this tournament, no more than 2 non-community based players can play on a roster. For example, if a Jackson team has one player that lives in the Perry high school district and one player lives in the Northwest high school district, they can play in the Blue Division since they have two or less non-community players.

A Travel Team is a team that plays in a travel league or a team that plays as a tournament team. For example, if your team plays in the SSBL, it is considered a Travel Team. If your players play on different rec teams during the season but also during the season they combine to play in tournaments, it is considered a Travel Team. If your

players play on different rec ball teams during the year and after the season is completed, they combine to create an All-Star team, it is not considered to be a Travel Team.

If a team registers with incorrect Community Based or Travel Team information, the tournament coordinator can force the team to forfeit all games without any registration reimbursement.

6. Following are the game lengths:

Age Group	Innings
9	6
10	6
11	7
12	7
13	7
14	7

7. For the mercy rule, a game will be considered complete if one team is ahead by 15 runs after 3 innings, 12 runs after 4 innings and 10 runs after 5 innings. If the home team is losing, you must finish the bottom half of the inning.
8. There will be a maximum 7 run differential for tie breakers, etc.
9. On Saturdays only, there will be a 2 hour time limit on games. No full inning shall begin after 2 hours unless there is a tie. At the 2-hour time limit, you will complete the current inning. If you finish the top half of an inning and the home team is leading, the game is official with the home team winning. If the home team is behind, you will play the bottom half of the inning and which ever team is ahead at the end of the bottom half of the inning will be the winner.
10. On Saturdays, if at the end of regulation (6 or 7 innings or if the time limit is in effect) the game is still tied, the teams will play 1 extra inning. If the game remains a tie after the extra inning, a Texas Shoot-Out will occur. For this Tournament, a Texas Shoot-Out is defined as follows: The player who made the last out the previous inning is placed on 2<sup>nd</sup> base. Each batter will begin with a pitch count of 3 balls and 2 strikes. The teams play until one team is ahead after a full inning.
11. In the event of darkness or inclement weather, a game is considered official if 5 complete innings have been played or the home team is leading after 4 1/2 innings or a 2 hour time limit has been reached. Any game in progress but not official at the time of postponement (darkness or weather) will be resumed at a later date at the point where the game was stopped.
12. Rainout Policy: No games are played - \$225 refund; 1 game played - \$150 refund; 2 games played - 0 refund.
13. Each manager must sign the game report at the end of each game. The winning team must turn in the game report to the South Park Pavilion following the game. Failure to turn in the game report will result in a 0-0 tie reported for that game.

14. The home team will be determined by coin toss prior to each game. The team traveling the furthest to the tournament shall call heads or tails. Please use sportsmanship if the communities happen to be equal distance.
15. All teams must be ready to play 1/2 hour before game time. If your team is not ready to play when the umpire declares "play ball", you will forfeit the game.
16. The Tournament Director shall have the authority to interpret these rules and make any additional decisions necessary to resolve any disputes.

## II. General Playing Rules

17. All rules are National Federation of High School (Official Rules of High School Baseball) except for the rules described in this document.
18. A minimum of 8 players is required to play a game or the game is a forfeit.
19. Forfeits will be recorded 6-0.
20. No infield practice in fair territory is allowed during the tournament. Teams may take grounders in foul territory next to their dugout.
21. A player from the starting lineup may be removed from the lineup and then may re-enter the game only into the same batting position he originally began the game. A substitute player removed from a game may not return to the game.
22. Following is the metal spikes rule:

Age Group	Metal Spikes
9	Not permitted
10	Not permitted
11	Not permitted
12	Not permitted
13	Permitted
14	Permitted

23. There will be no protests accepted.

## III. Batting Rules

24. There is no bat restriction. Bats of any weight, length, or diameter can be used.
25. No player shall leave the field of play during the game. This includes warming up with hit sticks. No hit sticks shall be permitted once the game begins. The exception to this is that pitchers may warm up out of play if such a spot exists at the field. Spectator safety should be observed.

26. At the option of each team, an "extra batter" may be used in the lineup and freely substituted in the field. The extra batter is a 10th player that bats but does not play in the field. If you want the extra batter to play in the field at some later point in the game, he may, and the player he replaces becomes the extra batter. However, even though you switched extra batters, the batting order does not change.
27. In the 9 year old and the 10 year old All-Star Age Groups only, the batter is declared out on a dropped third strike.
28. To try to keep the games moving, batters are encouraged to keep one foot in the batters box between pitches. Penalties for continually stepping out after every pitch shall be at the discretion of the umpire.

#### IV. Base Running Rules

29. Following are the lead off rules for each age group:

Age Group	Lead Off	Balk Rule in Effect	Balk Warning	Infield Fly Rule in Effect
9	No	No	Does not apply	No
10 (All-Star)	No	No	Does not apply	No
10 (Travel)	Yes	Yes	1 per pitcher	Yes
11	Yes	Yes	1 per pitcher	Yes
12	Yes	Yes	1 per pitcher	Yes
13	Yes	Yes	None	Yes
14	Yes	Yes	None	Yes

For the 9 year old and 10 year old All-Star Age Groups only, there is no lead offs and no stealing home. Runners cannot leave the base until the ball passes the plate (no lead offs) or is hit by the batter. If the runner leaves early, he is declared out. All other Age Groups may lead off and steal home.

30. Runners cannot slide headfirst. Runner will be declared out. A runner may dive back head first to a base.
31. Runners must slide, give themselves up or avoid contact when there is a play at any base, including home plate. To constitute a legitimate play, a defensive player must be at the base or home plate in possession of the ball or ready to receive the ball in close proximity to the base or home plate. This is a judgment call by the umpire and his ruling is final. Players shall not attempt to jump over a tag to reach the base or home plate.
32. In an effort to speed play, the catcher may be removed from the bases with 2 outs in an inning to put on the catching equipment. The player making the last out may be placed on this base in this situation without penalty.

## V. Pitching Rules

33. Following are the pitching limitations a pitcher can pitch for each age group:

Age Group	A	B	C
9	4	6	8
10	4	6	8
11	4	6	9
12	4	6	9
13	5	7	11
14	5	7	11

- Column A – The number in this column represents the most innings a pitcher can pitch in 1 day and still pitch the next day.
- Column B – The number in this column represents the most innings a pitcher can pitch in 1 day.
- Column C – The number in this column represents the most innings a pitcher can pitch in 2 consecutive days.

There are no pitch count limits during the tournament, however managers should recognize that pitch count is more relevant than innings pitched and should be observed for the health and safety of the players.

34. One pitch constitutes an inning pitched.
35. Violation of the pitching rules shall result in a forfeit of the game in which the infraction occurred.
36. Any pitcher, including the starting pitcher, removed from the mound at anytime (during or between innings) may not re-enter as a pitcher.
37. A coach may visit the mound once without removing the pitcher. The second visit requires a pitching change. The only exception is a visit to the mound for an injury.
38. A pitcher may not wear any wristbands or batting gloves on either hand or arm while pitching. A pitcher may not wear white clothing below the elbow. A pitcher may not wear sunglasses unless they are prescription.