



**2008 PLANET3GAMES SUMMER NATIONALS
BASEBALL TOURNAMENT RULES
JUNE 29 - JULY 4, 2008
RULES AND REGULATIONS**

TOURNAMENT RULES

1. Teams of all skill levels and classifications (Recreation, Travel, Select, AAU, Junior Varsity, Varsity, Little League) are eligible to play in the tournament. Every effort will be made to place teams in brackets with teams of comparable skill levels.
2. Teams are required to submit a tournament team roster which is also the team waiver form for players on the roster during check in. You may roster up to fifteen (15) maximum players.
3. Players may use a player pass or birth certificate for age verification.
4. Team names must be appropriate in language and should include the league name, in case there are multiple teams within a division that have the same name.

AGE GROUPS

The tournament will offer the following age groups/categories (Age groups determined as of August 1, 2007);

- 08 years and under - born 8/1/99 or younger
- 10 years and under - born 8/1/97 or younger
- 12 years and under - born 8/1/95 or younger
- 14 years and under - born 8/1/93 or younger
- 16 years and under - born 8/1/91 or younger
- 18 years and under - born 8/1/89 or younger

BATS

1. Bats shall be 2 3/4 inches or less in diameter at the thickest part and 36 inches or less in length.
2. Bats weighing up to 12.5 ounces less than the length will be allowed in all divisions 11U & under divisions.
3. Bats weighing up to 11 ounces less than the length will be allowed in the 12U & 13U divisions.
4. Bats weighing up to 5 ounces less than the length will be allowed in the 14U/16U/18U divisions.

CATCHERS EQUIPMENT

1. All catchers should be equipped with protective gear including a mask for any bullpen catcher and anyone warming up a pitcher between innings. Equipment shall include mask, chest protector, shin guards, protective cup, catcher's helmet and throat guard.
2. Catchers in 12 & under groups must wear a helmet that fully covers both ears.

METAL SPIKES

Are not permitted in the 12 & under age divisions. They are allowed in all other age divisions.

GAME BALLS

Home team furnishes all game balls. Wilson 1075B SST, Rawlings RPLB, Diamond DPL or better are suitable for 16/18 & under divisions. No Baden balls or cork and rubber balls are allowed.

UNIFORMS

1. All players must be fully uniformed, which includes the following: Pants, socks, cap, and team shirts with numbers that are non-duplicating and at least three inches in height.
2. Managers and coaches must wear a baseball cap with the team logo/insignia and will be properly dressed. Coaches may wear shorts.
3. Protests on uniforms will not be allowed, tournament staff will determine legality of uniforms.
4. Bat boys/girls must wear double eared helmet while outside the dugout.

GAME FORMAT & GAME LENGTH

1. The 12U/14U/16U/18U age groups shall play seven inning games with a one hour and thirty minute (1:30) time limit.
2. The 8U and 10U age groups shall play six inning games with a one hour and thirty minute (1:30) time limit.
3. An inning begins exactly when the third out is made in the bottom half of an inning.

MERCY RULE

A **ten-run** mercy rule will be in effect after 4 ½ or 5 innings (3 ½ or 4 innings for the 10 and under divisions). Any inning started prior to the time limit will be completed unless the mercy rule is applicable. The clock should be stopped when unexpected lengthy delays are encountered. Serious injury, light failures, sprinkler systems, bad weather may cause such delays, or an extraordinary amount of time spent to clarify a rule. Use common sense.

TIE GAMES

Pool play games that are tied after 1 hour and 30 minutes of play will be allowed to play one (1) extra inning to break the tie. After this inning, if still tied, it will be recorded as a tie and will count as ½ win.

TEAM ROSTER

1. Teams are required to check-in at the manager's meeting prior to the tournament and upon registration. Proof of age (birth certificate) is required for all players.
2. Coaches are required to carry their team roster information at all times. All names must be arranged alphabetically and must be placed on the official roster form.
3. The following information must be provided:
 - Jersey number
 - Player's Name, address, phone number
 - Player's Age & Date of Birth
 - Parents/guardian printed and signed names
 - Player's proof of age
4. New players may not be added once the team is signed in and tournament has begun.
5. No player who starts on a team may play for another team, even in another age division. Any violation of this rule will result in forfeiture of any or all games in which a player participates. exceptions must be submitted through the Coordinator.
6. The Manager is responsible for acquiring the written consent of the player's participation from the parents/guardian.

MANAGERS RESPONSIBILITY

All managers are expected to:

1. Confirm the game with the tournament officials at least 48 hours prior to the first game of the tournament.
2. Clean up their dugouts.
3. Provide a competent official scorekeeper.
4. Keep their composure - any coach or manager who is ejected from a game must sit out the next game. A second ejection will result in suspension from the tournament.

BATTING ORDER

All players on a team who are present will be in the batting order. (i.e. If 13 players are present; the batting order will consist of 13 players.) The batting order will not change during the game regardless of field substitutions.

PITCHING LIMITATIONS

Any starting pitcher may return to the mound one (1) time only during a game, provided the return as pitcher does not violate either the pitching, substitution or charged conference rule. However, if you remove a relief pitcher, then he may not return.

SLIDE RULE

Runners are not required to slide. However, if a runner elects to slide, it must be a legal slide as defined by the National Federation Rules. ALL players are required to avoid collision with another player while running the bases. A legal slide will be judged as an attempt to avoid collision. If, in the opinion of the umpire, the runner does not make an effort to avoid collision, he is to be declared out. If the act is deemed by the umpire to be malicious, the runner will be ejected from the game.

PLAYER INJURY OR ILLNESS

If a player must be removed from the game, when a team is batting a continuous order, the player will be scratched from the order and that batting position skipped with no out charged. However, the player will not be permitted to return to the game.

SPEED-UP RULE

This is optional under High School Rules. It is suggested that the catcher and/or pitcher be given a courtesy runner anytime during the inning they are on base, especially for the catcher with two outs. When batting all players, the last person to make an out becomes the runner (the last batter in the lineup would be used until the first putout in the first inning). When batting only 9 players, any player from the bench, (not currently in the line-up), can be used as the courtesy runner (this runner is not considered to be an entry in the line-up and may enter the batting order at any time during the rest of the game). The same courtesy runner can not be used twice in an inning, unless it is for the same position player. In other words, if the catcher position comes up twice in the same inning, then the same courtesy runner could run twice. However, if the catcher AND pitcher positions both come up in the same inning, then it would require two different courtesy runners are used, *UNLESS THE TEAM ONLY HAS 10 DRESSED PLAYERS.*

EJECTIONS

1. The teams shall report to the Director of Baseball Operations within twelve hours after the end of a game the disqualification of any manager, coach or player, and the reasons therefore.
2. When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager, Coach or player, the teams shall forward full particulars to the Director of Baseball Operations within four hours after the end of the game.
3. After receiving the report that a manager, coach or player has been disqualified, the Director of Baseball Operations shall impose such penalty as he deems justified, and shall notify the person penalized and the manager of the club of which the penalized person is a member.
4. "Out of Sight - Out of Sound - Out of Mind" - This means if a player, manager, fan, etc. is ejected from a particular game by the umpire(s), the person must leave the

playing area completely so that he cannot be seen or heard for the remainder of the game. This must be done within a reasonable period of time, to be determined by the umpire(s). The umpire(s) may delay resumption of play until they are satisfied that the person will not cause further disruption of the game. If the person still refuses to leave the playing area, the umpire(s) may forfeit the game against that person's team.

GRACE PERIOD

A game will be forfeited if either team fails to show after 15 minutes.

STANDINGS AND SEEDING

If a tie between two teams exists, the following procedure will be used to break the tie:

- Head-to-head competition.
- Run differential
- Least runs allowed in pool play.

PROTESTS

No protests are allowed. Umpire's decisions are final.

TEAM WITHDRAWAL

A team withdrawing from the tournament shall forfeit the entry fee.

MORE INFORMATION

For more information please contact the tournament coordinator at baseball@planet3games.com.