2018 SIYB Tournament Rules

SIYB Tournaments uses the Official Baseball Rules of Major League Baseball unless otherwise noted below.

EQUIPMENT :

- Cleats:
  - Metal cleats are allowed 11u - up
- Bats:
  - **8U-13U**: All bats must be stamped BPF 1.15 or with USA Stamp. Must be a baseball bat - no restriction on weight or length as long as the bat has "BPF 1.15" stamp or USA Stamp. All wood bats are acceptable.
  - **14U-16U**: All bats must be stamped BBCOR.
  - 2 5/8" barrels are the largest barrel size allowed. NO 2 ¾"
- Batting Helmet:
  - A full use batting helmet, which covers the top and back of the head and the side of the face, must be worn when at bat and while on base.
- Catcher's Gear:
  - The catcher must wear all appropriate protective gear which includes: a protective helmet/mask that fully covers ears, chest protector, shin guards, protective cup and throat guard. Hockey style masks are acceptable.

AGE CUTOFF:

April 30 of the current season.

ROSTERS:

May not exceed 18 players. No player may appear on more than one roster.

USE OF THE PARK:

Teams may warm-up in the outfield grass prior to their game if time permits. Formal infield/outfield is not permitted prior to the game. Soft-toss into the chain link fences is not allowed.

GAME RULES:

- Coaches are expected to maintain rosters and Birth Certificates for all players.
- Headfirst slides are permitted at all age levels except at home plate! Penalty for headfirst slide at home= Runner out.
- 9/10U
  - 60 ft. bases and 46 ft. pitching distance (no mounds)
  - NO lead offs, stealing after ball passes plate & NO dropped 3rd strike.
- 11/12U
  - 70-ft bases and 50 ft. pitching distance.

- Lead offs, stealing, and dropped 3rd strike.

- 13U
  - 80-ft bases and 54 ft. pitching distance.
  - Lead offs, stealing, and dropped 3rd strike.
- 14U-19U
  - Full Baseball Rules
  - 90 foot bases

Malicious contact supersedes obstructions at all times

If a runner attempting to reach a base intentionally and maliciously runs into a defensive player in the area of that base, he will be called out and ejected upon judgment of the umpire. This is a judgment call by the umpire and it is final! The Tournament Director shall have the right to reinstate the player for the next game depending on the severity of the ejection. Other players return to the base last touched at the time of the collision. Courtesy runners will be allowed for the catcher (only) with 2 outs. The courtesy runner will be someone not currently in the line-up, or if the team has no players on the bench, the courtesy runner will be the last recorded out. Re-entry status shall not be affected when using a courtesy runner. An intentional walk may take place by announcement by the coach, catcher and/or pitcher.

SEEDING

1. Win/Loss Record
2. Runs Allowed
3. Run Differential (max 10/game)
4. Coin Toss

STARTING AND ENDING THE GAME:

Each team is required to begin the game with a minimum of 9 players, may finish with less, but must take an out for the vacant position.

All players that participate in the game must be included on the lineup card provided to the umpire at the pre-game meeting.

HOME/AWAY & DUGOUTS: A coin flip will determine Home Team. Home team is required to keep the official book.
*All games; choice of dugout will be on a first-come, first-serve basis.
* Pool play games; coin flip will determine home team.
*Play-off games; the Higher seed will have the option of Home or Visitor (coin flip if same seed).
Teams are REQUIRED to pick up their own trash and debris. NO SEEDS IN THE DUGOUTS!!!

GAME TIMES:

- 9u-12u:
  - 6 Innings or 1 hour and 45 minutes.
  - No new inning may be started after time has expired. A new inning starts when the previous inning ends.

    - No time limit on the Championship games. Mercy Rule applies for all games
- 13u-19u:
    - 7 Innings or 1 hour and 50 minutes.
    - No new inning may be started after time has expired. A new inning starts when the previous inning ends.
    - No time limit on the Championship games. Mercy Rule applies for all games.

If the home team is winning and at bat when time limit hits, the game will end.

TIES:

If there is a tie at the end of the game, the SIYB Tie-Breaker will apply. Each team will start the inning with the player who was last recorded out, as a Base Runner on 2nd base with one out in the books. This runner may not be pinch run for or substituted! All Games will go immediately to the tie breaker at the end of regulation. There will be NO TIES. All games will incorporate the Tie Breaker except the Championship games. A game shall be ruled official and complete if called by the Umpire or Tournament Director due to rain, inclement weather or other reasons beyond our control, provided 3 innings have been completed. If 3 innings have not been completed, the game shall begin from that point when safe play can be resumed.

MERCY RULES:

- 15 runs after 2 ½ or 3 innings
- 10 runs after 3 ½ or 4 innings
- 8 runs after 4 ½ or 5 innings

BATTING

- You may bat 9 players or 10 players, with the addition of an extra hitter (starters can re-enter one time into their original spot in the batting order).
- You can bat the entire roster with free substitution. If a team bats their entire roster and a player gets injured, then that player can be removed from the lineup without penalty. Once a player is removed due to injury, they may not return.
- An ejected player will be out when it's their turn to bat. ***NO Slug Bunts Allowed**

PITCHING

- 9u-10u:
    - Pitchers are allowed 8 innings per tournament. Max of 6 per day.
- 11u-14u:
    - Pitchers are allowed 10 innings per tournament. Max of 7 per day.

- 16u-19u:
    - No inning limits. Coach's discretion.

A new pitcher gets 8 warm-up pitches the first inning and 5 thereafter. Violation of pitching rules will result in a coach ejection and the pitcher in question must be removed as a pitcher.

Violations must be challenged during the game!

One pitch thrown constitutes an inning pitched. A pitcher must be removed from the mound upon the 2nd visit by the coach/manager in an inning.

If a pitcher is removed from the game as a pitcher, they may NOT return to the pitching position for the remainder of that game.

If a coach calls time to confer with another player and crosses the foul line, this is considered a trip to the mound for that inning.

UMPIRES/PROTESTS

The umpires will settle all problems on the field at the time of dispute. Rule Interpretation protests must be declared to the Umpire prior to the next pitch being thrown. No protests will be allowed following the game. The Tournament Director and Umpire-in-Chief will rule on all protests; their decisions are final. A $100 cash protest fee will be assessed to all protests and is due at the time the protest is made. Winning protests will be refunded.

SPORTSMANSHIP

All players, coaches and fans will be expected to conduct themselves in a sportsmanlike manner at all times. The tournament director can remove anyone from the premises for unsportsmanlike behavior. Any individual ejected from the game will miss the remainder of that game, plus the next game. The Tournament Director has the right to reinstate the player/individual based on the severity of the ejection. Failure to comply with these rules will result in forfeiture of the game.

Adverse Weather

Schedule and format may change for adverse weather conditions. In the event of tournament cancellation (before it begins), a $100.00 administration fee will be applied to all teams and the remainder of the tournament fee refunded. 50% of fees will be returned after first game played. No refund after 2 complete games.

In case of lightning delay game clock stops.

Forfeiting Games

Forfeiting any game may also forfeit the team's status in the tournament, and the team will not be allowed to play in additional games (SIYB Discretion).

Game Scorecards

Umpires will be responsible for reporting the score and pitching to the tournament director at the conclusion of each game.

Coaches are responsible for verifying this information and signing the scorecard at the end of the game.

It is the coach's responsibility to verify and sign the scorecard before the umpire leaves the field. All scorecards are FINAL once the umpire leaves the field!