**2016 MEMORIAL DAY TOURNAMENT RULES**

**![C:\Users\Bill\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\RKBMU17Q\MC900444636[1].jpg]() NEW JERSEY YOUTH BASEBALL** ![C:\Users\Bill\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\7NK1C6YJ\MP900305788[1].jpg]() **.**

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**GENERAL TOURNAMENT RULES AND INFORMATION**

\*This tournament is an open tournament for all level of play, teams are to enjoy a safe environment and have fun. Mangers are responsible for their Coaches, Players, Parents and spectators.

\* The Tournament is a Youth Sporting event and no Alcohol Beverages are permitted.

\* No Outside food or beverages are permitted in the park except for beverages for the team.

 Example: Water or Gatorade

* No BBQ ing in the park

1. The tournament will begin Friday 27 May to 30 May 2015

2. Teams must provide the Tournament Director with a copy of their team insurance certificate with proof of liability coverage.

**Team’s insurance policies must name the two following on their insurance as additionally insured.**

1. **New Jersey Youth Baseball PO Box 5044 South Hackensack, NJ 07606**
2. **The City of Hackensack 65 Central Ave Hackensack, NJ 07601**

3. All teams will be guaranteed 3 games during this tournament

(Unless in climate weather intervenes then the Tournament Director will do his best to get games in. Games may be reduced only if weather is a factor

If only 2 games are played teams will get 25% of tournament fees back

If only 1 game is played teams will get 50% of the tournament fees back)

If a team pays and decides to pull out for any reason within 14 days of the start of the tournament will forgo 50% of their registration fees.

4. This tournament is run by the NJYB but is an independent tournament open to all level of play teams.

5. First and Second Place teams will receive a Team Trophy and Individual trophies up to 15 per team.

6. Field Sizes;

13u -16u will play on a 60/90 field

11u-12u will play on a 50/70 field

9u-10u will play on a 46-65 field

8u will play on a 40/60 field

**COST PER TEAM :**

 8u—9u-10u ($550)

11u-12u ($650)

13u-16u ($650)

7. Umpires will be provided by the Tournament. Age brackets 11u-16u will have 2 umpires per game. While 8u-10u will have 1 umpire per game.

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**Age cutoff is May 1st for all divisions**.

Whatever age your player is on April 30th indicates the division they should participate

16u May 1st 1999 may 16 on or after May 1st

15u May 1st 2000 may 15 on or after May 1st

14u May 1st 2001 may 14 on or after May 1st

13u May 1st 2002 may 13 on or after May 1st

12u May 1st 2003 may 12 on or after May 1st

11u May 1st 2004 may 11 on or after May 1st

10u May 1st 2004\5 may 10 on or after May 1st

9u May 1st 2006 may 9 on or after May 1st

8u May 1st 2007 may 8 on or after May 1st

**Format**

* The format for age groups 8u-16u will be 3 games Pool Play. The top 2 teams in each division based on 2 divisions will play in a single elimination round robin play-offs.
* In the event there are not eight teams in a division we will only have ONE Conference. With one Conference we will take the best 4 teams overall.
* Example: 6 Teams registered – All 6 Teams will play their 3 game pool play and the best 4 overall records will advance to the Semi’s on Monday.
* Based on a 8 Team Division there will be 2 Conferences of 4 teams in each Conference
* Division A. with 4 teams and Division B with 4 teams, the top 2 teams will cross over in a single elimination to crown a Champion for the tournament.
* Div A 1st place team will play Div B 2nd place team, Div A 2nd place team will play Div B 1st place team. With the winners of each game playing each other in the championship game.
* Age groups will be broken down to divisions. In the event there is a tie will give then go by the tie breaker rule below to seed teams.

**Tie-breakers:** Ties are possible in pool play. If there are 2 teams tied will go to Rule 1Head to Head, but in the event of a 3 way tie if we could use head to head almost the teams that are tied we will do so if in the event we cannot use Rule 1 Head to Head then we will go directly to Rule 2 Total Runs allowed by each team to determine the seeding.

1. Head-to-head results (if applicable) If 3 teams are tied we will go straight to rule 2 no exceptions

2. Total runs allowed, lowest amount of runs allowed will be the higher seed. If there is still a tie then we will go to rule 3.

3 Total amount of runs scored in all pool play games, with the highest amount of runs scored receiving the higher seed.

4. Coin flip

Tournament Director will then make the decision who places in what seed based on all the rules above.

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**Team Rosters**

* NJYB/ AABC Official Roster will be the ONLY excepted Roster
* Each team must fill out a Roster in Complete with all information and submit it to the Tournament Director prior to their 1st Game is no Roster is submitted the team will not be allowed to compete.
* Mangers must have a copy of their rosters and birth certificates in their processions at all times during play. Age cut off for the tournament is 1st May 2016. A player may not turn the year older prior to the 1st of May 2016.
* Teams are permitted 1 Manger, 2 Coaches and 1 Scorekeeper in their dugouts. Others will be asked to leave.

Mangers are responsible for their Coaches, Players and Parents behavior. If a Manger cannot control them the umpire may ask them to leave the park.

**Insurance**

* All teams must present a copy of their teams insurance to the Tournament Director prior to their first game and also maintain a copy in their procession.
* If a team does not present a Copy before their 1st game the team will not be eligible to compete.
* Coverage is the responsibility of all Mangers
* Teams may purchase insurance from K & K Insurance Services, INC ( if purchasing insurance from K & K please ensure to tell them you are playing in the NJYB and apart of the AABC to receive the discounted rate that AABC teams receive.

**MEMORIAL DAY TOURNAMENT RULES**

* Regulation Game – Will consist of 6 innings at every age group for the tournament
* Time limit for every game in pool play. No new inning will start after 1 hour and 45 minutes.
* In the Event of a tie after 1 hr and 45 minutes then we will use the NJYB Tie Break Rule to determine a winner. The last Batted out is placed on Second base with No Outs the inning (S) are played to a winner is declared.
* All Games home and away is determined by a COIN TOSS. The winner or the coin toss declares Home or Away.
* Dugouts will decided by the Coin Toss of Home and Away. Home team will get the 1st Base Dugout and the Away Team will get the 3rd Base Dugout.
1. **Bats**: For the ages of 8u-thru- 13u All bats must have the BPF 1.15 Stamp on them

 14u –thru- 16u All Bats must be BBCOR 0.50 Stamp on them

8u will a bat no bigger than 2 ¼ in Dia barrels with unlimited weight restrictions

9u- thru- 12u Bats may not exceed 2 5/8 in Dia. Barrels with unlimited weight restriction

13u bats may not exceed 2 5/8 in Dia. Barrels with unlimited weight restriction

14u-thru-16u Bats may not exceed 2 5/8 in Dia. Barrels with a minus 3 weight restriction ( -3)

\* If a player is caught using a illegal bat the batted will be called out and a dead ball will be called on the first team offense.

\* If a team is caught for the 2nd time the Manger will be EJECTED

1. **Balks:** will be called at every age 10u-16u –( 8u is no Balks will be called)(9u –Instructional)
2. **Dropped 3rd Strike**: will be called at all ages from 10u-16u ( 8u/9u there is NO dropped 3rd )
3. **Mercy Rule**: 10u – thru -16u there will be a 8 run mercy rule in effect

 8u- there will be a 10 run mercy rule

1. **Infield Fly Rule**: will be called at all ages 10u-16u ( 8u/9u no infield fly rule)
2. **Sliding**: Slide or avoid at all bases at every age group
3. **Bunting**: is Permitted at all ages
4. **Sliding**: Slide or avoid at all bases at every age group
5. **Fake bunting / Slash bunting**: is not permitted at any age

(Showing bunt as the pitch is being pitched and as the baseball is coming to the catcher the batter pulling the bat back and swinging) FOR THE SAFETY OF THE PLAYERS THIS IS NOT PERMITTED AT ANY AGE. The batter will be called out.

1. **Leading and Stealing**: Is permitted at 9u-16u MLB Rules
* 8u Teams ONLY – 3 steals per inning, No stealing home the runner must be batted in, walked or dead ball. Runner may not leave the base until the ball crosses the plate.
1. **. Hit Batter :** No specified limit per pitcher, but coaches should exercise judgment with all players’ safety being the first priority.
2. **Intentional Walks:** Permitted, although the pitcher must throw all four balls, with the catcher positioned behind home plate at least until the ball is thrown.
3. **Batting Order**: Teams may bat the following either 9 players, with / without a DH or a team can bat all of its available players.

**Example that is not allowed if a team has 12 players and only wants to bat 11!**

* Teams can, if they choose, include **all available players** in their start-of-game batting order or hit nine in the batting order either using a DH The decision to either include all available players or (9) nine players must be finalized for each team (and not necessarily the same for both teams) before the start of the game. The beginning-of-game batting order shall be followed throughout the game, except for players entering the order as substitutes.
1. **. Substitutions** – Teams that choose to bat 9 players in their starting batting order will then follow the High School Substitution (Re-Entry)
* **High School Substitution:** Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position whenever in the lineup. A substitute who is withdrawn may not re-enter the game. In the event that a team cannot put nine players in the field at any point during the game, the game is stopped and considered a forfeit.
* . **Teams that choose to include all players** in their starting batting order can freely make defensive substitutions for the duration of the game but the batting order must remain the same for the duration of the game,
* **Courtesy Runner** -Permitted for the catcher when he is on base with 2 outs or, at the discretion of the umpire and managers, for an injured player on base. Courtesy runners can also be used to speed the game up but at the discretion of the umpire and managers. In either case, the courtesy runner is the player who made the last out, whether as a batter or as a runner. If that player is unable to pinch run due to absence or injury, the pinch runner will be the player who made the previous out. This pinch running appearance is ignored when applying the “Substitution” rules described in Rule 14 above.
1. **Pitching – For the purpose of the Memorial Day Tournament there is no pitching restriction. Managers and Coaches are responsible for the safety of their player’s arms.**
* A pitcher must be removed from pitching upon the second visit to the mound during an inning by his team’s manager and/or coaches.
* Upon any removal of a pitcher, he/she may stay on or return to the field in another position, but is ineligible to pitch during the remainder of that game
1. **Scoring**: There is no scoring limit per inning for 9u-thru-16u

 ( 8u ONLY There will be a 6 run per inning rule and the last inning will be unlimited)

1. **Extra Innings** – For NJYB Memorial Day Tournament games that are tied after 6 innings will go into extra innings to a winner is declared. We will use the NJYB Tie breaker rule.
* NJYB version of the California Tie Breaker rule states that after the game has completed the amount of innings or the allotted time to be played and the two teams are tied the teams will go into extra innings ( sudden death format) with the visiting team placing their last batted out on second base with no outs. Then the home team will do the same this will continue to there is a winner declared.
1. **Pre-Game Practice** - No per game practice on the field will be available there is ample area in the park teams may use for warming up

**Field Dimensions:**

 23. **. Pitching Rubber** - see appropriate age below

 **\* 8u -** 40 feet from the back of home plate to the front of the pitching rubber.

 **\* 9u & 10u** 46feet from the back of home plate to the front of the pitching rubber

 **\* 11u & 12u** 50 feet from the back of home plate to the front of the pitching rubber

 **\* 13u & 16u** 60 feet from the back of home plate to the front of the pitching rubber

 **Bases - See appropriate age group below**

* **8u- 5**0 feet apart, with 1st and 3rd base measured from the back of home plate to the back of the base.
* **9u and 10u-** **65** feet apart, with 1st and 3rd base measured from the back of home plate to the back of the base.
* **11u and 12u -** 70 feet apart, with 1st and 3rd base measured from the back of home plate to the back of the base.
* **13u- thru 16u** - 90 feet apart, with 1st and 3rd base measured from the back of home plate to the back of the base.

 24. **Postponements/Rainouts/Suspended Games** - In the Event that a game is called because of light, weather or time limit the game will be a complete game if the home team is ahead after 3 1/2 innings of 4 complete innings. If the game has not reached that point when the game is called the game will resume at the next available possible time that a field is available

 25. **Cleats**: 8u-thru-12u No metal cleats are permitted 13-thru-16 Metal Cleats are permitted

 26. Player Eligibility: NO PLAYER CAN PLAY ON MORE THEN 1 TEAM IN EACH AGE DIVISION. HE MAY PLAY IN 2 SEPARATE ALL GROUPS BUT NOT THE SAME AGAE GROUP

**Conduct / Warnings / Ejections**

Managers are responsible for themselves and their coaches, players on the field, players in the dugout area, and all spectators. For example, if any player deliberately throws a bat or helmet, that player and their entire team will receive a warning from the umpire. Warnings will also be issued if the batter accidentally flings the bat after swinging at the ball. At the umpire’s discretion, subsequent incidents can lead to ejection. Umpires and coaches have jurisdiction over spectators, who must yield to their authority or risk removal from the field and its immediate surroundings. Umpires have jurisdiction over managers, coaches, players, and spectators, who must yield to their authority or risk removal from the game, the field, and its immediate surroundings. Again, head coaches are responsible for their assistant coaches, players and parents’ conduct. Ejections are generally preceded by warnings, except in extreme cases. ***It is expected that all players, coaches, and parents will demonstrate good sportsmanship. Managers are responsible for their coaches, players and parents. Actions by parents, coaches and players that are construed by umpires and the NJYB as demonstrating poor sportsmanship will result in certain disciplinary action that may include but not limited to game forfeiture, ejection and a future ban from participating in all NJYB leagues.* Cheering**: Positive cheering and chanting for one’s own team and youth baseball players is always acceptable and part of the game. However, team cheering and chanting especially when ramped up at the point of the pitcher's delivery or the batter’s swing to intimidate youth baseball players will not be tolerated. Team cheering/chanting (or coach yelling) in the middle of an opposing pitcher’s windup or at the time of a swing by the opposing batter with the intention of intimidating a youth baseball player will be viewed as poor sportsmanship, is not acceptable and will not be tolerated. It is the umpire’s discretion to determine if the chanting is considered intimidating. The umpire will warn the coach for the first infraction. Continued infractions will result in the pitch being either called a strike for intimidating a pitcher and a ball for intimidating the batter. **Any ejection of a manager, coach, or player leads to their suspension from the remainder of that game. An ejected coach or manager must leave the field altogether and must not be within viewing distance of the playing field. Ejection from a second game in the same season for the same individual results in suspension for the remainder of that game and the entire next game (regardless of whether it is a regular season or tournament game) and a one-year probation with the NJYB, with the subsequent game suspension subject to a review of the circumstances of the ejection by the league commissioner. Ejection from a third game can lead to suspension for the remainder of the season (including tournament games) and, if warranted, permanent suspension from the NJYB, also subject to review by league and state commissioners. Any ejections from a NJYB regular season or tournament game must be reported and explained in writing by the head coach of the team whose coach, manager, player or parent was ejected from the game to the league commissioner no later than one day after the ejection.**