

# Indoor Baseball Tournament Rules

11U, 12U Divisions

*Revised 2-6-2010*

## Hudson Valley Sportsdome Rules:

**NO SPITTING ON THE FIELD:** Spitting can be unsanitary, unsightly, and potentially dangerous, please refrain or spit into trash cans on the side of the field. Spitting on the field will be penalized.

**ELASTIC POWER:** The Hudson Valley Sportsdome reserves the right to establish guidelines for any and all rules or infractions not covered in the tournament rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.

**NO CLEATS:** Turf shoes or flats only

No Gum chewing or sunflower seeds allowed.

**FIELD DIMENSIONS:** The following field dimensions will be used: 11U, 12U Divisions: 50/70

**INDOOR RULES:** **A.** Any batted ball that strikes the ceiling will be considered in play and may be played as is consistent with an outdoor game. A batted ball hit off the netting behind the batter will be considered a dead ball.

**B.** All batters will start with a 1-1 count.

**COIN TOSS:** In Pool play rounds there will be a coin toss to determine the home team. In the championship round, the team who has the higher seed will automatically be the home team.

**PRE-GAME WARM UP:** Pre-Game warm-up may take place if appropriate time exists between games.

*All teams need to be ready to play at least 15 minutes before their scheduled start times- games may begin earlier than scheduled if the previous game ends early.*

**GAME LENGTH:** All games will run a maximum of 6 innings.

**TIME LIMITS:** No new inning will start after one hour twenty minutes. One hour twenty-five minutes is the drop-dead time. At that time the score/inning will revert to the last completed inning.

**MERCY RULES:** Games will be called for Mercy Rulings after the specific number of complete innings, providing the home team has the certain run lead. After the specific number of complete innings, the game is official.

- a. Fifteen (15) Run Lead after three (3) complete innings. (The home team does not bat if leading)
- b. Twelve (12) Run Lead after four (4) complete innings. (The home team does not bat if leading)
- c. Eight (8) Run Lead after five (5) complete innings. (The home team does not bat if leading)

**COURTESY RUNNER:** Teams will have the option to use a Courtesy runner for the pitcher and catcher at any time during an inning but must follow all options and rules regarding Courtesy Runners listed below.

1. Option 1: If a team opts to bat their entire line up, they must use the last official batter of the previous inning as the Courtesy Runner. The second choice is to use the second last batter of the previous inning if the team needs a second courtesy runner that inning (this only occurs when the pitcher and catcher reach base in the same inning).

2. Option 2: If a team opts to bat nine (9) or ten (10) batters, the courtesy runner must be someone not in the current batting order of the game. (Example: Starter who is now on the bench or player who just arrives or someone who has not been in the game at all.) The exception to this rule is if there are no additional players on the bench; refer back to Option 1 for Courtesy Runners

**LINE-UP/SUBSTITUTION:** A team may bat either 9 or 10 batters (with an EH), or their entire lineup. If a team bats their entire line-up, they have the option of free substitution throughout the game.

**INTENTIONAL WALK:** The Head Coach or Catcher of the defensive team will announce to the Home Plate Umpire that they would like to **intentionally** walk a batter. No pitches are thrown, and the batter will be awarded first base.

**RE-ENTRY:** In all age divisions, starters may re-enter once but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting order must be taken out of the game and is ineligible to re-enter for the remainder of the game.

**STEALING/LEADING RULE:** 11U,12U Divisions: Free leading and stealing is allowed.

**BAT RESTRICTIONS:** There are no bat restrictions

**BALK Rule:** There are NO warnings on balks.

**TIE GAMES:** Pool round games that are tied after 6 innings will be recorded as a tie game. The Championship Game will be played to conclusion using the California Tie-Breaker, starting in the 7<sup>th</sup> inning.

**TIE BREAKERS FOR FINAL SEEDINGS:** To determine the spots for the final seeding, the following format will be used:

1. Overall record of wins / losses.
2. If two teams are tied, Head to head winner (if more than two (2) teams are tied and one (1) team has beat all the teams that are tied, they automatically advance, regardless of runs allowed).
3. If more than two teams are tied, and there are no head-to-head meetings, the least runs allowed will determine the seeding.

**COMMENTS OF THE RULES:** These rules are intended to create a balance of play; to create an atmosphere of sportsmanship and fair play; and to emphasize cleverness and skill without limiting freedom of individuals or team play. It is important to know the intent and purpose of a rule so that it may be intelligently applied in each play situation. A player or team should not be permitted an advantage which is not intended by a rule. Play will not be permitted to develop which may lead to placing a player at a disadvantage not intended by a rule.