**Bollinger Baseball Tournament Rules**

1**. All games play shall be governed by Ohio High School Baseball Rules. ONLY those exceptions**

**specifically listed herein shall be applicable.**

2. **Player eligibility:**

 a. 8U Baseball - Players must not be 9 years old before May 1 of the current year.

 b. 9U Baseball - Players must not be 10 years old before May 1 of the current year.

 c. 10U Baseball - Players must not be 11 years old before May 1 of the current year.

 d. 11U Baseball - Players must not be 12 years old before May 1 of the current year.

 e. 12U Baseball - Players must not be 13 years old before May 1 of the current year.

f. USSSA Grade Rule is in effect, meaning if a player has a birthdate prior to the cutoff date but is in

the appropriate grade level then they will be allowed to play (i.e. A player who turns 10 prior to the May

1st cutoff date but is in the 4th grade is eligible to play in the 10u division).

 g. All players must have their birth certificates present at each game played in the tournament.

 h. Team rosters must be submitted with the registration form. Roster size is limited to only 15 players.

 i. If a player is found to be ineligible, the team will forfeit all games in which the ineligible player

played.

3. **Field Dimensions: Pitching and base path distances shall be:**

AGE PITCHING RUBBER BASE PATH

8U 35’ 60’

9U-10U 46’ 65’

11U-12U 50’ 75’

4. **Equipment:**

 a. There are no glove or bat length, barrel diameter or length/weight differential limitations in 8U-12U

except the BPF 1.15 requirements

 b. N.O.C.S.A.E. approved batting helmets shall be worn by all batters, base runners, and on deck

batters. Catchers must wear, at minimum, standard protective gear including an N.O.C.S.A.E approved

hockey-style mask-helmet combo, chest protector, shin guards and protective cup. Player/Bullpen

catchers must at least wear protective mask (Full equipment is preferred and strongly encouraged by

the league.)

 c. Only rubber or plastic spikes are allowed from age 7-12.

**5. Game play**

 a. A minimum of 8 players are required to begin a game.

 b. Games shall be six (6) innings in duration for age levels 7U-12U, however innings necessary to break a tie are permitted.

 c. Run Rules shall apply when the visiting team is behind 15 runs after 3 innings; 12 runs after 4 innings

and 10 runs after the 5th inning. However, in 7u & 8u a half inning shall consist of three (3) outs or eight

(8) runs, whichever comes first. Except, in the final inning (6th) when it shall be 3 outs only. 7u & 8u

level teams will adhere to a 12 run lead after 4 innings or 10 run lead after 5 innings rule. (Thus playing

a minimum of 3 ½ or 4 innings prior to any run rule).

 d. In the 9u-12u age groups, all pool play and bracket games (except championship game) will have a 1

hour 45-minute time limit. This means that no new inning shall start after the 1 hour and 45-minute

time limit. In the 8u age groups there will be a 1 hour and 15 minute (no new inning) time limit

for all pool play and bracket games (except championship game). (Time limits are subject to change

based on weather, etc).

• There will be no time limit for championship games.

• A new inning begins once the 3rd out of the previous inning is made. If the umpire deems that a

new inning cannot start within the assigned time limit, the final decision belongs to the field

official.

• For bracket play only (except championship game), In the event of a tie at the end of regulation

time, one extra inning shall be allowed. If further play is required to determine a winner, a

runner shall be placed at first and second base with no outs. Runners must be the last 2 batters

of the previous inning. Play continues in such fashion until a winner is determined.

• Championship games are continued until there’s a winner (normal extra inning rules will

apply until a winner is determined).

• Tie Breakers

The following rules will determine how teams will advance out of their pool or

determine round robin champion if applicable:

o Win-Loss

o Head to Head

o Fewest Runs Allowed

o Run Differential

o Coin Flip

 e. Pitchers in the 9U-10U divisions can pitch a MAXIMUM of 3 innings per game (1 pitch constitutes an

inning). In the 11U and 12U-1divisions a pitcher can pitch a MAXIMUM of 4 innings per game (1 pitch

constitutes an inning). WE STRONGLY ENCOURAGE COACHES NOT TO OVERUSE PITCHERS WITH MULTIPLE GAMES IN 1 DAY OR BACK TO BACK DAYS.

 f. A continuous batting order will be used for 8U – 12U games. All players in uniform will be in the batting order. An injured player or a player being disciplined may be withheld from the batting order as long as the coach reports this to the

opposing coach prior to the game’s start. In the event a player is injured his spot is skipped without

penalty. In the event of an ejection, that spot is an automatic out for the rest of the game. In a

continuous batting order, the spot occupied by an ejected player is an automatic out for the rest of the

game. Free substitution shall be used defensively, except for the pitcher. Once a pitcher is removed

from the pitching position, he shall not return to the pitching position in that game.

 g. A courtesy runner may be used for the pitcher and catcher at any time after reaching base. The

courtesy runner may be anyone not having started or appeared in the game (when using other than

continuous batting) or in the event that all players have been placed in the line-up, after that point, the

courtesy runner may be anyone not in the game. A courtesy runner shall be the player who made the

last out in a continuous batting situation. Note that this is an option and not a mandatory “speed-up”

rule. Being a courtesy runner does not affect that player’s ability to enter the game at a later point.

 h. A trip to the mound will be charged once the coach crosses the foul line to talk to the pitcher or any

other fielder. Two trips per inning (per pitcher) mean the pitcher must be removed from the game.

 i. Base runners must avoid violent or malicious contact during league play. (For interpretation, this

means high spiking, or the use of body parts for the purpose of dislodging the ball or causing bodily

harm.)

 j. Charging umpires on judgment calls has no place in amateur baseball and softball. Any player,

coach, bench personnel, or fan who charges an umpire shall be warned to stop their action at once. If

the warning is not heeded immediately, the offender shall be ejected from the tournament. There shall

not be any other warnings to that team.

 k. The head coach shall be the only coach to approach an umpire to discuss any disputed judgments.

Assistants will be given a warning and then ejected if the action continues.

 l. Protests are prohibited. The ruling of the on-field umpires is final.

M. If there is a shortage of teams, Age Groups will be combined (as long usssa standards apply to pitching distance and base paths the same across both age divisions).

Example: 2 teams in 11u and 4 teams in 12u, both divisions would be combined to make one age division. 9u/10u will not be combined with 11u/12u divisions as they do not play the same set of rules and vice versa.

**6. Failure to start game on time:**

 a. There shall be a 15-minute grace period for a late start.

 b. The team that was on time shall notify the tournament director of the infraction.

 c. This grace period shall only be afforded once during the tournament, after which the on time team

may elect a forfeit.

 d. If a team shows after the 15-minute grace period or it is their second or more infraction, the on time

team may elect a forfeit win. However, if they choose to play the game, it shall be official and the grace

period violation is waived in that instance only.

**7. A pre-game umpires/coaches meeting shall be conducted prior to the start of every game in order to**

**inform the visitors of all ground rules and to properly educate the umpire of all league specific playing**

**rules. At this time each coach will pay the umpire for the game. NO EXCEPTIONS!**

**8. Umpires:**

 a. OHSAA sanctioned umpires will be used. 1 Umpire will be used for pool play and bracket play through semi-finals. A 2-man umpire crew will be used in championship game (If staffing is not an issue).

 b. Payment of Umpires

 i. Umpire fees are payable in a form acceptable to the umpire, at the pre-game meeting or as

arranged with the umpire.

 ii. Teams shall split umpire expenses for all games.

* $30 per team in 9U and 10U
* $35 per team in 11U and 12U

**9. Inclement weather or darkness**

 a. The tournament director will be designated as the responsible party for determining the start of a

game due to inclement weather or darkness. Until the game is started, the umpire shall have no

authority in this matter.

 b. In the event of a weather issue, every effort will be made to get all the games played. The

tournament director has the right to shorten games and change all scheduling to accommodate. Refund

policy is as follows: 75% refund if no games played (covers trophies and diamond dry).

 c. No game shall be started or commenced where lightning is present or there is a tornado warning (As

distinguished from a watch). Once the game is started, the umpire in chief alone shall be responsible for

such determinations.

 d. If a game is called due to inclement weather or darkness, it shall be a completed game if official (4

completed innings for 6 inning games and 5 complete for 7 innings). If it is not yet official, it shall be

picked up at a point of suspension and completed in the remaining amount of time left in the game.

Both teams are not required to select the same option; however each team must play entire game with

their respective choice.

Roster Batting with Free Substitution A continuous batting order will be used. All players in uniform will

be in the batting order. An injured player or a player being disciplined may be withheld from the batting

order as long as the coach reports this to the opposing coach prior to the game’s start. In a continuous

batting order, the spot occupied by an ejected player is an automatic out for the rest of the game. Free

substitution shall be used defensively, except for the pitcher. Once a pitcher is removed from the

pitching position, he shall not return to the pitching position in that game.

Courtesy Runners:

A courtesy runner may be used for the pitcher and catcher at any time after reaching base. The courtesy

runner may be anyone not having started or appeared in the game (when using other than continuous

batting) or in the event that all players have been placed in the line-up, after that point, the courtesy

runner may be anyone not in the game. A courtesy runner shall be the player who made the last out in a

continuous batting situation. Note that this is an option and not a mandatory “speed-up” rule. Being a

courtesy runner does not affect that player’s ability to enter the game at a later point.

Notes on both Designated Hitter (DH) and/or Extra Hitter (EH)

If a team has used all eligible and healthy players in a game and a player is injured or ejected, the

opposing coach shall choose from among the healthy players having played but not currently in the

game to finish the game. If no healthy players are available, the game shall be forfeited at that point.

The high school re-entry rule shall be in effect (Starters may re-enter once in their same spot in the

batting order. Non-starters may not re-enter.

Designated Hitter (DH) rules are the High School D.H Rules

Extra Hitter (EH) rules

 a. The extra hitter can play defense.

 b. If the extra hitter is used, he must be used for the entire game.

 c. The extra hitter must remain in the same position in the batting order for the entire game.

 d. If an extra hitter is used, all ten (10) players must bat and any nine (9) players can play defense.

Defensive positions can be changed, but the batting order must remain the same.

 e. The extra hitter may be substituted for at any time, either by a pinch hitter or a pinch runner, who

then becomes the extra player. The substitute may be a player who has not yet been in the game.

9U Addendum

The following modification to the league rules shall apply to the 9U Division:

1. Nine (9) defensive players shall play in the field.

2. Balk rules shall not apply.

3. A batter shall be automatically out on a dropped / missed third (3rd) strike by the catcher.

4. Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has

passed home plate. When a runner tries to advance prior to the pitched ball passing home plate,

the following shall apply:

• Approved Ruling: If the runner advances safely, the Umpire shall call “Time” and the runner

shall return to the base last legally occupied at the time of the pitch. If the runner is called

out, the call shall stand, and the runner is out. If the ball is hit, the defensive team shall have

the option of the result of the play or a no pitch.

• No delayed stealing. After the ball is pitched and the ball crosses home plate, a runner must

immediately make an attempt to steal the next base. A team will receive one warning per

game for the violation of leaving base too early, and the runner must return back to the

base. Thereafter, runners will be called out.

5. If a runner has been stopped at 3rd base, and the next pitch has occurred; then the runner shall

not advance from third (3rd) base to home unless the runner is batted home or forced by a base

on balls, hit batsman. Runners shall not advance from third (3rd) base to home on passed balls,

wild pitches or dropped / missed third (3rd) strikes by the catcher, as well as first/third

situations.

6. No Infield Fly Rule.

7. No Bunting

8. An inning will be 3 outs or 6 runs maximum, even if the last hit causes more than 6 runs to score

(only 6 runs will count).

9. Unlimited Runs will be allowed as follows: 1. In the 6th inning. 2. In any inning the umpire

declares as the last due to time limit. 3. In extra innings, if necessary.

10. Play is stopped when the ball is in control of an infielder and the lead runner has been stopped.

8U Rules Addendum

The following modification to the league rules shall apply to the 7U & 8U Division:

 1.Ten fielders will be used. Normal positions with four outfielders. Outfielders must be approximately

an equal distance from home plate; this means no “short fielders”. Outfielders must have both feet in

the grass.

 2.One coach is allowed in the outfield when his/her team is on defense. The defensive coach should be

positioned behind the outfielders.

 3.The fielding pitchers must be within 5” of the pitching rubber until the ball is pitched. The fielding

pitcher may stand to the right, left, or behind the mound, but not in front of the designated pitcher.

 4. The designated pitcher will pitch overhand from the pitching rubber. The designated pitcher MUST

make every effort to leave the playing field immediately after the ball is hit. The designated pitcher will

use caution NOT TO INTERFERE with the ball, fielders, and runner, and will remain off the field until play

is stopped. If the designated pitcher interferes with the play, all runners will return to the last base they

were at. The designated pitcher shall refrain from coaching the runners; this is the responsibility of the

base coaches.

 5. There will be no more than seven pitches to the batter. If the ball is not put into play on one of

those pitches, the batter will be called out, with the following EXCEPTIONS:

 a. A foul ball (unless caught) on the third strike, if it is also the 7 pitch, will not be counted as part of

the seven pitches.

 b. If a batted ball hits the designated pitcher, it shall be ruled a DEAD BALL; no pitch, no strike.

 6. No walks

 7. No infield fly rule is in effect

 8. Batter cannot run on dropped third strike

 9.No bunting. If the umpire judges that the batter bunted or attempted to bunt, the pitch is counted as

a strike.

 10. A base runner will be called out if they leave the base before the ball crosses the plate. This will not

affect any other play that is being made on the batted ball.

 11. No stealing.

 12. Play is stopped when the ball is in control of an infielder and the lead runner has been stopped.

Coaches, please don’t send runners if the infielder is in control of the ball. We are trying to teach them

how to play the game correctly. Infielders can request time, but ONLY the umpire can call time.

 13. A half inning shall consist of three (3) outs or eight (8) runs, whichever comes first. Except, in the

final inning (6th) when it shall be 3 outs only. 7u & 8u level teams will adhere to the following run rule

12 run after 4 innings and 10 runs after 5 innings.