

# Indoor Baseball Tournament Rules

*Revised 2/2/2012*

## Hudson Valley Sportsdome Rules:

**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 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.

No Gum chewing or sunflower seeds allowed.

No littering; use trash receptacles.

**TEAM CHECK-IN:** Coaches must check in and present roster and waivers (legible, completed and signed by parent or legal guardian) at least 30 minutes prior to first game. Players without properly executed waivers will not be permitted to take the field. Birth certificates must be presented upon request for player age verification.

**PLAYER ELIGIBILITY:** A player's age as of May 1<sup>st</sup> of the tournament year. Players may play up.

**FIELD DIMENSIONS:** The following field dimensions will be used:

**10U Division: 46/60**

**11U, 12U Divisions: 50/70**

**13U Division: 60/90**

**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.

## PLAYING RULES:

**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.

**HOME TEAM:** Home team is determined by the first position listed on the schedule.

**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.

Stalling will not be tolerated and may result in the game being forfeited; **Umpire judgment is final.**

**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)

**PITCHER WARM UP:** 5 warm up pitches will be allowed in the 1<sup>st</sup> inning and 3 warm up pitches for all other innings.

**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.

**Dropped 3<sup>rd</sup> Strike:** Batter may attempt to go to first

**CHEAP-O RUN RULE:** If a base runner is on third base he cannot advance home to score if a dead ball is called only if the ball gets caught in the backstop.

**STEALING/LEADING RULE:**

10U Division: No leading or stealing is allowed.

11U, 12U, 13U 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 a Modified California Tie-Breaker:

Each half inning will start with the bases loaded and two outs. Each team will continue the batting order from the previous inning with the three previous batters occupying the bases, with the last batter occupying 1<sup>st</sup> base, the second batter occupying 2<sup>nd</sup> base, and the third batter occupying 3<sup>rd</sup> base.

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

- a. Win-Loss Record
- b. Head to Head
- c. Runs Allowed
- d. Runs Scored
- e. Longest Throw

(If any team should forfeit any game, the winning team will record a 7-0 win. The losing team will record a 0-7 loss with no exception to this calculation).

**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.