



Badges and Baseballs Tournament

Danny Carpenter Memorial Tournament Rules

Contacts:

Tournament Director: Philana 505-486-1171

UIC: Albie 505-402-5156

Special 8U Rules refer to pages 5 & 6

Division Designation

9-10 years of age- Players cannot turn 11 years old prior to May 1st of the league year.

11-12 years of age- Players cannot turn 13 years old prior to May 1st of the league year.

13-14 years of age- Players cannot turn 15 years old prior to May 1st of the league year.

Time Limits

8U

1 hour 15 min: The length of the game may also be determined by run rule or in the event that 6 innings of play have been completed. No new inning will start with five or less minutes on the clock. Finish the inning. If the home team is ahead and up to bat, the game will be called when the time expires.

10U and 12U

1 hour 30 min. The length of the game may also be determined by run rule or in the event that 7 innings of play have been completed. No new inning will start with 5 or less minutes on the clock. Time will start at the completion on the plate meeting.

14U

1 hour 45 min. The length of the game may also be determined by run rule or in the event that 7 innings of play have been completed. No new inning will start with 5 or less minutes on the clock. Time will start at the completion on the plate meeting.

Mercy Rule

20 after 2 innings.

15 after 3 innings,

10-run advantage after 4 innings, (3 ½ if the home team is ahead by 10 runs)

8-run advantage after 5 innings (4 ½ if the home team is ahead by 8 or more runs) shall complete the game.

Umpires:

There will be a zero tolerance for fans or coaches yelling at umpires. The umpire will eject the manager/coaches from the game for misconduct. It is the coaches/managers job to control their fans. Should this become an issue with a team's fans or coaches the umpire in chief will notify the Tournament Director and UIC. Anyone ejected from a game will be subject to a minimum of a one game suspension, if not for the entirety of the tournament

Equipment

10U and 12U

Bats: Bats will be of good quality and must bear a USA bat or USSA official 1.15 stamp. The bat length to weight can be -10, -8, -5, -3 BBCOR or one wood/composite wood stick. Bats can be one or two piece construction.

14U

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Catchers must wear a hockey style helmet. No two piece helmet and mask combination is allowed

Team Dugout Designation

All Divisions

First come first serve. Home and visitor designations will be determined by coin flip during pool play. In bracket, home team will be the higher ranked seeding.

Participation Rule/ Line Up/Game Roster/Substitutions

- 1) Teams must have 9 players to start a game. They may finish a game with 8 players due to injury or illness. An out will be recorded in the lineup for the injured/ill player.
- 2) All team members shall bat in the order submitted to the official scorekeeper. All team members present for games shall be placed on the lineup.
- 3) Each team will have their line up in to the other team and score keeper 15 minutes prior to game time.
- 4) Substitutions are allowed only at the half inning, unless there is an injury or pitching change
- 5) An inning will be constituted by 3 outs.
- 6) **Music: Is permitted, BUT don't abuse it! Must be clean and at a decent level! It cannot cause interference with umpire and coach communications. ZERO Tolerance, if we must warn you, you will not be able to play music for the remainder of the tournament. Questions regarding this rule contact the tournament director directly at 505-486-1171 (Philana)**

Batting Order

Coaches are free to use the line-up of their choosing:

- straight 9 with substitutes listed
- designated hitter in place of one of the nine defensive players
- extra hitter as the tenth batter in the lineup
- line-up of all players present.

The batting order must stay consistent throughout the game. Any player who leaves and then returns to the batting line-up must occupy the same place in the order. If a team does not have 9 players in the line-up, an out will be called for the ninth missing batter or for any empty spot if batting all.

Courtesy Runners

Courtesy Runners may be used for the CURRENT listed pitcher or catcher. The “current” pitcher or catcher is the player who last assumed that position in the previous inning. Any player not in the batting order or previously listed in the batting order may be used as the courtesy runner. The spirit of the courtesy runner is to speed up the game, not gain an advantage in speed.

Pitch Count Tracking

The official scorekeeper shall be responsible for tracking each of the team’s pitch counts, either through the use of the scorebook or the pitching count chart/counter. Each pitcher’s pitch count is computed by adding the number of balls and strikes, the number of foul balls hit with two strikes, and the number of fair batted balls. Coaches will also keep track of pitch counts, but at no time shall supersede the official scorekeepers count. **It is recommended that coaches track pitches and confer with the official scorekeeper after each half inning. A clicker counter is recommended.**

ALL TEAMS SHALL HAVE A BOOK (ELECTRONIC OR PAPER) TO BE HEARD IN ANY DISPUTE, AND MUST BE COMPLETE TO THE POINT OF DISPUTE.

Pitch Counts and Pitching Rules



AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+

Note: If a coach is found to be guilty of over pitching during the game, The coach will be suspended for the following game. If a coach does it on a 2nd offense, he will be suspended for 3 games. On the 3rd offense a board meeting will be held during the coaches 5-day suspension on if they will be allowed to coach in FABC.

It is also encouraged to not allow a pitcher to catch after max pitch count has been met. A player may pitch in more than one game in a day. **If a pitcher throws in a second game on the same day, the total pitches for the day will be calculated and total pitch count shall be calculated per totals listed above. A PITCHER CAN NOT PITCH 3 DAYS IN A ROW, REGARDLESS OF 19 OR LESS RULE** All pitch count rules shall apply regardless of game outcome via rain delay to a new day or suspended games, unless the proper days’ rest has been met.

Defensive Play and Dugout Rules

Coaches may be on the first base coach's box and third base coach's box while their team is batting. One coach may be outside of the dugout on a bucket while their team is on defense. All other coaches must remain in the dugout.

Teams may have one manager and three coaches in the dugout at any given time.

Visits to the mound

MLB rule = 5 trips per game and each pitcher must throw to 3 hitters, or the end of an inning. Anything beyond 5 trips will be removal of the pitcher from the mound, unless injury or change of pitcher.

A coach who visits the same pitcher a second time in the same inning must remove that pitcher. They cannot visit the pitcher twice during the same batter.

Obstruction/Interference Rule/Sliding Rule

Offensive interference- Players are encouraged to slide if a play is being made or is imminent at the base they are going into. If the player does not slide and contact is made, it is at the discretion of the umpire whether or not the player interfered with the play. If in the umpire's judgment interference occurred, the player will be called out.

There is no mandatory slide rule. If players do slide, they have to slide legally.

Defensive Obstruction- Players not in possession of the baseball can not hinder or obstruct a runner's ability from obtaining the base. This is at the judgment and discretion of umpire.

Infield Fly Rule

The infield fly rule will be in effect

Speed of Play

Coaches should make every effort to speed up play in all leagues whenever possible. This means the teams should be taking the field quickly. Umpires will also carry ball bags to ensure faster speed of play.

Warm up Pitches

Each Pitcher entering the game for the first time will be granted eight initial warm up pitches and five pitches when returning to the mound after the end of the half inning of play.

Infield

Pregame infield may be taken as long as both teams have 10 minutes and infield is completed five minutes before game time. Home team takes infield first.