



## BYB 2022 AA Division League Tournament Rules



1. Please have players there on time and make sure that games move quickly so they can be completed as scheduled. Try to keep in-between innings warm-ups quick as well.
2. All regular season rules apply... Bunting is allowed; however no 'Slashing' is permitted in AA. If a player 'Slashes' the batter will be called out.
3. Teams will continue to supply one umpire each per game. Please use your volunteers to serve as umpires.
  - **We highly recommend that coaches or assistant coaches do not serve as an umpire during the tournament.**
  - **So that teams can better plan for umping, the team listed on the top of the bracket pairings will be the designated HOME TEAM for each game.**
4. Bat your entire line-up like a regular league game, however, you may create your own batting lineup for each tournament game without rotating the players up or down spots. Each player needs to play an equal amount of time every game and throughout the tournament as much as possible. For example, if you have 12 players, you shouldn't have the same players sitting twice each game, you need to rotate your bench players equally.
5. A maximum total of 6 Runs per inning is allowed.
6. The Sliding rule will be enforced, meaning players need to slide on every occasion where there will be a potential play made. No head-first slides. Runners may be called out if these rules are not followed.
7. Stealing / Advancement
  - a. Stealing of 2<sup>nd</sup> base **IS ALLOWED** after the pitch has crossed home plate – either directly or on a wild pitch or passed ball.
  - b. Stealing of 3<sup>rd</sup> base or Home **IS NOT ALLOWED**, even on a wild pitch or passed ball.
  - c. Leading off **IS NOT ALLOWED**. Runners must be on the base until the pitch crosses Home Plate.
  - d. Batters **CANNOT** advance to 1<sup>st</sup> base on a dropped 3<sup>rd</sup> strike - they are out.
  - e. Runners at 2<sup>nd</sup> or 3<sup>rd</sup> base **MAY NOT** advance on an overthrow by the catcher back to the pitcher.
  - f. Runners at 2<sup>nd</sup> or 3<sup>rd</sup> base **MAY NOT** advance on an overthrow by the catcher on a steal of 2<sup>nd</sup> base.
  - g. If the ball is not put into play, runners at 2<sup>nd</sup> or 3<sup>rd</sup> base **MUST RETURN** to their respective bases before every pitch.
    - i. If a runner takes a secondary lead after a pitch they **can be** thrown out by the catcher but **cannot** advance on the overthrow
  - h. Courtesy runners **ARE ALLOWED** for the catcher or an injured player. The runner must come from the bench, and if possible, it should be the player that made the last out
8. Pitchers: Pitchers are limited to a maximum of 7 innings for the tournament and can only appear in 3 games as a pitcher. If a pitcher delivers one (1) pitch in an inning, they shall be charged for one (1) inning pitched.
  - a. A player may pitch a **maximum of three (3) innings per game.**
  - b. With the consecutive day tournament format, pitchers will be allowed to throw on two consecutive days or in two games in the same day, if they are under 50 pitches for the first game. They will then be limited to 80 pitches between the two days or games.
    - i. Example: if the pitcher throws 20 pitches on Friday, they could throw 60 on Saturday, or another example they could throw 35 pitches in the first game and 45 in the second. After pitching two days in a row or two games in one day, they must have 1-day rest before pitching again, even if they have not reached their pitch limit in those 2 games.

Tournament Pitch Count	Daily Pitch Maximum	0 Days Rest Period	1 Day Rest Period
AA Division (9 years old)	80	1-50	50-80

9. You **CANNOT** re-enter a pitcher. For example, you cannot have a player pitch in the first inning and then have then pitch in the last inning. Once a player is removed from the pitching position they will not be allowed to pitch again during that specific game. Any violation of the re-enter rule may result in forfeiture of the game.
10. Have your players hustle in and out and be ready to bat so we can play complete games. 6 Warm-up pitches for new pitchers and 4 warm-ups for existing pitchers. Coaches MAY warm up pitchers in between innings to speed up the game.
11. If eight or more players are present at the game, the game is official, and no penalty outs will be called. If a team has seven or fewer players, the game will be forfeited. Any other issues please call the AA coordinator ASAP.
12. Time Limit: Do not start a new inning after 90 Minutes – **NO EXCEPTIONS!** Please start on time and you should not have any issues. If the game ends in a tie after 90 minutes, immediately start the Tie Breaker procedure listed below.
13. Tournament Tie Breaker: There will be no regular extra innings played. If time permits within the 120-minute game allotment, the visiting team will place the last three batters from the previous inning on first, second and third with the last batter placed on first and so on. The visiting team then gets one out to score as many runs as they can. Once they have made an out, then the home team gets the same chance. The teams will need to hustle in and out between each tiebreaker session and the pitchers will only get two warm up pitches. This process will be repeated up to three (3) times to try to break the tie. If after three attempts to break the tie, a coin flip will determine the game, with the home team calling the flip. Three sessions of the tiebreaker process will count as one (1) inning pitched, which equates to three (3) outs.

All regular season rules apply, therefore you cannot re-enter a pitcher who had already pitched during the game. If the pitcher was in at the end of regulation and they still have innings left to pitch, they may continue into the tiebreaker sessions if they still have pitches left under their pitch count totals. For example, if you had a player pitch the last inning (5<sup>th</sup>) and that was his/her first inning pitched during that game, he/she could pitch three (3) “tie breaker sessions” which is equal to one inning pitched. Each session counts as 1/3 of an inning and pitchers, who pitch in these sessions, will only be charged as such. They will be the exception to the tournament rule where normally 1 pitch counts as one inning. If a pitcher throws one pitch to record an out and the game is over after one tiebreaker session, they will still have 2/3 of an inning to use towards their 7-inning total for the tournament. All pitch count rules will continue to be in effect during the tiebreaker process.

If the game time limit is running out and you still have not finished the game, you may need to decide the game with a coin toss. This happens every year. Coaches and umpires will need to watch the clock and come to an agreement on how to finish the game before time expires or before going to the tournament tiebreaker. If it appears that the game is not going finish before the 90-minute limit, please have your plan in place before the last full inning is played.

14. Coaches are required to know and follow these rules. Any violation of these rules may result in forfeiture of the game.
15. **This is important** - It is the winning team coach’s responsibility to get the final game score to the Concession stand where the brackets will be updated and posted.

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### **Reminder About Umpires and Game Officials**

The umpires are charged with the responsibility of game conduct and enforcing the league rules and regulations. **A coach cannot, under any condition, dispute an umpire call on the field in an argumentative fashion.** Arguing with an umpire or with another coach, player or parent will NOT be tolerated and is grounds for removal from the game, and possibly from the program by the Board of Directors. An umpire's judgment call -- good or bad -- is final and is not eligible for protest. A judgment call includes calling balls, strikes, and outs. An umpire's call involving application of the rules is subject to protest. Consult your rulebook for the proper and respectful way to protest a call or a game. Bismarck Youth Baseball, Incorporated has adopted a zero tolerance policy regarding this matter. Although it is the Umpire or Coaches decision whether to bench or expel a player or parent from a game, it is the President, Vice President, Division Director and Player Agent's decision to expel a player or parent from future game(s) or from the League.

Coaches are also responsible for the behavior of their Assistant Coaches, Players and Player parents and family members. If poor behavior is brought to an umpire's attention and the behavior continues upon being warned, the Umpire will bring the behavior to the attention of the applicable Coach. The coach will be responsible for pulling the player off the field and asking the offending party, player and player family to leave the field. Play should not continue until this has occurred. This is not an option for the coach to decide, this is the policy the umpire must follow. We have zero tolerance for this type of behavior and the Board will support any action of this policy. Should the family member, player or coach repeat this behavior at another game, the player and family will be removed from the League by the Board of Directors and future registrations will not be considered for siblings.