



BLTB Tournament Rules Supplement

- 1) NFHS rules and BLTB League rules will apply in tournament play except where written in the following.
- 2) All teams **MUST** be registered with BLT Baseball to play.
- 3) All teams and players **MUST** sign a waiver to be eligible to play
- 4) Roster **MUST** be completed with BLT Baseball prior to check in for the tournament. Check in must be completed at least 1 hour prior to the first game played.
- 5) Team Coach/Manager must produce copies of insurance, waiver verification, & Roster at Tournament check in.
- 6) All Parents/Guardians must have completed a player waiver for each player.
- 7) No player can play on more than 1 team in the same age division.
- 8) All players **MUST** be validated, as requested, with the a copy of a valid Birth certificate and a photo of the player taken no more than 6 months prior to the tournament start date.
- 9) It is required ALL teams have a Team Book accessible if required at the tournament at all times.
- 10) Official score books will be kept by each team and checked with opposing team a minimum of every 2 innings.
- 11) Each team will supply 2 game quality baseballs to the umpires at the start of play.
- 12) Home/Away teams will be determined in Pool games by a coin flip.
- 13) Home/Away teams are determined in Bracket play by Home team being higher seed.
- 14) Official score cards will be signed by BOTH coaches after each game.
- 15) Run Rule is in effect including Championship game.
- 16) Pool Games can end in a tie when Time is reached.
- 17) Game Time Limit
 - 8U 6 Inning game. No New inning will start after 1 hour and 30 minutes.
 - 9U-12U 6 Inning game. No new inning will start after 1 hour 45 minutes
 - 13U and Older 7 Inning Game. No new inning will start after 2 hours
 - All 9 inning games, no new inning will start after 2 hours 30 minutes
 - Mercy Rule (6 inning games) 15 after 3, 8 after 4
 - Mercy Rule (7 inning game) 15 after 3, 8 after
 - Mercy Rule (9 inning game) 15 after 5, 8 after 7
- 18) Tournament Pitching
 - 8U -14U
 - A pitcher can pitch a total of 8 innings per tournament.
 - A pitcher can only pitch a total of 3 innings per day to be eligible to pitch the following day.
 - A pitcher **MUST** rest for 1 full day if pitched more than 3 innings
 - A pitcher can pitch a maximum of 6 innings in any one day.
 - One pitch will be considered an inning pitched
 - Eight warm up pitches to start pitching session and five thereafter
 - 8U will have no Balks called. No penalty, Dead ball only.

- 9U one warning for each pitcher. Balk called thereafter.
- 10U and above. Balks called without warning.

15U and Above

- NFHS rules apply

19) BLTB Tournament Directors and officials shall have final decisions on all protests, queries, and questions.

20) Tied games.

- During Pool Play, after completion of the regulation number of innings or the expiration of a time limit, and the score is tied the game will remain a tie. No additional innings will be played
- During Bracket Play, after completion of the regulation number of innings or the expiration of a time limit, and the scores is tied, as many innings as needed to declare a winner shall be played using Tie Breaker Rule.
- In tied game situations, the Tie Breaker Rule will be used. The Rule begins with the last out of the previous inning starting as a runner on second (2nd) base with zero (0) outs
- During Championship games, after the completion of the regulation number of innings and the score is tied, as many innings as needed to declare a winner shall be played without the above Tie Breaker Rule.

21) Ejections:

- A Coach and/or Player will be removed by the Umpire for the remainder of the game when ejected.
- If a Coach or Player continues to be ejected from games (2 or more times), BLTB will determine course of action including Tournament suspensions.
- If a Fan is ejected due to unruly behavior, they must leave the complex field area where the game is being played. If this behavior continues, the Head Coach of that Team will be ejected from the game and a course of action taken by BLTB. Unruly behavior from any Player, Coach or Fan will not be tolerated.

22) Protests:

- Procedure for a team questioning another team's roster will be to submit a \$100 protest fee during the game while the player in question is participating. The questioned coach will produce the necessary documents from the team book when requested by Tournament official.
If the player is ineligible the \$100 fee will be returned, the offending team will forfeit the game and the Team and player will not be eligible for the further participation in the tournament.
If this matter is brought to our attention prior to the game or in a non protest manner, the Tournament Official will notify the offending coach and the team WILL NOT be penalized for the weekend. If the player is ineligible, the player will not play in the tournament.

23) Incomplete Tournaments (USSSA Rules will apply). Weather or other Acts of God make it impossible to complete a tournament during the scheduled time frame and adding additional days to the tournament schedule may not a viable option. Under such circumstances, the following shall apply to determine the tournament's final standings:

- If all Pool Play games HAVE NOT been completed, the team(s) with the least number of completed Pool Play games will establish the total games played for all teams. Any team(s) having played more than the established total games played will have their excess game(s) results removed from the tournament standings (for the purpose of this rule only). Such removed games shall be the

most recent game(s) played by the team(s). Once the excess game(s) are removed, all teams will have played an equal number of games.

- b. If all Pool Play games HAVE been completed but LESS THAN ONE (1) ROUND of Bracket Play games have been completed, the game results from the first round of Bracket Play shall be removed from the tournament standings (for the purpose of this rule only). USSSA Rule 4:10 or USSSA Rule 5:14 shall be used to determine the tournament's final standings from the time of completion of POOL PLAY.
- c. If all Pool Play games HAVE been completed and AT LEAST ONE (1) OR MORE ROUNDS of Bracket Play games have been completed, the game results from any uncompleted round of Bracket Play shall be removed from the tournament standings (for the purpose of this rule only). USSSA Rule 4.10 or USSSA Rule 5.14 shall be used to determine the final standings in the tournament from the time of completion of the LAST COMPLETED ROUND of Bracket Play.
- d. For the purpose of this rule, a team(s) that receives a BYE in any round of Bracket Play is credited with a win for that round.

24) Shoot Out Format: The basis of a "Shootout" format is mini games played with shortened time limits over the course of one day such as a holiday weekend or at other possible times of necessity. Its purpose is to afford the completion of a tournament in a short period of time. All participants should play all games as a rapid pace with lots of hustle. The time between innings should be held to the absolute minimum. The ending of one game and starting of the next game should be almost instantaneous. Umpires should stay behind the plate or in the field for a minimum of four (4) mini games before swapping positions. Field maintenance should be done at the beginning of pool play, the beginning of bracket play and before the championship game so as not to delay play. Scorekeepers should exchange line-ups and teams should conduct pre-game meetings well in advance of the scheduled game time. Likewise, teams should only conduct post-game meetings after completely vacating the playing field and dugout areas as not to delay the start of the next scheduled game. For all of the above reasons, it is HIGHLY recommended that teams not leave the local vicinity of the playing venue(s) during the scheduled event.

- a. BLTB does not use a "Drop Dead" time. All innings must be played out. Championship games do not use a time limit but Mercy Rules are in effect.
- b. An imposed Mercy (Run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed inning.
- c. In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning. Likewise, if the home team is batting and meets the mercy requirement in the bottom half of the listed inning the home team shall cease batting at that moment and the game shall end.
- d. Game Lengths & Time Limits:
 - 4U –6U Three (3) innings or forty minutes (:40)
 - 7U –8U Three (3) innings or forty minutes (:40)
 - 9U –10U Four (4) innings or forty-five minutes (:45)
 - 11U –12U Four (4) innings or forty-five minutes (:45)
 - 13U –14U Four (4) innings or forty-five minutes (:50)
 - 15U –18U Four (4) innings or forty-five minutes (:50)
- e. Final Tournament Standings: Because all teams in a tournament advance to the championship bracket, the final tournament standings will be determined using the following guidelines:
- f. The team that wins the championship game shall be placed 1st in the final

standings.

- g. The team that loses the championship game shall be placed 2nd in the final standings.
- h. The two teams that lose in the semi-finals shall both be placed 3rd in the final standings.
- i. The four teams that lose in the quarter-finals shall all be placed 5th in the final standings.
- j. Any remaining teams not yet placed in the final standings shall be placed in 9th place and lower based on the following: Overall record; head to head; runs allowed; run differential (max + / - 8); coin flip.