

Lenape Valley Baseball Association (LVBA) Spring Tournament Rules - 9/10U Divisions

1. Tournament Bat Rules
 - 7U - USA Standard Bats (No Tee Ball Bats allowed)
 - 8U - USA Standard Bats (No Tee Ball Bats allowed)
 - 9U - Any bat with USA stamped back (except if listed below)
 - 10U- Any bat with USA stamped back (except if listed below)
 - Wood bats may be used in all age brackets
2. Birth Certificates/Proof of Birth (Required):

For all players on your roster, Managers are required to carry some sort of proof of birth, typically a passport or birth certificate. If no proof can be provided on a player challenge, that player must be removed from the game, until proven eligible with LVBA. If LVBA deems that you have an ineligible player it will be an automatic forfeit.
3. Rosters: All rosters must be submitted by stated due date to tournament@lvbaseball.org
4. Balls: LVBA will supply all game balls.
5. All players must play in at least 1 pool play game to qualify for playoff and championship games.
6. All games will be 6 innings.
7. Time Limits -All time limits will begin after the pregame ground rules conference.
 - Time Limit Pool Play:
 - No new inning after 1 hr 30 min.
 - There will be NO hard stop
 - Extra Innings: If the time has not expired teams will play extra innings until time expires. Games can end in a tie in pool play.
 - Time Limit Playoffs:
 - Same as pool play. If still tied after the time limit has expired we will use the playoff tiebreaker.
 - **Playoff Tie Breaker After Time Has Expired** - You will start the inning with bases loaded and 1 out. The 3 previous hitters to the current lead off hitter will occupy bases in order. For example, if the 5th overall hitter is to lead off the inning, hitters 4, 3, and 2 to occupy 1st, 2nd, and 3rd respectively. Every inning will continue like this until one team is ahead at the end of a complete inning.
 - Time Limit Championships:
 - No new inning after 2 hrs.
 - Tournament Directors reserve the right to adjust as needed.
 - If tied after the allotted time limit above, we will use the playoff tie breaker above until there is a winning team.
8. Weather delayed games will continue from the exact point where they left off. A game will be official after a minimum of 3 full innings played.
9. Tie Breakers (Only exception to the below would be when teams are tied in points, the tie breaker would go to the team with more wins)
 - Two-Way Tie Breaker: When two teams finish in a tie for a playoff or tournament spot the following tie breaking formula will be used. {Please note you cannot break a 3+ way tie using a 2-way tie breaker, the 3+ way tie breaker must be used in that case}

- A) Head to Head
- B) Fewest Runs Allowed
- C) Runs Scored
- D) Highest single-game run differential.
- E) Lowest single-game runs allowed.
- F) Highest single-game runs scored.
- G) Coin Flip

- Three or more tie-breakers: When three or more teams are tied.

- A) When all tied teams have played each other and one team has beaten ALL the other tied teams without a loss, that team will be awarded the playoff spot. All teams must have played each other to use this.
- B) Fewest Runs Allowed
- C) Runs Scored
- D) Highest single-game run differential.
- E) Lowest single-game runs allowed.
- F) Highest single-game runs scored.
- G) Coin Flip

10. Home/Away Team & Dugouts

- Coin flip by the umpire will determine home teams for all pool play. For playoffs, the higher seed will be the home team.
- The team traveling the furthest will occupy the 1st base dugout each game.

11. Between Innings warm up time limit:

- Teams are limited to 2 minutes between innings to warm up. The 2 minutes starts after the last out in the previous inning. A coach or another player should be prepared to warm up your pitcher if needed.

12. Mound visits:

- 1 trip per inning per pitcher, 2nd trip in an inning for the same pitcher the pitcher must be removed.

13. Only molded rubber/plastic bottomed shoes allowed, no metal spikes.

14. MERCY RULE

- For all games, including playoff rounds and championship games:
- 15 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings.

15. Speed up (Catcher/Pitcher Courtesy Runner) rule:

- A runner for the catcher or pitcher can be used anytime. Runners should be a player not in the batting order at the time, if available, or the last out made. When pitchers or catchers are the last out made, they will not be obligated to run, the last out prior to them can be used. Runners are for the pitcher/catcher of record. A courtesy runner is never mandatory.

16. No pre-game practice will be allowed on the infield. Practice prior to the game will be limited to the outfield.

17. Score Reporting: GameChanger will be the official scorekeeping platform for the tournament. All teams are required to join the tournament via GameChanger and maintain accurate scorekeeping during the tournament. The HOME team for each game will be the official scorekeeper of record. It is highly recommended that scorekeepers from both teams check in with each other and confirm score and pitch counts every half inning.

18. If a player is injured and unable to bat, the injured player's spot in the order will be skipped without an out being recorded. Once an injured player's spot in the batting order is skipped, that spot will be skipped for the duration of the game.
19. Should a player arrive after the start of a game, they may be added to the end of the original batting order unless the last spot in the order has made a plate appearance. The player will be allowed to play defense.
20. Runners will remain in contact with the base until the ball is hit. No leads.
21. A runner leaving early will receive a warning from the umpire and a replay of the pitch will occur, unless the defensive team records an out on the play. Each team will be allowed (1) warning per game. Any subsequent violation will result in the baserunner being called out and replay of the will occur unless the defensive team records an out on the play.
22. POG Pins - Each coach will be given 3 POG pins. At the conclusion of each pool play game and the first playoff/consolation game, each coach is asked to pick a player from the opposing team and award them a POG pin. Recipients of a POG pin should be those players that demonstrated during the game great effort, sportsmanship, and overall love for the game of baseball. It does not necessarily have to be the MVP of the game, although each coach is free to award their POG pin to whomever they wish. It is asked that coaches do not award a player a POG pin that has already received one.

9U & 10U DIVISIONS

1. Teams can steal 2nd and 3rd base only. Runners cannot steal home under any circumstance.
2. Unlimited steals allowed.
3. Runners can advance home on a passed ball, wild pitch, overthrow back to the pitcher or overthrow to a base.
4. Bunting is allowed.
5. No swinging or "Slap Bunts" will be allowed. A batter cannot show bunt then swing away. First occurrence for each team will result in a warning, the pitch is called a strike and the ball is dead. Each additional occurrence per team will result in the batter being called out and the ball is dead.

ALL DIVISIONS

1. No head first sliding. A runner may dive head first BACK to a bag (over run, coming back after a pitch or ball put into play).
2. No infield fly rule.
3. When a pitcher is in contact with the pitching rubber and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their base until the ball crosses the plate. There will be no delayed steals of home or any base. Specifically, once the catcher has the ball and is returning it to the pitcher who is in contact with the pitching rubber area, all base runners must return to their respective bases.
4. When a base runner leaves the base before the ball crosses the plate and the batter does not hit the ball, the runner must return to that previous base. If a play is made on that runner and he is called out, the out stands.
5. When a base runner leaves the base before the ball crosses the plate and the batter hits the ball, the runners are permitted to continue. If a play is made on the runner or runners and they are put out, the out or outs will stand. If not put out the runner or runners must return to their original base or bases or to the nearest unoccupied base that

is nearest the one they left. In no event shall a batter advance beyond first base on a single or error, second base on a double, or third base on a triple. The umpire shall determine the base value of the hit ball.

6. When any base runner leaves the base before the ball crosses the plate and the batter bunts or hits the ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored.
7. **Must Avoid Tag Rule**
 - When a base runner is approaching a base or home plate and the defensive player is in possession (or about to be in possession) of the ball, then the runner must slide or avoid the tag. If in the umpire’s judgment the runner does not slide or avoid the tag and makes contact with the defensive player then the runner is called out and the ball would be declared dead. If a runner attempting to reach home plate (or any base) intentionally and maliciously runs into a defensive player, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for causing a possible injury to a defensive player. (This is an umpire’s judgment call.) However, in accordance with Major League Baseball rules, a defensive player is not permitted to block a base or home plate when not in possession (or about to be in possession) of the ball—umpire would apply the obstruction rule in this case.
8. "Hidden Ball" play will not be allowed.
9. The batter will be ruled out when a third strike is caught or dropped by the catcher.
10. If first base is unoccupied on a dropped third strike, the batter will be ruled out and no throw to 1st base will be required.
11. Each Manager will be solely responsible for conduct of their players, their families, their spectators/fans and their own behavior.
12. During games, no more than (4) adults: Manager and (3) Assistants/Scorekeeper will be permitted in the dugout area.

13. PITCHING LIMITATIONS/RESTRICTIONS:

- A) This is a WARM UP tournament. The next MLB Hall of Famer or even High School fireballer is not taking the mound for your team. Respect your players' futures and don't push their pitch counts.
- B) Due to the short duration of the Tournament, pitching limitations will be determined by pitch counts and not innings pitched.

C) Pitch Limits

Age	Max. pitches Saturday to be eligible to pitch Sunday (0 Days Rest)	Daily Pitch Limit for all games played that day	Total Pitches Allowed for Tournament
8	Up to 40	40	75
9	Up to 40	50	75
10	Up to 40	60	75

- D) Pitch counts will be monitored and reviewed on GameChanger. Team scorekeepers are encouraged to check-in with each other and the tournament official scorekeeper each half inning to validate score and pitch counts.

- E) Once a pitcher is removed from the game, said player may not re-enter that game again as a pitcher.
- F) If a pitcher reaches his or her daily maximum while facing a batter, he or she may finish pitching to that batter before being removed from the pitching position and the count will revert back to where it was when he started the at bat for days rest purposes.
- G) Catcher Rule:
- A pitcher who delivers 35 or more pitches in a single game CANNOT play the position of catcher for the remainder of the day.
 - Any player who has played the position of catcher in 4 or more innings in a single game CANNOT pitch for the remainder of the day.
- H) A player may not pitch more than six innings in any two consecutive games. Failure to comply will result in a forfeit. One pitch to a batter is considered as having pitched an inning.