

Lenape Valley Baseball Association (LVBA) Spring Tournament Rules - 11U 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)
 - 11U - 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 - All pool play games will have a time limit.
 - No new inning after 1 hr 30 min.
 - Hard stop at 1 hr 45 min.
 - 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.
 - Playoffs Time Limit: 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 - Last batted out from the previous inning will be placed at 1st Base, second to last batted out will be placed at 2nd base and the third to last batted out will be placed at 3rd base. The team at-bat will start the inning with 1-Out. The game will resume and continue every inning like this until one team is ahead at the end of a complete inning.
 - Championship Time Limit - No time limit unless it is deemed necessary by Tournament Director. Play until there is a winner. The higher seed will be the home team in all playoff/championship games.
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:

- It is mandatory to have a player not in the line up or the last batted out run for the catcher/Pitcher with 2 outs. The catcher/pitcher is defined as the player who will be catching in the following inning.

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: Lenape Valley Baseball will supply an official scorekeeper for each game. At the completion of each game, the scorekeeper will submit the final score to the Tournament Director.

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. 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.

IIU DIVISIONS

1. Leads are permitted.
2. Base running will be in accordance with MLB baseball rules with the exception of rule #3 below
3. 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 sole judgment of the umpire the runner does not slide or avoid the tag and makes contact with the defensive player then the runner shall be called out and the ball declared dead. If a runner intentionally runs into a defensive player, by the sole judgment of the umpire, he will be called out on the play and ejected from the game. However, defensive players are not permitted to block a base or home plate when not in possession (or about to be in possession) of the ball. If so, the umpire will apply the obstruction rule.
4. Balks will be called. Each new pitcher will receive 1 balk warning. After the warning, all balks will be called and bases awarded to all runners.
5. No "hidden ball" trick.
6. Bunting is allowed.
7. 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.
8. Dropped 3rd strike rule will be in effect.

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. 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.
4. Each Manager will be solely responsible for conduct of their players, their families, their spectators/fans and their own behavior.
5. During games, no more than (4) adults: Manager and (3) Assistants/Scorekeeper will be permitted in the dugout area.

6. 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
11	Up to 40	75	80

D) Each team will be on the honor system with managing their pitch counts. 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 position (did not complete an inning), 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 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 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.