

# 2019 D.Y.A.A JOHN B. STEELE BASEBALL TOURNAMENT

## 1 **RULE BOOKS**

Rules to govern play will be from the Official Little League Rule Book, (for Junior & Little Divisions), Major League Rule Book, (for Pony, Senior Divisions), with the exceptions of those variations listed below.

## 2 **PLAYER ELIGIBILITY/ROSTER VERIFICATION**

- A) Any league player who does not exceed the maximum age for each division using the April 30<sup>th</sup> cutoff date will be eligible to compete in the tournament.
- B) A team roster for the purpose of awards will be set at fifteen (15) players, one (1) manager, three (3) coaches and one (1) bat person. Bat person cannot exceed division league age.
- C) A roster with birth date of each player must be signed by your league official and must be filed with the tournament director at the pre-tourney meeting. Changes to the personnel or size of the roster will be allowed up until the team plays their first tournament game.

## 3 **UNIFORM & EQUIPMENT**

- A) All Teams must be suited with uniforms and hats.
- B) Metal spikes are only allowed to be worn in the Pony and Senior divisions.
- C) A batting helmet will be worn while batting, on base as a runner, on-deck batter and bat person.
- D) All players warming up pitchers must wear catchers mask.
- E) All bats for Junior and Little Events must adhere to the USABat Standard for play and must carry the USA label. All Pony Bats must be BBCOR.
  - a. Only bats made of one piece of solid wood may be used in the 16U tournament. "Bats shall not be more than 36 inches in length, nor more than 2<sup>5</sup>/<sub>8</sub> inches in diameter, and made of wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces)." (Source: Littleleague.org)

## 4 **SCHEDULING/GAME TIMES**

- A) Forfeit time is 15 minutes after scheduled start-time for any team unable to field nine (9) players. All teams should be present 30 minutes before scheduled game time.
- B) Make-up games will be scheduled by the tournament director.
- C) All suspended games will be picked up and resumed at the point where the umpire called the game.

## 5 **GAME PRELIMINARIES**

- A) Ground rules will be explained prior to each game by the umpires.
- B) Home Teams occupy 3rd base and are designated when the field is set. In playoff rounds the higher seeded team will be assigned as the home team. If two opponents share the same seed then a coin toss will determine home field.

- C) There will be NO BATTING PRACTICE anywhere in the baseball complex.
- D) Each team will be allowed five (5) minute warm-ups before a game.
- E) No smoking allowed at the DYAA property.

## 6 POOL PLAY

- A) Teams will be divided into equal pools according to the number of teams who are entered. If 4 pools of unequal teams are used, the size of the pool may not differ by more than 1 team from other pools (4 in Pool A, 5 in Pool B is ok but 4 in A and 6 in B is not ok)
- B) No game may end in a tie.
- C) If the tournament is interrupted by weather, teams within a pool will each play an equal number of games.
- D) Playoffs -**
  - i. 10U/12U the top 2 teams in each pool will advance to the playoff portion of the tournament on Sunday. If there are fewer than 4 pools, then the highest performing 3rd place teams will be advanced to the playoffs to fill the 8-team playoff field.
  - ii. 14U/16U in tournaments of more than 4 teams, the top two teams in each pool will advance to a single elimination playoff on Sunday. In a single 4 team tournament, teams will be seeded based on pool record and all teams will participate in a single elimination playoff on Sunday.
  - iii. Playoffs will consist of a single elimination tournament. All pitching and disciplinary rules will carry over from pool play. (i.e. If a pitcher throws 5 innings during pool play, he/she has only 5 innings available during the playoffs)
- E) Tie Breakers -**
  - i. If the tie involves 2 teams:
    - 1. The team with most wins in Head to Head competition is advanced
  - ii. If the tie involved 3 or more teams:
    - 1. The team with the lowest Runs Allowed Ratio (Runs allowed/Defensive Innings Played) will advance or be the highest seed. (Any portion of a defensive inning will constitute a full inning)
    - 2. If teams remain tied, the team with the highest run differential between runs scored and runs allowed in games played between the tied teams will advance.
    - 3. If teams remain tied, a coin flip is conducted with one team advancing when it wins the coin toss
    - 4. Remaining teams are seeded or advanced via Head to Head
- F) **Team Conduct** - No team may use tactics designed to manipulate the outcome of the pool by deliberately allowing runs to be scored or failing to make bona fide attempts to score while batting. Any team found to violate this rule will be suspended from the tournament. This rule does not prohibit a manager from using players of lesser ability provided they are on the roster.

## 7 PLAYING RULES

- A) A ten-run lead after four (4) innings shall constitute a complete game, (Junior & Little Divisions), and after five (5) innings (Pony, Senior Divisions).
- B) Balks will not be called in the Junior and Little League Divisions. Balks will be called in the Pony & Senior

Divisions.

- C) All protests and rule interpretations will be settled immediately by the tournament committee before resuming play. The tournament director's decision is final.
- D) INJURY TO A PLAYER: Ball is dead and the runner on base gets the base he is going to in the umpire's judgment.
- E) There will be no hidden ball trick in Junior & Little Divisions.
- F) JUNIOR AND LITTLE Teams will use a running batting order and may substitute freely during each defensive inning provided that all position changes are made known to the official scorer. If a player is removed from the game for any reason, he or she is ineligible to return in that game.
- G) PONY & SENIOR No free substitutions, once player is removed from game, he cannot reenter except for injury or ejection. Extra Hitter is optional. The EH will be an additional batter in the lineup. An EH can go into the game as a defensive player. This can only occur once each player has had at least one at bat.
- H) The batting order can not change. If a team chooses to take advantage of the EH rule, they must play the entire game with an EH.
- I) PITCHERS: (Junior & Little Divisions) Pitchers are allowed to pitch nine (9) innings in a weekend. Pitching any part of an inning to a batter will constitute a full inning. A pitch thrown to a batter constitutes an inning. (Pony & Senior Divisions) Pitchers are allowed ten (10) innings per weekend.
- J) No pitcher may re-enter a game as pitcher. Third trip to the same pitcher in a game will cause this pitchers removal.
- K) ALL DIVISIONS: SLIDE RULE: If a defensive player is making a play at any base, (except first base) offensive player is required to SLIDE OR ATTEMPT TO AVOID CONTACT. Any player who intentionally makes physical contact in the judgment of the umpire MAY be suspended from future tournament play. TOURNAMENT DIRECTOR'S DECISION IS FINAL.
- L) Pony & Senior Divisions: All games will be seven (7) innings.
- M) There will be NO slash bunting allowed. Any player who attempts to slash bunt will be called out whether contact is made or not.
- N) No minimum-playing requirement in tournament.
- O) No courtesy runner except for injury.
- P) No dropped third strike Junior & Little Division.

AWARDS WILL BE AWARDED TO THE CHAMPION AND RUNNER-UP TEAMS. THERE WILL BE FIVE ALL-TOURNEY AWARDS, ONE MVP AWARD, ONE GOLDEN GLOVE AWARD, ONE BATTING CHAMP AWARD AND ONE PITCHING AWARD. ALL AWARDS WILL BE DECIDED BY THE TOURNAMENT COMMITTEE. THERE WILL ALSO BE AWARDS FOR FIRST, SECOND AND THIRD STARS OF EACH GAME