

Garden City Parks and Recreation

2022 Baseball Tournament Rules

Age Determination

BIRTH CHART FOR 2022 – BASEBALL DIVISIONS

	2015	2014	2013	2012	2011	2010	2009	2008	2007	2006	2005	2004	2003
January	7	8	9	10	11	12	13	14	15	16	17	18	19
February	7	8	9	10	11	12	13	14	15	16	17	18	19
March	7	8	9	10	11	12	13	14	15	16	17	18	19
April	7	8	9	10	11	12	13	14	15	16	17	18	19
May	6	7	8	9	10	11	12	13	14	15	16	17	18
June	6	7	8	9	10	11	12	13	14	15	16	17	18
July	6	7	8	9	10	11	12	13	14	15	16	17	18
August	6	7	8	9	10	11	12	13	14	15	16	17	18
September	6	7	8	9	10	11	12	13	14	15	16	17	18
October	6	7	8	9	10	11	12	13	14	15	16	17	18
November	6	7	8	9	10	11	12	13	14	15	16	17	18
December	6	7	8	9	10	11	12	13	14	15	16	17	18

All player ages are determined by the birth chart shown above. May 1 in any year shall be the deciding date.

Coaches please bring proper documentation for player age identification eligibility.

Player Eligibility Protests:

Protests on player eligibility must be made prior to the contested player's completion of their first at bat prior to the next legal or illegal pitch. If a protest has not been made prior to the completion of the next legal or illegal pitch, that player is deemed eligible for the remainder of the game.

At the time of protest, a fee of \$150 cash per player protested must be paid to the field supervisor. Coaches of the offending team must provide proper documentation of the player in question.

Coaches will have 5 minutes to provide the proper documentation or they will be ruled ineligible for the remainder of the game. The game will continue without the player in question.

If the protest is valid, the protest fee of \$150 cash will be return. If not valid, the fee will be retained by Garden City Parks and Recreation.

Field Dimensions:

Age Division	9U	10U	11U	12U	13U	14U +
Base Distance	60'	60'	70'	70'	80'	90'
Pitching Distance	46'	46'	50'	50'	54'	60'

Game Length:

Age Division	9U	10U	11U	12U	13U	14U	16U	19U
Innings	6	6	6	6	7	7	7	7
Time Limit	1 ½ hrs	1 ½ hrs	1 ½ hrs	1 ½ hrs	2 hrs	2 hrs	2 hrs	2 hrs

No new inning will start after 80 minutes in any of the 12 and under age divisions. (12u, 11u, 10u, 9u)
No new inning will start after 110 minutes in any of the 19 and under age divisions. (19U, 16u, 14u, 13u)

Bats:

12u – 9u Divisions

The bat may not exceed 33" in length, and the bat barrel may not exceed 2 ¼" in diameter. Only 2 ¼" barrel non-wood bats marked BPF 1.15 will be allowed. Wood 2 ¼" barrel bats are allowed.

15u – 13u Divisions

The bat may not exceed 34" in length, and the bat barrel may not exceed 2 5/8" in diameter. All aluminum/alloy barrel bats and all composite handle (only) aluminum/alloy barrels are allowed. Only composite barrel bats certified and marked BBCOR .50 will be allowed. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed.

19u – 16u Divisions

The bat may not exceed 34" in length and the bat barrel may not exceed 2 5/8" in diameter or be greater than a -3 length to weight ratio. Only metal/composite bats certified and marked BBCOR .50 are allowed. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed.

Run Rules:

Divisions (12u, 11u, 10u, 9u) - **12 after 3, 8 after 4**

Divisions (19u, 16u, 14u, 13u) - **15 after 3, 10 after 4 and 8 after 5 innings**

Shoes:

Divisions (12u, 11u, 10u, 9u) – Shoes with metal cleats or spikes are not permitted to be worn by any player, coach, or manager.

Divisions (19u, 16u, 14u, 13u) – Metal cleats can be worn.

Re-entry Rule and Explanation:

Re-entry Rule - Any of the nine starting players may withdraw and re-enter once provided such player occupies the same batting position whenever he is in the line-up. A substitute who is withdrawn may not re-enter. All pitchers are governed by the provisions of Official Baseball Rule 3.05 if withdrawn while on the mound pitching. The pitcher is withdrawn while a batter or base runner may re-enter the game immediately. If the pitcher is removed from the game because of a second trip in the same inning he may re-enter the game in any position with the exception of pitcher.

Re-entry of used Player – Will allow re-entry of already used players if all substitutes have been used and injury or illness occurs to a player. Once a player is removed they cannot re-enter.

Note: If a player re-enters illegally as a pitcher, fielder or runner, there is no penalty except he must be removed from the game immediately when discovered. If he re-enters illegally as a batter, such illegal re-entry is penalized according to Official Baseball Rule 6.07, Batting Out Of Order.

Courtesy Runners / Designated Hitter:

A courtesy runner may be used for the pitcher or catcher. The courtesy runner must be a player not presently in the lineup. If no players, not presently in the lineup are available, the courtesy runner shall be the player making the last recorded out. Designated Hitter (DH) for pitcher only

Pitching:

Divisions (12u, 11u, 10u, 9u) - No Pitcher shall be allowed to pitch in more than six innings in any two successive tournament games.

Divisions (14u, 13u) - No Pitcher shall be allowed to pitch in more than seven innings in any two successive tournament games.

Divisions (19u, 16u) - No restrictions

- If a pitcher delivers one pitch in an inning, that pitcher will be charged for one inning pitched. A forfeited game that was never started will not be used in establishing a pitcher innings pitched in consecutive games. Trips to the mound by a manager may not exceed one trip per pitcher in any one inning. The second trip shall automatically result in the removal of the pitcher.

Start of Game:

- Game time is game time be ready to play.
- Home team will be listed on the game brackets for pool play games.
- During bracket play games, the higher seed will be the home team.

Batting Lineups:

- Lineups must be turned into the scorekeeper 20 minutes prior to your game time.
- Teams can bat 9, 10 or all Eligible players
- If team uses a line-up that contains substitute players, all starting players may be removed and re-entered the game once, but must re-enter in their original position the batting order. Non-starters are not allowed to re-enter the game.
- If a team uses a line-up that contain the Extra Hitter (10 players), all 10 players may move freely in defensive positions with the exception of the pitcher.

- If a team uses a continuous line-up, all players other than the nine defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.
- Teams may play with as few as 8 players in the line-up. The team will have to take an out for the ninth position in the line-up each turn that it comes up to bat. Players arriving late may be added at the end of the line-up.

Base Running Rule:

Division (10u, 9u)

Rule: When a pitcher is in contact with the pitcher's plate 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 bases until the ball has been delivered and has reached home plate. Once the catcher has secured the ball and the runner has stopped his forward progress, the runner must immediately return to the base.

The violation by one runner shall affect all other runners.

- When a base runner leaves the base before the pitched ball has reached home plate and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which he is advancing, all runners must return to the base occupied before the pitch was made, and no out results.
- When a base runner leaves the base before the pitched ball has reached home plate and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or base or to the unoccupied base nearest the one they left. In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple.
- When any base runner leaves the base before the pitched ball has reached home plate and the batter bunts or hits a ball with in the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base 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.

Tie Breaker Policy - Pool Play / Bracket Play

Pool Play – Games tied during pool play after innings and time limit will end in a tie.

Bracket Play – Games tied during bracket play will play until the tie is broken.

Seeding Determination and Tie Breakers:

Record in pool play

Head to head

Runs allowed – Between tied teams

Runs scored – Between tied Teams

Coin flip

Contact Rule:

If a runner attempting to reach home plate or a base intentionally and maliciously runs into a defensive player, he will be called out on the play and ejected from the game. This is an umpire's judgment call and cannot be protested.

Zero Tolerance Rule

There will be zero tolerance for players, coaches and spectators who engage in harassing and/or unsportsmanlike behavior with umpires / officials, other spectators, game supervisors, other players, or GCPR Athletic Staff. Officials, game supervisors and GCPR Athletic Staff have the authority to penalize the player, coach, spectator, or team if an official is sworn at, harassed, argued with, or insulted. Penalties will range from: warning, to ejection from game, to suspension from future games and possible forfeiture of the game.

Lighting Policy

Lightning Safety Policy

The purpose of this of this policy is to promote and provide information regarding Lightning Safety. During the spring, summer and fall months, Garden City is subject to severe weather that could include lightning. This policy outlines the reasons when and why games and practices may be delayed or cancelled due to lightning.

When to delay/cancel activities

For all Garden City Parks and Recreation activities, we will delay or cancel when lightning is determined to be within 6 miles. This will be determined by the GCPR appointed representative/employee by using the flash to bang method. If lightning strikes and thunder is heard within 30 seconds of each other, activities will be postponed and possible cancelled.

Resuming Activities

An activity that has been delayed can be resumed after 30 minutes after the last lightning strike within 30 seconds of the sound of Thunder. No activity should be resumed prior to this 30 minute delay.

Safe Shelter

When an activity is delayed due to lightening, the following locations have been deemed safe for you to wait out the inclement weather:

- Sturdy Building with plumbing and wiring
- Car with a hard top (Soft-top convertibles are not safe)

Areas to Avoid in Lightning

- Park Shelters
- Dugouts
- Open Spaces
- Large Isolated Fixtures (includes isolated trees)
- Rain Shelters
- Sheds



Please note: It is impossible for GCPR staff to evaluate the playing conditions of all fields, therefore individual coaches will make decisions whether or not to have **practices** due to lightening based on the criteria listed above. If ever in doubt, please error on the safe side and cancel practice.

Inclement Weather Policy

Inclement Weather Game Cancellation Policy

The purpose of this of this policy is to promote and provide safely maintained quality athletic fields for the patrons of Garden City. This policy outlines the reasons why fields may be closed due to inclement weather to protect the safety of participants and how Garden City Parks and Recreation mitigates turf damage during athletic play.

Decisions regarding the closure of **game fields** due to inclement weather will be made by the recreation staff. Garden City Parks and Recreation Staff will update GCPR Facebook page and www.gcrcathletics.com with any field closure information as well as send out a communication through the teamsideline.com website via the newsletter and the managers/coach email list.

Fields will be closed for the following reasons:

- Water is standing on the infields of ball fields, or goal mouths/midfields of multipurpose fields
- The ground is saturated due to excessive rain in previous days
- Snow covers the field (snow removal is not allowed)
- Frost is visible on the turf
- Turf can be displaced or dislodged from ground
- Mud cakes or clings to shoes
- Steady rain is falling
- Dirt infield areas are saturated and muddy

Please note: *It is impossible for GCPR staff to evaluate the playing conditions of all fields; therefore individual coaches will make decisions whether or not to have **practices** due to inclement weather based on the criteria listed above.*

Refund Policy

Tournament refunds will be: 100% if tournament is cancelled. 50% if one game has been played. No refunds after two games have been played. If cancelled, tournament will not be rescheduled.