

# 2023 OYO David Manlove Memorial Tournament

13U Baseball Division | Roster Eligibility/General and Age-Specific Tournament Rules

Team and Player Eligibility	
Age Cut Off	Age cut-off date is May 1, 2023. <u>13U</u> : Players must be 13 years old or younger as of April 30, 2023.
Roster Information	Coaches are required to carry at all times birth certificate copies as proof of age in the event of challenge during tournament.
Insurance Requirements	Each team must provide insurance or signed waiver before their first game. No team will be allowed to play their first game until insurance or the waiver form is received.
Number of Players	Teams must consist of no more than (13) players.
Sportsmanship and Park Policies	
Team & Fan Conduct	The team manager is responsible for the conduct of his coaches, players and fans. Foul language by players, coaches, or fans will not be tolerated. <b>Good sportsmanship must be displayed at all times.</b> A warning will be given for any inappropriate behavior. In conjunction with a warning, an umpire or tournament representative has the discretion to remove one or more individuals (coaches, players, and fans) from the grounds. A team may be forced to forfeit a game and/or the tournament for repeated violations of conduct.
Park Policies	<ul style="list-style-type: none"> <li>✓ There is no smoking on the diamonds or in the dugouts, or anywhere in the park.</li> <li>✓ No pets are allowed in the park.</li> <li>✓ No alcoholic beverages are permitted in the park.</li> </ul>
Game Preliminaries	
Rules	NFHS rules and regulations apply. However, exceptions have been noted below. Be sure to consult rule deviations notated in this document.
Home Team Designation	<u>For Pool Play games</u> : Home team designation will be determined by the flip of a coin. <u>For Championship games</u> : Home team designation is awarded to the team with the higher seed.
Field Dimensions	Bases are to be ninety (90) feet apart. Infield is ninety (90) feet square. The pitcher's mound rubber is to be sixty (60) feet to the back edge of home plate.
Time Limit	A 1 hour 30 minute time limit is in effect for all games, including the championship game. A new inning cannot start after the time limit has expired.
Game Starting Times/Grace Period	<ul style="list-style-type: none"> <li>✓ Home team designation will be determined by the flip of a coin before each game. To ensure games start on time, teams should be at the diamonds at least thirty (30) minutes prior to the scheduled game time. No grace period will be extended after the scheduled start of the game. If, after this period of time has expired, a team has not shown itself ready to play, then the game will be forfeited.</li> <li>✓ Home team keeps the official scorebook for the game. Please note the game start time called out by the umpire.</li> <li>✓ In the event of forfeiture, the official recorded score will be 6 to 0.</li> </ul>
Uniform Requirements	Each player must wear a team uniform. Every batter <b>MUST</b> wear a helmet. Catchers <b>MUST</b> wear a throat guard and protective cup.
Cleats & Attire	Metal cleats are allowed. No jewelry or earrings may be worn during any game. However, metal cleats are not permitted on portable pitching mounds at OYO.
Team Protocol	When a team is at bat, all players are to be in the dugout except the batter at the plate, the on-deck batter and a pitcher in warm-up area.

Bat Size Requirements	Teams are entitled to use the bats of their choice.
Batting Order	You may use a “bat-through” batting order or a 9 or 10 player batting order. Those are the only options. No DH will be allowed. If the “bat-through” batting order is chosen, the entire roster must be in the line-up at the beginning and at the end of the game. The only exception is for an injury prohibiting a player from batting. If “bat-through” batting order is used and if an injured player cannot bat, there will be no automatic out as long as there are still 9 players still in the lineup. Once a player is removed from the continuous line-up due to injury, that player may not bat or play in the field for the rest of that game. If using an EH, that player is only an Extra Hitter and may NOT play in the field unless a team is down to 8 players. If using the “bat-through” batting order and a player arrives late to a game, he may be added to the bottom of the lineup.
Mercy Rule	A complete game will consist of seven (7) innings. However, a mercy rule consisting of 15 runs after three (3) innings or 10 runs after four (4) or 8 runs after five (5) innings will apply, and the team that is leading will be declared the winner.
Game Completion Requirements	A minimum of four (4) innings played, (3-1/2 if the home team is ahead) will constitute a complete game. If a game is stopped before three (3) innings have been completed, the tournament director reserves the right to award a winner or suspend the game and continue at a later time. If a game is suspended and played later or on another day, the game will be continued from where it left off when play is resumed, even if the game is resumed on a different day.
Judgment Calls/ No Protested Games	Judgment calls by the umpire may not be protested or argued. Protests of a rules interpretation are allowed and will be settled by the tournament representative at the time of the dispute and will be final. Any protest not lodged before the next pitch is thrown after the time of the issue in question will not be allowed and play will continue.
Tie Games	If a <b>pool game</b> is tied and they are still under the time limit, play continues. If it is a tie and the time limit has passed, the game is recorded as a tie.  <b>Championship games</b> will be played until a winner is determined. If the six-inning game is completed and the score is tied, then the California tie breaker rule will apply. Each team will start their at bat with no outs and a runner on 2nd base. The runner on 2nd base will be the last completed at bat. Play continues until a winner is determined.
Tie Breaker	<b>Tie breaker</b> is broken down as follows: <ol style="list-style-type: none"> <li>1. Record</li> <li>2. Head to Head</li> <li>3. Fewest runs allowed</li> <li>4. Runs differential</li> <li>5. Run scored</li> <li>6. Coin toss</li> </ol>

## Game Rules

Pitcher Rules	<ul style="list-style-type: none"> <li>✓ There are no pitching limits for this tournament.</li> <li>✓ A manager or coach may only go to the mound to meet with the pitcher once in a single inning. A manager or coach must remove the pitcher from that position on a second trip to the mound in a single inning.</li> <li>✓ Only the starting pitcher may come back and pitch again one time for the same game. No relief pitcher may come back and pitch in the same game once removed.</li> </ul>
Intentional Walks	A team must pitch an intentional walk if it wishes to place a batter on 1st base.
Infield Fly	Infield fly rule will apply to games played for 13U.
Dropped 3rd Strike	The dropped third strike will apply to games played for 13U.
Automatic Outs	Coaches may not touch or assist a player between the bases during a play. This is an automatic out.
Head-First Slides	Head first slides are permitted.
Courtesy Runner	A team may substitute a courtesy runner for the pitcher or catcher on base with two outs. This applies to the pitcher and catcher who will play those positions in the following inning. A pitcher must pitch to at least one batter until batter reaches base or an out is recorded, and the catcher must catch the entire inning.
Overthrows	Overthrows that land in out of play territory shall result in the base runner(s) advancing two (2) bases from the time the ball was thrown.
Close Plays	On close plays at any base, baserunners must make an attempt to avoid contact when a tag is waiting. Malicious contact will not be allowed and will result in an ejection.
Extra Innings	California Rules apply. The last completed at bat starts at 2nd Base with no outs.
Minimum Number of Players	The minimum number of players to start and finish a game is eight (8). There will be an automatic out in the ninth batting position.
Player Injury	Any player that is removed from the game will not have his/her place in the batting order result in an automatic out, unless this leaves the team with less than nine (9) players. Each batter following a removed player will move up in the batting order.
Injured Baserunner	Any runner sustaining an injury while running will be replaced on base by the last completed at bat.
Speed Up Rule	When your team is batting and a passed ball with no runners on or a foul ball occurs, the on deck batter will retrieve the ball.
Balks	Each pitcher will receive one (1) balk warning.