

Battle By Saratoga & Battle By The Capital Tournaments: Complete Playing Rules & Procedures



(It is strongly recommended that each team print out a copy of these rules and carry them to every game of the tournament.)

All play in the Battle By Saratoga Tournament shall conform to the official rules of the Major League Baseball applicable to the National League with the exceptions and modifications denoted herein.

Age Eligibility: Birthday cutoff = April 30th for all players

Field Dimensions & Base Running:

- 10U = 45'/60'.
 - NO LEADING. Players cannot leave bag until ball crosses home plate.
 - No balks will be called on pitchers.
 - Batter is automatically out on a dropped third strike.
- 11U – 12U = 50'/70'.
 - Regular leading and stealing are allowed.
 - One warning per pitcher on balks.
 - MLB rule on dropped third strikes.
- 13U – 14U = 60'/90'.
 - Regular leading and stealing are allowed.
 - No warnings on balks.
 - MLB rule on dropped third strikes.

Umpires & Baseballs:

Umpire fees and baseball supplies are covered in full by registration fees. Two umpires per game are ordered by Tournament Organizers. All baseballs are supplied on the field.

(6 balls will be provided per game. We ask all coaches, players, and fans to assist with returning game balls to the field of play.)

Bat Rules:

- 10U - 13U: USSSA, USA, or BBCOR Stamp. Wood is also ok.
- 14U: Bat must be: BBCOR (-3), USA Bat Stamp, or Wood

Pre-Game Protocols:

- The home/away team WILL BE DETERMINED BY A COIN FLIP before every game.
- On field warm-ups (I/O) are not guaranteed. This will be determined by the pace of play in preceding tournament games.
- If time allows, each team will get 6 MINUTES for I/O warm-ups. Visiting team goes first.

Length of Games:

10U – 12U = 6 inning games

13U – 14U = 7 inning games

Reporting Final Score:

The WINNING TEAM is responsible for reporting all game scores. The score needs to be reported within 15 MINUTES of the completion of the game.

Report the score by texting the Tournament Director: ANDY FRYE – (518) 545-0747

Include AGE DIVISION, Winning Team name and score, losing team name and score.

Time Limits:

- 10U – 12U = No new inning can begin after 1 hour and 45 minutes beyond first pitch.

EXCEPTION: Championship game = no new inning after 2:00 after first pitch.

- 13U – 14U = No new inning can begin 1 hour and 55 minutes after the first pitch.

EXCEPTION: Championship game = no new inning after 2:10 after first pitch.

Note 1: Time of first pitch shall be marked as the time when pre-game conference between umpires and coaches concludes. All parties should announce and agree upon that time.

Note 2: The start of a new inning is marked as the moment the third out is recorded in the bottom of the previous inning. (i.e. In a 12U game, if the third out occurs at 1:44 after pitch, the next inning shall be played.)

Mercy Rules:

6 Inning Games (10U – 12U):

- 15 runs after 3 at bats by trailing team
- 10 runs after 4 at bats by trailing team

7 Inning Games (13U & 14U):

- 15 runs after 4 at bats by trailing team
- 10 runs after 5 at bats by trailing team

The mercy rule is NOT a drop-dead rule. If the visiting team reaches the mercy threshold in the top half of an inning, the home team must get their at bat in bottom of the inning. When the home team achieves the number in the bottom half an inning, the game is immediately complete.

Tie Games & Extra Innings:

- Pool Play games CAN end in a tie; however, if the time limit is not yet reached, extra innings will be played.
- Elimination Round games CANNOT end in a tie. Extra innings MUST be played to determine a winner.
- Any game that goes extra innings will follow a modified International Tiebreaker:
 - The first extra inning will begin with a runner on second base.
 - The last batter from the previous inning will be the runner on second base.
 - Any additional extra innings will begin with a runner on second AND third base.
 - The last batter from the previous inning will be the runner on second base. The player that immediately precedes the last batter in the batting order will be on third base.
- Note: it is not sudden death. Each team has an opportunity to bat in each inning. The game ends when one team is ahead at the end of a complete inning.

Infield Fly Rule: Standard infield fly rule is in effect for all ages.

Dropped 3rd Strike: 10U the batter is automatically out. 11U – 14U is MLB rule.

Intentional Walk: In all ages, a coach can call for an intentional walk. No pitches need to be thrown. The ball is dead. Batter advances to first base.

Pitching Restrictions: There are no pitching restrictions for the tournament. However, it is expected that coaches will treat player safety and health with the utmost importance.

Mound Visits: The pitcher must be removed on the second mound visit of an inning.

Lineup & Batting Order:

- Prior to game, both teams shall exchange lineup cards with last name and jersey number. If players share a last name, they must be uniquely identified.
- All eligible players MUST be listed on lineup card. Any player not listed is ineligible to play in that game.
- Designated Hitter (DH) is allowed for ANY position player. Use of a DH must be declared to opponent before game and identified on lineup card.
 - The player being DH'd for can enter the lineup at any point in the game, in any slot in the batting order in the same manner as a typical substitution.
 - Once the DH takes the field or any player DH'd for enters the lineup, the DH is lost for the rest of the game.
 - To have a DH, a team must begin the game with a DH.
- Unlimited EH Rule: Teams are allowed to have a batting order of 10 or more players.
 - The EH is considered a defensive position for substitution purposes.
 - If a team chooses to bat the entire team, then the players may be substituted freely defensively; EXCEPT
 - Any player that has pitched in the game, then serves as EH, is NOT eligible to pitch again.
 - If a team chooses to bat their entire lineup and any player is unable to finish the game (i.e. injury, ejection) that spot in the batting order becomes an automatic out

Re-Entry: Re-entry is permitted pursuant to the high school re-entry rule. Any starter, replaced by a legal substitute, may re-enter the game once, at any time, provided the re-entered player occupies his original position in the batting order.

Courtesy Runner: Shall be allowed for the catcher only, after the 2nd out of an inning has been recorded. The "pinch runner" in this case shall be the last previous batter to make a "batted" out in the game (failed to reach 1B safely).

Catcher Contact: In the vicinity of home plate, when the catcher is in the process of fielding the ball or has the ball and is waiting to make the tag, any runner in an upright position must make an attempt to avoid contact with the catcher. In this circumstance, any runner failing to make an attempt to avoid contact with the catcher shall be declared out. The ball becomes dead. In the same circumstance, if the contact is further judged to be malicious, the offending player shall be ejected.

NCAA Force-Play Slide Rule - The intent of the force-play slide rule is to ensure the safety of all players. This is a safety as well as an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs.

- On any force play, the runner must slide on the ground before the base and in a direct line between the two bases. It is permissible for the slider's momentum to carry him through the base in the baseline extended.
 - Exception—A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder. Interference shall not be called.
- Contact with a fielder is legal and interference shall not be called if the runner makes a legal slide directly to the base and in the baseline extended.
 - NOTE: If contact occurs on top of the base as a result of a "pop-up" slide, this contact is legal.
- Actions by a runner are illegal and interference shall be called if:
 - The runner slides or runs out of the base line in the direction of the fielder and alters the play of a fielder (with or without contact);
 - The runner uses a rolling or cross-body slide and either makes contact with or alters the play of a fielder;
 - The runner's raised leg makes contact higher than the fielder's knee when in a standing position;
 - The runner slashes or kicks the fielder with either leg; or,
 - The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.
 - PENALTY: With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance. With two outs, the interfering runner shall be declared out and no other runner(s) shall advance. If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.
 - NOTE: If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

Ejections: Any player or coach that gets ejected for verbal abuse or unsportsmanlike behavior shall serve AT MINIMUM a one game suspension. Tournament Officials reserve the right to review the incident and deliver a greater punishment, including removal from the tournament.

Any player or coach with two (2) ejections in the tournament for any reason, shall be banned from the remainder of the tournament, NO QUESTIONS ASKED.

Fan Behavior: Coaches are responsible for the behavior of their teams' fans. Fans that behave in an obscene and/or abusive manner will be removed from the park and not allowed back to any host field for the remainder of the tournament.

Failure to control your fans' behavior can result in a manager being ejected from the game. Continued misbehavior will result in a team forfeiting the game. In any such case, Tournament Officials reserve the right to remove the team from the remainder of the tournament.

Forfeits: Any game declared a forfeit will be scored 6-0 for a six-inning game, 7-0 for a seven-inning game.