

ENYTB

SUPER 8 & MADNESS

OFFICIAL TOURNAMENT PLAYING RULES

13U - 19U

Updated: July 7, 2023

All ENYTB tournament play must be played according to the official rules of the league.

The official playing rules for ENYTB tournament play shall conform to the official rules of Major League Baseball with the exceptions and modifications denoted herein.

Section 1 ROSTERS

1.1 Tournament Roster

All players must appear on the official TOURNAMENT roster of a team on the ENYTB.com website. The official tournament rosters are listed on the Tournament Manager page of each division. For this event, your regular season roster is your tournament roster. The website will take a snapshot of it automatically, before the event.

1.2 Penalty For Use of Ineligible Player

The use of a player that is not on tournament roster results in forfeiture of the game. Use of a player is defined as any official appearance. If the player plays a defensive position in the field for one pitch, makes one plate appearance, or pinch runs, that qualifies as reason to forfeit the game.

Section 2 – FIELD DIMENSIONS

2.1 13U & Older:

Pitching rubber distance = 60' 6" and base path distance = 90'

Section 3 – EQUIPMENT

3.1 BAT RESTRICTIONS

3.1.1 13U Team Age

- USA Bat Stamp; OR
- BBCOR; OR
- BPF Certified 1.15 or less with max weight/length differential of -5 and bat diameter is MAX 2 5/8" (i.e. USSSA); OR
- Wood Bat (Composite and Baum are OK)

3.1.2 14U - 15U Team Age

- USA Bat Stamp; OR
- BBCOR; OR
- Wood Bat (Composite and Baum are OK)

3.1.3 16U & Older Age Divisions

- Wood Bat only (Composite and Baum are OK)

3.2 Metal Spikes

3.2.1 Metal spikes are allowed, unless on a turf field/mound

Section 4 – PITCHING RESTRICTIONS

4.1 There are no restrictions on pitch counts in tournament play

4.2 Use of Overage Pitchers

All players on your tournament roster are eligible to pitch in any game.

Section 5 - OFFICIAL GAMES

5.1 Length of Games

Games for 11U & older are 7 innings.

5.2 Official Games

5.2.1 For tournament purposes, a game is an official game when the trailing team has had 4 completed at bats.

5.2.2 Any game that reaches the Time Limit shall be deemed an official game

5.3 Time Limits

5.3.1 No new inning shall begin after 2:00 has elapsed from the time of first pitch

5.3.2 An inning is “complete” the moment the third out is made. If the third out is made 1:59 after first pitch, the next inning shall be played.

5.3.3 If an umpire determines any team to employ tactics that intentionally delay the pace of the game for their own benefit, the punishment shall be:

- First offense = warning
- Second offense = forfeit of game

5.3.4 If a rain delay occurs, the clock on the time limit shall pause during the delay.

5.4 Tie Games

5.4.1 All games must have a winner in this tournament format. No ties.

5.4.2 In pool play, if the score is tied after 7 innings of play, and the TIME LIMIT has NOT been hit, use the INTERNATIONAL TIE BREAKER.

(1) First extra inning: last batter from previous inning on second base

(2) Any additional extra innings: last batter from previous inning on second base. The batter immediately before that batter in the batting order on third base.

5.4.3 If a non-pool play game reaches the time limit or the end of the 7th inning and the score is tied, continue playing until there is a winner.

(1) Follow the same International Tie Breaker as above. The first inning after the time limit will be treated as the first “extra inning” even if it is only the 6th or 7th inning.

5.5 Shortened Games

- 5.5.1** Any game not completed due to weather or darkness shall be considered an official, complete game if 4 innings of play have been completed (3.5 innings if home team leading) OR, if 1:30 minutes of play occurred before the stoppage.
- 5.5.2** If the game does not reach official game status, all play is suspended. All actions count. The game is resumed from the point of suspension the next day.
- 5.5.3** If a game of official length is called when teams have not had an equal number of completed at bats, the score shall revert to the score of the last completed inning. With the following **EXCEPTIONS:**
- 5.5.4** If the visiting team in its half of the incomplete inning scores a run(s) that tie the game or take over the lead and the inning cannot be completed, the game shall be suspended and resumed the next day.
- 5.5.5** If the home team in its half of the incomplete inning scores a run(s) that take over the lead, that score is the final score of the game.
- 5.5.6** If the home team in its half of the incomplete inning scores a run(s) that tie the game, the game shall be suspended and resumed the next day.

5.6 – Mercy Rule

- 5.6.1** Sliding Scale Mercy Rule with a Drop Dead Mercy Rule
- 12 run mercy after 4 at bats by trailing team
 - 10 run mercy after 5 at bats by trailing team
 - 8 run mercy after 6 at bats by trailing team
 - Beginning in the top of the 5th inning, if any team takes a 12-run lead, the game is immediately over on a drop dead mercy rule.

Section 6 – STARTING A GAME

6.1 Coaches in the Dugout Area

6.1.1 Teams are limited to 3 coaches plus 1 score keeper in the dugout.

6.1.2 Only two coaches are permitted on the field (coaching boxes) while the team is on offense

6.1.3 Coaches need to stay in the vicinity of the dugout while their team is on defense unless they are making a pitching change or attending to an injury.

6.1.4 Umpires should monitor the proximity of coaches to the field

6.1.5 COACHES ARE PROHIBITED FROM SITTING ON BUCKETS IN FRONT OF THE DUGOUT OR ANYWHERE IN THE FIELD OF PLAY FOR PLAYER SAFETY REASONS.

6.2 Lineup cards

Prior to the start of the game, both teams shall exchange line-up cards. Each team's lineup card should list ALL players eligible for participation in that game in addition to the starting lineup.

Every player listed on the lineup card must also be on the teams official tournament roster

NOTE: Failure to include an eligible player on the line-up card does NOT make the player ineligible to enter the game.

The last name and number of each eligible player must be listed. Where there are two players with the same last name, the full first name or initial (as long as they are different) must be on the card so as to be distinguishable.

6.3 9 Players are required to start a game

No game shall officially start without a minimum of 9 league eligible players being present in uniform for both sides. Any team with less than 9 such players shall be provided 20 minutes after the scheduled start time to field a team of 9 such players. At that point the game shall be recorded a 7-0 loss for the team unable to field a complete team and the offending team shall be required to pay any ump fees due. If the game is the first game of a doubleheader the 2nd game shall be rescheduled but the away team, if it is not the offending team, has the option to require the make-up game to be played on its own home field. When this option is exercised, the designated home and away teams shall remain the same as in the original scheduled game.

6.4 Minimum of 8 players are required to continue a game

When a team is unable to continue to field 9 eligible players because of injury or other extenuating circumstance, **but not ejection**, the game shall be allowed to continue with 8 players. The opposing manager shall choose an ineligible player from the bench, if one is available, and make him eligible to play in the field only. If no such player is available, the game shall be allowed to continue with 8 players on defense. In either case, an automatic out shall be recorded each time through the lineup, in the spot in the batting order previously occupied by the injured or otherwise lost player. When a team is unable to field 8 eligible players regardless of cause or extenuating circumstance, the game is over immediately, and the offending team shall lose by a final score of 7 to 0.

6.5 If 9th and Last Eligible Player is Ejected from the Game

- If a player is ejected from the game and the team has no legal substitute player available, the game is over immediately, and the offending team shall lose by a final score of 7 - 0.

Section 7 – LINEUP & SUBSTITUTIONS

7.1 Unlimited EH Rule

An extra hitter rule is adopted as defined herein. The EH rule allows a team to have a batting order of 10 or more players. Any player in the batting order is eligible to assume any fielding position at any time during the game. For example, in a 10 inning game, 10 different players in a 10 man batting order could serve as the EH for one inning each by removing a different player from the field each inning.

Beginning 2011, teams shall be allowed the option of playing with multiple EHs where the number is limited only by a team's roster size. Players shall occupy the same spot in the batting order at all times but may be used interchangeably in the field. To have one or more EHs, the team must start the game with that number. Once started, all EHs must be continued throughout the entire game. If a team avails itself of the EH option and is without an eligible player in the batting order any time after the start of the game, regardless of reason, that EH position shall be recorded as an out each time through the lineup.

7.2 DH Rule

A designated hitter rule is adopted as defined herein. ANY position player may be DH'd for and that same position player can enter the line-up later in the game at any place in the batting order in the same manner as any ordinary 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, you must start the game with one.

7.3 Re-entry Rule

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.

The penalty for violation of this rule upon discovery (Rule 3 Article 1 NFHS rulebook) shall be:

(1) Ejection of the offending player.

(2) An illegal player on offense, whether as a batter or runner, shall be called out immediately and ejected. The penalty for illegal substitution shall supersede the penalty for batting out of order. If the player should score a run, advance or cause a play to be made that advances another runner, discovery must be made BEFORE the first pitch to the next batter of either team. This would invalidate the action of the illegal offensive player. Any out(s) made on the play would stand and all other runners return to the base occupied at the time of the pitch.

(3) An illegal player on defense shall be replaced immediately upon discovery. If the illegal player is involved in a play and the infraction is discovered prior to the first pitch to the next batter of either team, the team on offense has the option to let the play stand or to allow the batter to bat again.

7.3.1 Players in the starting lineup may not pitch after re-entering the game IF they made an official pitching appearance prior to being substituted for.

7.3.2 Any player who has pitched in a game and then serves as an EH, shall NOT be eligible to pitch again in the same game.

7.3.3 Exception to rule 8.3.1, if a pitcher is pinch hit for during offensive half of inning, they can return to pitch the next half inning as long as they have remained the pitcher of record the entire time.

7.3.4 Ohtani Rule: A starting pitcher can DH for themselves. They can stay in the game as a hitter when their time on the pitching mound has ended. An eligible substitute can replace them as a defensive only substitute who will NOT bat.

Section 8 – MISCELLANEOUS PLAYING RULES

The official playing rules for ENYTB regular season play shall conform to the official rules of Major League Baseball with the exceptions and modifications denoted herein.

8.1 Slash Bunting

Slash bunting is defined as the batter showing bunt, pulling the bat back and taking a full swing at the pitch. This is allowed at 13U & older.

8.2 Courtesy Runner

To speed up the game, a 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).

8.3 Avoiding Catcher/Runner Collisions

CATCHER –When the catcher does not possess the baseball or is in the process of fielding the ball in the vicinity of home plate, the catcher must leave the runner a path to part of the plate.

RUNNER - Any runner in an upright position in the vicinity of home plate 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.

8.4 NCAA Force-Play Slide Rule

Shall be adopted for all regular season play at all age divisions beginning 2008 season.

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.

(a) 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.

- i. "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground before the base.
- ii. "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

(b) 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.

(c) Actions by a runner are illegal and interference shall be called if:

- i. 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);
- ii. The runner uses a rolling or cross-body slide and either makes contact with or alters the play of a fielder;
- iii. The runner's raised leg makes contact higher than the fielder's knee when in a standing position;
- iv. The runner slashes or kicks the fielder with either leg; or,
- v. 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.

Section 9 – SEVERE HEAT POLICY

Extreme heat is a valid reason to weather postpone a game if the following conditions are met:

1. The projected "heat index" or "feels like temperature" at the home field site is 96 degrees or higher according to weather.com.
2. The projection must be based on an hourly forecast and the time the temperature is predicted to exceed the limit must be within the expected game time.
3. The decision to postpone the game will be made by tournament director.

Section 10 CONDUCT, EJECTIONS & DISCIPLINE

10.1 MANAGERS RESPONSIBILITIES AND ACCOUNTABILITY

10.1.1 Managers are responsible for the behavior of themselves, their coaches, their players, AND their parents. Managers must control situations involving any of these members of their team. Failure to do so will result in punishment for the manager up to, and including, possible banishment from coaching in ENYTB. If players, parents, or coaches start engaging with the other team or the umpires, the manager must step up and control their side.

There is a zero-tolerance policy towards any person who confronts an umpire or opposing team member outside the confines of the playing field. NEVER follow an umpire off the field or into the parking lot. Umpires are instructed to immediately contact the police in such cases.

10.2 OFF-FIELD CONFRONATIONS

- 10.2.1** Any person who confronts an umpire or opponent off the field will receive a MINIMUM 3 game or 10-day suspension from ENYTB games, whichever is longer. This includes tournament games.
- 10.2.2** The league withholds the right to levy a harsher penalty when warranted.
- 10.2.3** Any person who has a second offense of confronting an umpire or opponent off the field will be suspended indefinitely from ENYTB.

10.3 EJECTIONS & SUSPENSIONS

- 10.3.1** Verbal Abuse or Unsportsmanlike Conduct
- (1) First ejection of season = automatic 1 game suspension
 - (2) Second offense of season = automatic 2 game suspension
 - (3) Third offense of season = suspended for rest of season
- 10.3.2** Any violent offense including intentionally throwing at a batter
- (1) First ejection of season = automatic 3 game suspension
 - (2) Second ejection of season = indefinite suspension from ENYTB
- 10.3.3** When applying the suspension rule, penalties shall be served for the team's next previously scheduled and completed contest(s). Suspensions from regular season games carry into tournaments, and vice versa. Games may not be added after the incident in order to fulfill the requirements of this rule.
- 10.3.4** If serving multiple suspensions from a fight would cause a team difficulty in fielding a team for its next game or games, the club may request that the suspensions be staggered by the League office.
- 10.3.5** All suspension penalties shall carry over from one season to the next, and from regular season to post-season competition.

10.4 EJECTION PROTOCOL

10.4.1 *IMMEDIATELY* following an ejection, the offending individual must leave the field and dugout area. The person must remove themselves from the sight and sound of the game and not communicate with team members or the umpires.

10.4.2 Failure to do so in a timely fashion will increase the length of punishment.

10.4.3 If a person is ejected in the first game of a doubleheader, that person is suspended from the second game.

10.4.4 Suspended players are restricted to areas designated for spectators and they:

- (1) Shall not be dressed in team uniform.
- (2) Shall not take part in any pre-game activities at the site of the competition, nor be on the field once pre-game activities have started.
- (3) Prohibited from communicating with team, coach, and/or bench personnel at any point during the contest.

10.5 REPORTING SYSTEM

10.5.1 The manager of the offending team is **REQUIRED** to report all ejections to the league within 48 hours of the ejection. Failure to do so shall result in automatic \$50 fine.

10.5.2 Umpire Assigners are encouraged to notify the league of all ejections.