

MEMORIAL DAY TOURNAMENT RULES

The rules of NJBL-WEST invitational tournaments shall be the "2008" High School Baseball Rules as published by the National Federation of State High School Associations except where modified.

GENERAL RULES

1) INSURANCE

All teams must provide a certificate of insurance upon entry into the tournament.

2) AGE GROUPS ARE DETERMINED USING MAY 1 AS THE CUT-OFF.

8 and under: Born on or after 5/1/99
9 and under: Born on or after 5/1/98
10 and under: Born on or after 5/1/97
11 and under: Born on or after 5/1/96
12 and under: Born on or after 5/1/95
13 and under: Born on or after 5/1/94
14 and under: Born on or after 5/1/93
15 and under: Born on or after 5/1/92
16 and under: Born on or after 5/1/91
18 and under: Born on or after 5/1/89

3) ROSTERS

Teams must bring rosters and photocopies of their birth certificates to their first game. The maximum number of players on the roster is 20 though special arrangements are possible. The roster will be kept by the tournament officials for the duration of the tournament.

4) PROTESTING A GAME

The only grounds for protesting a game is a decision based on an interpretation of the rules, or the use of an ineligible player. The site coordinator will decide the protest. He may decide to contact the rules interpreter for a decision provided he feels the protest is not frivolous or an attempt to delay the game.

5) HOME TEAM

This is scheduled in advance for all pool play.

6) PITCHING RULES

NONE! There are no restrictions on the number of innings a pitcher can throw.

7) COURTESY RUNNERS

NONE! Pitchers and catchers will run the bases for themselves.

8) INJURY RULE

If a player suffers an injury such that he cannot return

to the game and the team has used up ALL of their legal substitutes, the following rules apply:

A) The opposing coach can select an "illegal" substitute to replace that injured player.

EXAMPLE: A coach has replaced batters 2 through 9 in the batting order with legal substitutes. Batter 1 gets injured and the team has nobody remaining on the bench who hasn't already been removed from the game. The opposing coach can choose one of the players already out of the game to substitute for the first batter.

B) An injured player replaced by RULE A can never return to the game.

C) A team with only 8 healthy players can complete the game with an automatic out in their line-up.

NOTE: A team must begin a game with 9 players. A team cannot finish a game with fewer than 8 players.

9) ADVANCING TO THE CHAMPIONSHIP

POINT SYSTEM: A team will be awarded 2 points for a win.

If a game ends in a tie, each team will be awarded 1 point.

Any division with 8 or more teams will have the following playoff structure:

	VISITOR	HOME
GAME 1	4th place	1st place
GAME 2	3rd place	2nd place
GAME 3	Winners of games 1 and 2 with higher seed as home team.	

Any division with 7 or fewer teams will have the following playoff structure:

	VISITOR	HOME
GAME 1	2nd place	1st place

The following tie-breakers apply when teams have the same number of points after pool play.

TIE-BREAKERS:

I Head-to head competition

This applies in the rare event that only 2 teams are tied and they played each other.

II Run Differential (12 run maximum per game)

When 3 or more teams are tied it is extremely unlikely that all of these teams played each other and that 1 team beat all the others. In that case they couldn't be tied. So we use run differential.

HOWEVER: After we break the first tie with run differential, we will revert back to head to head to break the second tie.

EXAMPLE:

3 teams (TEAMS A,B, and C) are tied for 1st place with 6 points each. TEAM A had the highest run differential so they are awarded first place. TEAM C

had the second best run differential but TEAM B defeated TEAM C. TEAM B is awarded second place.

- III Runs allowed over-all
- IV Runs allowed vs common opponents
- V Runs scored over-all
- VI Runs scored vs common opponents
- VII Coin flip

FORFEITS

A team that forfeits a game is not eligible for the playoffs. If all tied teams were scheduled against a team that forfeited, all games against that team will be excluded from the tie-breaker calculations. If all tied teams were not scheduled against the team that forfeited, the forfeit score of 7-0 will be used in the calculation.

10) TIME LIMIT IS 2 HOURS IN ALL DIVISIONS

AGE SPECIFIC RULES

9 AND UNDER/10 AND UNDER

Pitcher's Mound 46'
Bases 60'
Game Length 6 innings
Official Game Losing team bats 4 times
Mercy Rule 12 runs after 4 innings (equal at-bats)
2 EHS are permitted. We do not use a DH. EHS are allowed to play the field during the game.
Base runners may not leave the base until the pitched ball has reached home plate. Runners who leave early will be sent back unless forced to advance by a batted ball, a hit batter or a base on balls.
Bat allowed: 2 1/4 diameter only
Bats having anything other than straight handles are illegal.
All aluminum bats must have a handle grip.
Dropped 3rd strike: The batter is out.
Metal Cleats are not allowed.

11 AND UNDER/12 AND UNDER

Pitcher's Mound 50'
Bases 75'
Game Length 6 innings
Official Game Losing team bats 4 times
Mercy Rule 12 runs after 4 innings (equal at-bats)
2 EHS are permitted. We do not use a DH. EHS are allowed to play the field during the game.
Bat allowed: ANY 2 1/4 diameter; OR 2 5/8 diameter (if it's minus 10 or less) OR 2 3/4 diameter (if it's minus 8 1/2 or less)
Bats having anything other than straight handles are illegal.
All aluminum bats must have a handle grip.

Dropped 3rd strike: The batter is NOT out.
Metal Cleats are not allowed.

13 AND OLDER

Pitcher's Mound 60' 6"
Bases 90'
Game Length 7 innings
Official Game Losing team bats 4 times
Mercy Rule 12 runs after 4 innings (equal at-bats)
Bat Size: -3 in accordance with High School Federation Rules
There are no EHs. A DH is permitted for anyone in the
batting order.
Metal cleats are allowed.