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Tournament Information

Check-In

Coaches must report at least an hour prior to their first game of the tournament to check in with the tournament director. Coaches should be prepared to address any questions regarding tournament rules or policies.

Insurance

Each team is required to have proof of team insurance at all times.

Rosters

The roster size can be unlimited for the number of players on the team. Teams can add to their roster up to their first game. A player can be rostered for two different age groups, but not on multiple teams within a specific age group.

Baseballs/ Equipment

Games balls will be provided by Philadelphia Baseball Tournaments for all games. Teams are required to use their own practice balls, helmets, bats, gloves, catchers gear, first aid and other equipment that may be needed for your team.

Pre-game/ Batting Cages

Use of the outdoor batting cages will be on a first come first serve basis. Use of the Flanigan Center (Indoor Facility) will not be permitted unless approved by the tournament director. There is no pre-game infield/outfield.

First Aid

There will be first aid equipment on site for all tournament games.

Tournament Awards

Champions of each division will be awarded a Team trophy

Protests

Protests will be heard and ruled on by the tournament director. The team protesting a playing rule must make a cash payment of \$150 at the time of the protest to the tournament director. If the protest is ruled in the protesting team's favor the \$150 will be refunded. Teams will not be allowed to protest a play on the field if play has already resumed. If a team is protesting illegal equipment and the tournament director rules in your favor, then the equipment in question will be removed immediately and play will continue.

Suspension

Any player or coach that is ejected from a game will be suspended for the teams next game. The player or coach who is ejected will not be permitted in the dugout during the next game.

Age Eligibility

Please visit <https://www.usssa.com/baseball/ageCalculator> to determine a players age eligibility.

Playoff Tie-Breaker Rules

1. Pool play overall record
2. If two teams are tied- Head to head
3. If three teams are tied- If one team has defeated both other teams, that team will advance. If not skip to "4"
4. Total runs allowed in pool play
5. If still tied- Total runs scored in pool play
6. If still tied- Coin flip

Championship Game Play

The higher seed will be the Home team for the championship game. There is no time limit for championship games. If teams are tied following 6/7 innings, teams will continue to play until a winner has been crowned.

Payment & Refund Policy

Payment Policy

Philadelphia Baseball Tournaments require any team registering for a tournament to pay in full for all events prior to the start of the event. See registration pages for specific details regarding payment.

Refund Policy

Philadelphia Baseball Tournaments requires all request for a refund to be made in writing 30 days prior to the start of the event.

Tournament Cancelation Policy

There will be no refunds for cancellations within 30 days of the tournament start date.

Inclement Weather

If the weather comes into play, Philadelphia Baseball Tournaments will do everything to keep the original schedule. All games that are canceled due to weather may not be made up depending on the time constraints of the facility. Philadelphia Baseball Training will contact teams regarding any weather-related changes via email or text message.

Weather Related Refund Policy

- 3 Game minimum tournaments
- Play 0 games- 100% refund or credit
- Play 1 game- 70% credit (no refund)
- Play 2 games- \$100 credit (no refund)

Philadelphia Baseball Tournaments Playing Rules

Playing rules not specifically covered herein shall be governed by The official MLB rules of Baseball- National League and Official USSSA Baseball Rules.

1. Pool Play Time Limit

All games except the Championship game will be played with a strict one hour and 50-minute time limit.

- a. No new inning can start after the one hour and 50-minute time mark.
- b. Official game time will be kept by the umpires. The time will start immediately after the conclusion of the pre-game meeting.
- c. The home team will be predetermined for each pool play game.
- d. If the home team is ahead when time expires, the game will be declared final immediately.
- e. The tournament director reserves the rights to modify time limits at any time.

2. Playoff Time Limit

- a. No new inning can start after the one hour and 50-minute time mark.
- b. If the home team is ahead when time expires, the game will be declared final immediately.
- c. When the time limit has been reached and both teams are tied, the game will go into the tie-breaker rule. Last batted out on second base, no outs, no count on the batter.
- d. Championship games will have no time limit.
- e. The tournament director reserves the rights to modify time limits at any time.

3. Innings

- a. 8U-12U will play 6 inning games
- b. 13-18U will play 7 inning games

4. Tie Games

All non-playoff games that are tied after the inning or time limit will end as a tie. There are no extra innings.

5. Forfeits

All forfeits will be scored 7-0

6. Mercy Rules

- a. 14 runs after 3 innings
- b. 10 runs after 4 innings
- c. 8 runs after 5 innings

7. Pitching Restrictions

There are no pitching restrictions, however, Philadelphia Baseball Tournaments recommends MLB Pitch Smart Guidelines

AGE	DAILY MAX (PITCHES)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+

8. Trips to the mound

A second visit to the same pitcher in the same inning will result in a removal from the pitching position. A player removed from the pitching position may not return to the pitching position for the remainder of the game.

9. Balks

- a. 8U-10U no balks
- b. 11U-12U one warning per pitcher
- c. 13U-18U dead ball, no warning

10. Infield Fly Rules

- a. 8U-10U, no infield fly rule
- b. 11U-18U, regular infield fly rule applies

11. Catcher Dropped 3rd Strike

- a. 8U-10U, the batter is automatically out
- b. 11U-18U, regular dropped 3rd strike rule

12. Starting the Game

All games must be started with at least 8 players. The 9th position will be an automatic out until that position can be filled. If a player is injured and a team falls to 8 players then an out will be recorded each time that player comes up in the order. If a team does not have a minimum of 8 players at the start of the game then the team will be required to forfeit.

13. Batting Order and Extra Players

Lineup cards must be exchanged at the plate meeting prior to the start of a game. Substitutes must be listed on the lineup card. Below are three options for completing a lineup card.

- a. Nine players in the batting order. No designated hitter (DH). All other players are substitutes. Starters may re-enter once
- b. Extra hitters- Teams may use up to two additional hitters in their lineup (11 total hitters). Free substitutions among players in the batting lineup.
- c. A coach may choose to bat his entire roster. A continuous batting order allows for free defensive substitutions throughout the game.

14. Re-entry Rule

Starters must re-enter at the same place in the batting order. If a substitute is replaced by a started then that substitute cannot re-enter.

15. Courtesy Runner

Courtesy runners are optional at any time for the pitcher and catcher only. The courtesy runner can be a player not currently in the lineup or the last batter out.

16. Intentional Walks

The batter can be awarded first base at the request of the coach. The pitcher is not required to pitch to the batter

17. Official Game

A game will be considered complete if weather, darkness or field conditions prevent the game from being completed.

- a. 6 or 7 inning games- 3 innings or 2 ½ (if the home team is leading) will constitute a completed game.

18. Scoring

The official scorer of the game will be the head umpire.

19. Bat Restrictions

- a. 8U-12U: Bats must have either a USSSA BPF 1.15, BBCOR, or USA stamp of approval.
- b. 13U: Bats must have a BPF 1.15 or BBCOR Stamp of approval. There is a length to weight ratio maximum of -5 (5 ounces)
- c. 14U-18U: Bats must use BBCOR -3 bats in accordance to the NHSF. Wood Bats are allowed.

20. Leading/ Stealing

- a. 8U-10U must wait until the ball crosses the plate to leave the base. The first violation will be a warning. Following a warning, the runner will be called out.
- b. 11U-18U, regular rules apply

21. Base/ Pitching Dimensions

- a. 8U-10U, 46' pitching and 60' bases
- b. 11U-12U, 50' pitching and 70' bases
- c. 13U-18U, 60'6" pitching and 90' bases

22. 8U Gameplay Rules

To improve game flow of the 8U tournament the following rules will be implemented during gameplay

- a. Three outs or a maximum of four runs per inning. No runs beyond four will be scored unless a player hits a home run over the fence, in which all runs will count. There will be unlimited runs in the designated last inning determined by the umpire before a new inning can start. During the playoffs and championship unlimited runs will be during the 6th inning due to no time limit.
- b. Stealing (As the ball crosses the plate)
 - i. Maximum of five steal attempts per inning.
 - ii. Runners may advance to 2nd and 3rd on a passed ball.
 - iii. Runners cannot steal home on a passed ball or wild pitch.
 - iv. If runners are on 1st and 3rd, and a play is made at 2nd base on a steal, the runner from 3rd may not advance.
 - v. If a play is made on a runner stealing 3rd on a wild pitch, the runner may not advance home.