

# BVBA 2012 Tournament Rules

- 1 All games will be (6) six innings.  
12 run rule after 3 innings, and 8 runs after 5 innings.  
No new inning will start after 1 hr and 40 minutes.  
A game can end in a tie within pool play.
- 2 Players can compete on only one team
- 3 The extra hitter (EH) is in effect for this Tournament.  
Teams play the field with nine players and may bat ten players if they choose. The EH is considered a defensive player and may switch in and out defensively.
- 4 You must have eight players to start game. The ninth batting spot will be an out when up. A team choosing not to use an EH will not be assessed an out following the ninth batter.
- 5 A pitcher may throw 6 innings per day with a maximum of 10 innings per tournament.  
Some divisions may pitch from a mound.  
Six warm-up pitches between innings.  
One pitch is considered one inning.  
Once a pitcher is relieved, he may not return to the mound during that game - any violation of the pitching rules (innings pitched) will result in a forfeit of the game.
- 6 The slide rule is in effect. If any contact is made and the runner does not slide, then the runner is out.

- 7 Re-entry Rule: You may replace the starter during the game, but if he re-enters the game, he must go back into the game for the player he was replaced by and also in the same batting order. If an active player sustains any injury that requires him to leave the game and his team has used all of their available substitute players, the coach may substitute for the injured player with the first player on the bench who had previously lost his eligibility via the re-entry rule.
- 8 Courtesy runners encouraged for catchers with two outs.  
Courtesy runners may be any player who is not currently in the game and will not count as an entry into the game for either player.
- 9 Any player acting as a base coach must wear a helmet.
- 10 A mask must be worn for anyone warming up the catcher.

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## Tie Breakers

In the event of a tie within pool or group play, the following tie breaker formula will be used to determine standings:

- 1 Head to head competition.
- 2 Least amount of runs given up.
- 3 Most amount of runs scored.
- 4 Coin flip.

Note: after a team has been eliminated or advanced the Tie Breaker starts over

## Special Rules 9/10/11/12 Under Divisions

- 1 Division Age Cutoff date: April 30th
- 2 Maximum bat diameter: 2-1/4"
- 3 Batter may not run on a dropped third strike.  
(9 and 10 Under Divisions only)
- 4 Stealing is permitted.  
Runners may leave the base once the ball crosses home plate.  
(Runner will be called out if he leaves early)
- 5 There is no balk rule.
- 6 Pitching/Base Distances:  
46' mound - 60' bases (9 and 10 Under Divisions)  
49' mound - 70' bases (11 and 12 Under Divisions)
- 7 No metal cleats.

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## Special Rules 13, 14, 15/16 VFW Under and VFW/Jr. Legion Divisions

- 1 Division Age Cutoff date:  
May 1st (13, 14 and 15/16 Under VFW Divisions)  
December 31st (VFW/Jr. Legion Divisions)
- 2 Bat Restrictions: South Dakota VFW and Legion Bat rules.
- 3 Pitching/Base Distances:  
\*54' mound - 80' bases (13 and 14 Under Divisions)  
\*60' mound - 90' bases (13, 14 and 15/16 Under Divisions)  
\*(depending on what field you play on)  
60' mound - 90' bases (VFW/Jr. Legion Divisions)

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## Additional Request & Info

- 1 Please have your team clean the dugout after each game.
- 2 Coaches are responsible for parent and fan behavior.
- 3 Unsportsmanlike conduct is subject to ejection from the game and/or tournament upon the umpire's discretion.
- 4 No infield practice is allowed.
- 5 Dugouts occupied on first come basis.
- 6 The "home" team is responsible for keeping the official book.  
The "home" team is determined with a coin toss prior to game.
- 7 Please have players hustle on and off the field.
- 8 No Protests Allowed - disputes will be settled on the field.