



PROSPECT PARK BASEBALL ASSN TOURNAMENT 2024

KEY TOURNAMENT RULES

These are general understandings of the Rules. If a dispute arises, the language of the actual rule governs.

LINEUP CARDS, PLAYING DOWN & SUPER SUB PLAYERS AND BATTING UNIVERSAL

All head coaches must exchange their lineups with the umpire at the pre-game meeting. Lineup cards must contain each players' first and last names and jersey numbers and whether they are playing down, a multiple team player, a grandfathered-in player, or super-sub, and, for the Freshmen division, whether the team will be batting universal. Those who are approved to play down in age or a Super Sub must bat at the bottom of the batting order and cannot play the following positions: pitcher, catcher, first base and shortstop.

SEEDING AND HOME/AWAY

In 2024 seeding for all divisions was chosen randomly.

Home/Away should be based on coin flip for all games including championships, except for the Freshmen division championship game where the choice for home or away is at the option of the Winner's bracket team and the choice for home or away in the "If Necessary" game is the winner of a coin toss.

START TIME

The game must begin at the conclusion of the home plate meeting of the coaches and umpire. The home plate meeting must begin 10 minutes after the last out of the previous game.

The coaches shall immediately come to the home plate meeting when requested by the umpire. Any delay shall be deducted from a non-championship game's 1 hour and 50 minutes.

At the end of the home plate meeting, the umpire shall announce the exact start time and the time when a new inning cannot start except for the Championship and If Necessary games.

GAME END TIME

RUN RULE (formerly called the Mercy Rule)

All games, including championship games, are subject to the Run Rule:

12 runs after 4 innings (3½ if home team is ahead): Cubs, Bantam, Super Bantam, Mustangs and Broncos

12 runs after 5 innings (4½ if home team is ahead): Grasshopper, Freshmen and Colts

The per inning run limit (five runs in each half inning for the first three innings) shall apply in all Tournament games except for Grasshopper and Freshmen division games.

TIES GAMES: No game can end in a tie.

NON-CHAMPIONSHIP GAMES

No new inning can start once the game time reaches 1 hour and 50 minutes.

A game is over:

1. any time the home team has a lead at or after 1 hour and 50 minutes
2. any time the visiting team has a lead and there have been equal opportunities on offense for both teams after 1 hour and 50 minutes.

CHAMPIONSHIP GAMES are to be played their full allotted innings except the Run Rule shall apply. Those games are **not** subject to the 1 hour and 50 minutes no new inning rule, the "Official Game" rule, and the extra inning speed up play rule.

TIES AND EXTRA INNINGS

If a non-championship game is still tied after the first additional inning, all succeeding half innings shall begin with a runner at second base, one out, and every batter starting with a one ball, one strike count. This shall NOT apply to all Championship and If Necessary games.

For **all** tournament games, every pitcher shall be entitled to pitch one additional inning after the game has reached the inning limit as defined by the rules (i.e. 6 innings for Cubs, Bantam, Mustang, and Broncos and 7 innings for Super Bantam, Grasshopper, Freshmen and Colts games).

OFFICIAL GAME

Except for Championship games, a game is official if it has gone 4 innings for Mustangs, Broncos, Cubs, and Bantam, and 5 innings for Super Bantam, Grasshopper, Freshmen, and Colts.

SUPER SUB UNIFORM

The super-sub can wear the hat and jersey of his younger team or a jersey of the older division team being playing up on (even if its number is the same as the number of another player on the older division team).

FORFEIT OR AUTOMATIC OUT DUE TO LACK OF PLAYERS

The regular season rules regarding having only 8 players present applies: For the Freshman division an out is assessed every time the 9th player would come to bat. For all other divisions, an out is assessed only the first time the 9th player would come to bat.

Since standings are not kept during the regular season, there are no forfeits and the teams should exchange players so games could be played. It is different for the tournament where forfeits occur if a team has less than 8 players 10 minutes after the start time for weekend games and 15 minutes after the start time for weekday games (start time is determined by the umpire at the home plate meeting).

However, If the 10 or 15 minute grace period has expired and the coach says that the player or players sufficient to total at least 8 for the team are on their way, the opposing team shall automatically become the home team and the first half of the first inning shall begin. For all divisions, in the top of the first inning the away team will be assessed an out for every player missing under 9 players but up to no more than 2 outs – all of which shall be assessed after all players present have batted. If the away team still does not have 8 players to take the field after completing the top of the first inning, the game shall be declared a forfeit on behalf of the home team. The teams should still play an exhibition game.

LATE PLAYERS ADDED TO BATTING ORDER

For all divisions, except Freshmen teams not batting universal, the late arriving players shall be placed at the bottom of the batting order.

For all divisions, except Freshmen, if a team either starts with 8 players or goes down to 8 players because a player leaves, an automatic out will be assessed only once in the game in the slot of that missing 9th player.

For the Freshmen division team not batting universal with only 8 players, the ninth position in the batting order shall be an automatic out each time it is reached. However, if a ninth player comes during the game, that player shall bat in the ninth position and an automatic out will no longer be assessed. If a team starts the game with nine players and one leaves mid-game, that position in the batting order shall become an automatic out every time it arises during a tournament game. However, should a new, ninth player arrive, that player shall assume the position in the batting order left open by the departed player and an automatic out will no longer be assessed.

For all divisions, if a team goes to 8 players due to an injury, no automatic out shall be assessed.

PROTESTS

All protests must be resolved by the umpire when raised. Judgment calls cannot be protested.

The time it takes to resolve the protest shall freeze the game clock and the umpire shall announce the revised no new inning time to the coaches.

If a protest that a player is not a rostered player or is not a permitted over-aged player is not then resolved, the game shall be played to conclusion. If that protest is upheld, the offending team shall forfeit that game and be disqualified from the balance of the tournament.

If, after the first pitch of the game, the coach acknowledges that the player is ineligible, then the game will be forfeited by that team. If a Freshmen team and the game is in the winners bracket, that team will be assessed a loss and not be disqualified from the tournament.

If the coach acknowledges that the player is ineligible prior to the first pitch of the game, then there shall be no forfeit provided the offending player does not play in the game.