



## **APEX Baseball Tournament Rules and Regulations – Jan 1<sup>st</sup>, 2016**

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## **1.0 APEX Mission Statement**

APEX Sports will provide a professional and well organized sporting experience, by delivering customer service levels unparalleled in the amateur sporting industry.

## **2.0 Purpose**

APEX Sports purpose is to provide high quality baseball tournaments and leagues. Additionally, the organization will promote the sport and good will within the community.

## **3.0 Safety**

APEX Sports first priority is the safety of the participants, parents, coaches, umpires and staff. All aspects of the tournament or league will be treated with safety as the highest priority. The tournament director reserves the right to use his or her best judgment in any situation where safety is of concern.

**3.1 Alcohol concerns:** Coaches may not consume alcoholic beverages prior to or during any games. Violation of this rule will result in coach being ejected from the remaining games for that day of play. Parents believed to be intoxicated during game will be asked to leave the park. If required, authorities will be called to address the issue.

**3.2 Violence concerns:** APEX has a zero tolerance policy for violence. Any act of violence or threat of violence will result in a 911 call by APEX staff and likely result in charges being filed.

**3.3 Concussion concerns:** If at any time there is concern that a player has sustained a concussion he or she is to be immediately removed from the game and should seek medical attention. A player is deemed ineligible if he or she has sustained a concussion prior to the event. A note from a doctor is required to reinstate eligibility.

**3.4 Weather concerns:** The tournament/league director will be responsible to determine if the weather is conducive for safe play. Weather concerns include but not limited to: Rain, Lightning, Hail, Wind, and Snow. Upon determining that weather is not safe for play, the director or staff will notify team manager and umpires that play has been suspended. Teams must leave the field of play immediately upon notification from the director. APEX staff will notify the managers when the suspension is lifted and teams can return to the field of play.

**3.5 Metal Cleats:** Youth 12 and older will be allowed to wear metal cleats. All age divisions younger than youth 12 cannot wear metal cleats.

**NO Metal Cleats Permitted on portable mounds** regardless of age division.

**3.6 Catchers Helmet:** Catchers in Youth 12 and younger divisions are required to wear protective helmet that covers ears and back of head. It is also highly recommended to have throat protection. Youth 13 and older may wear the hockey style mask or traditional skull cap and mask.

**3.7 Malicious Contact:** Any player initiating malicious contact will be called out and ejected from the game. The official in charge of the game will use best judgment to determine if contact was malicious. Tournament director will immediately be notified of any ejection.

**3.8 Collisions at Home Plate:** An offensive player is required to do one of the following if the defensive player has the ball and is ready to make play at home plate: A. Slide to base B. Go around defensive player C. give yourself up D. Go back to third.

**3.9 Retrieval of Foul Balls:** Players will wear helmet to retrieve foul ball that is on the playing field. Both teams are required to retrieve foul balls and return to the plate umpire immediately.

**4.0 Coaches Bucket Rule:** Coaches may have one bucket or coaches chair on the field of play. The umpire can dictate how far out the bucket or chair is allowed to be on the field. Please understand that if a ball that hits a bucket/chair on the field is considered a live ball. If an over throw occurs and the ball hits the coach's bucket/chair, then the ball will be ruled dead and runners will advance one base.

## **4.0 Team Eligibility**

**4.1 Official Roster:** APEX requires teams to submit a final roster for the tournament or league one day prior to the start date for the tournament or league play. A team must have at least 9 players and all must meet the player eligibility requirements.

**4.2 Roster Verification:** Team roster should match the name on the proof of age documentation. Do not use nicknames when submitting roster so that we avoid any confusion during the tournament or league play. Managers must have proof of age for all players on the roster. Proof of age will be a copy of official birth certificate or passport.

**4.3 Payment:** Teams must pay at least one week in advance of the tournament or league unless other arrangements have been made with the APEX officers.

## **5.0 Player Eligibility**

**5.1 Youth Age Definition:** Participant age youth 14 and younger will have tournament/league age defined by their respective date of birth on April 30<sup>th</sup> of the tournament year. For example: participant A is 13 years old on April 30<sup>th</sup> and participant B is 13 years old on May 1<sup>st</sup>. In the example participant A is tournament/league age 13 and participant B is tournament/league age 12. Participants age youth 15 and older will have tournament/league age defined by their respective graduation class.

**5.2 Proof of Age:** A player is only eligible if the team manager has proof of age in his/her possession.

**5.3 Age Violation Consequences:** Failure to provide adequate proof of age will result in player ejection from the game. If it is determined that the player is in fact an age violation, the team will receive consequences including forfeiture of game and could potentially forfeit the tournament (penalty is at the tournament director discretion).

## **6.0 Age Divisions**

**6.1 Reason for Age Divisions:** Age divisions are developed to promote competitive play. A player may play in a division higher than his or her age eligibility, but never lower than his or her age eligibility.

**6.2 Age Divisions:** Youth age divisions will be designated as Youth 8, Youth 9, Youth 10, Youth 11, Youth 12, Youth 13, Youth 14, and Youth 15 – Youth 18 (defined by graduation class). Adult age divisions will be designated as Adult 18 – 25, Adult 26-35, Adult 35+.

## **7.0 Classification of play**

**7.1 Level of Play:** Level of play will be defined as: Bronze (AA) = developing organization, Silver (AAA) = progressing organization, Gold (Majors) = advanced organization.

## **8.0 Insurance requirements**

**8.1 Insurance requirements:** All teams are required to carry insurance covering injury for all players on their roster. Proof of team insurance is required prior to tournament play.

## **9.0 Game Length, Run Rule (Mercy), Home Team Determination**

**9.1 Game length:** Is determined by age level.

**9.2 Youth 7, 8, 9:** Will play 6 innings with no new inning starting after 90 minutes. Run (Mercy) Rule will be as follows: Up 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.

**9.3 Youth 10, 11, 12:** Will play 6 innings with no new inning starting after 105 minutes. Run (Mercy) Rule will be as follows: Up 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.

**9.3 Youth 13 and up:** Will play 7 innings with no new inning starting after 120 minutes. Run (Mercy) Rule will be as follows: Up 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.

**9.4 Inning completion:** If time limit comes into effect during an inning the inning will be completed.

**9.5 Championship games:** All Championship games must have a winner determined and will not have a time limit. Tie Breaker rules do not apply in championship games.

**9.6 Home team determination:** During pool play, the home team is determined by coin flip. During playoff play, the home team is determined by the higher seed.

## **10.0 Tie Breaker**

**10.1 Resolution of ties:** In the event of a tie after regulation, there will be one extra inning to declare a winner during pool play or playoff.

**10.2 Pool play:** If a winner is still not determined after one extra inning, then the game will end in a tie.

**10.3 Playoff games:** A winner must be determined, therefore extra innings will continue to be played until winner is determined.

**10.4 Tie Breaker Format:** Each team will start with bases loaded with two outs. Base runners will be comprised of substitutes that have not been in game. If not enough substitutes left to fill the bases, then the last batted outs (in order) will be used.

## **11.0 Courtesy Runner**

**11.1 Pitcher & Catcher:** Courtesy runners will be allowed for pitcher and catcher positions at all times. Substitutes that have not played in the game will be used as courtesy runners. If no substitutes are left, then the last batted out will be the courtesy runner. A player cannot be a courtesy runner twice in the same inning. The coach must select another substitute that has not played in the game. If there are no more substitutes left and the last batted out has already been a courtesy runner then the 2<sup>nd</sup> batted out of the prior inning will be the courtesy runner.

## 12.0 Line-Up Options

### 12.1 Youth 18 and below:

**Option A:** 9 player batting order. Substitution rules will apply

**Option B:** 10 player batting order. These 10 players will all be considered defensive players and substitution rules will apply.

**Option C:** Bat entire roster. Free defensive substitution for roster. Defensive starters can only re-enter the game one time. Batting order remains the same for entire game.

**NOTE:** If a team is missing player(s) at the beginning of a game, and they wish for that player to be eligible for the game, then option C must be selected. Player(s) arriving during the game will be inserted at the end of the batting order upon arrival. The manager must announce to the umpire that a player has arrived upon his/her arrival.

## 13.0 Pitching rules:

### 13.1: Inning Count Tournaments:

**Youth 12 and younger:** Maximum of 6 innings per day, 8 innings per tournament

**Youth 13 & 14:** Maximum of 7 innings per day, 10 innings per tournament

**Youth 15 – 18:** No inning count limit. (Managers and Parents: please keep the best interest of the player in mind).

**Intentional walk:** Youth 9 and younger can be initiated by defensive coach announcing to umpire that he/she desires to intentionally walk the batter. No pitches to be thrown.

Youth 10 and older must complete all pitches if team elects to intentionally walk the batter.

### 13.2: Pitch Count Tournaments:

**Youth 8/9:** 60 pitches/day, 100 pitches/tourney. Max appearances 2/day, 3/tourney

**Youth 10:** 70 pitches/day, 110 pitches/tourney. Max appearances 2/day, 3/tourney

**Youth 11:** 80 pitches/day, 120 pitches/tourney. Max appearances 2/day, 3/tourney

**Youth 12:** 90 pitches/day, 130 pitches/tourney. Max appearances 2/day, 3/tourney

**Youth 13:** 100 pitches/day, 150 pitches/tourney. Max appearances 2/day, 3/tourney

**Youth 14:** 100 pitches/day, 160 pitches/tourney. Max appearances 2/day, 3/tourney

**Youth 15-18:** No Pitch Count Limit (Managers and Parents: please keep the best interest of player in mind).

**Intentional walk** can be initiated by defensive coach announcing to umpire that he/she desires to intentionally walk the batter. No pitches to be thrown or recorded against pitch count.

## **14.0 Eligible Bat Rules**

**14.1 Wood Bat:** Considered Eligible for All age groups

**14.2 Youth 14 and younger:** Eligible bats will have Certified BBCOR Stamp .50 &/or USSSA 1.15 BPF.

**14.3 Youth 15 and older:** Eligible bats will conform to the National Federation of High School Associations (NFHS) bat standards. This includes a weight to length ratio of -3 and permanently stamped with BBCOR .50 certification.

**14.4 Penalty for using an illegal or altered bat:** Defensive team manager will have choice to:  
A) call batter out (if ball is put into fair play). B) Play out the play. In any event, the bat will be removed from play. If a second infraction occurs in the tournament the coach and player will be ejected for balance of tournament.

## **15.0 Field Dimensions:**

**15.1 Pitching/Bases:** Youth 8 and younger: 40'/60'. Youth 9 & 10: 46'/65'. Youth 11 & 12: 50'/70'. Youth 13: 54'/80'. Youth 14 and older: 60'6"/90'.

## **16.0 Protests and Missed Base Appeals:**

**16.1 Protest Eligibility:** Only a rule interpretation may be protested. No protests will be allowed for a judgment call. The tournament director and chief umpire will rule on the protest.

**16.2 Missed Appeals:** Missed base appeals must be performed in the proper manner.

## **17.0 Sportsmanship and Code of Conduct:**

**17.1 Expectations:** All players, coaches, parents and spectators are expected to conduct themselves with a very high level of sportsmanship at all times. APEX staff reserves the right to eject any player, coach, parent or spectator for unsportsmanlike conduct. APEX has a zero

tolerance policy toward violence, threats, foul language. If necessary, a team may be ejected from a tournament for player, coach, parent or spectator conduct.

**17.2 Intentionally pitched at batter:** If an umpire suspects that a batter has been intentionally pitched at they will call time, issue warning to pitcher and coaches. A second offense will result in ejection of the player and manager. Intentionally pitched at batters are considered an act of violence and an umpire may eject a player without warning if he/she determines it necessary to avoid an escalating situation.

**17.3 Ejections:** Any player, coach, parent or spectator ejected from the game will be required to immediately leave the ballpark. The tournament director at his/her discretion can add a suspension to an ejection. Managers or Coaches ejected from a game will not be allowed to coach in the game following the suspension.

**17.4 Team sportsmanship and conduct:** Teams are expected to care for fields, dugouts and facilities. This means no damage caused by players, coaches, parents or spectators. As teams clear the dugout after a game they should pick up trash and deposit in receptacles. Teams should shake hands after each game as a display of good sportsmanship. Team managers are ultimately responsible for all areas of team conduct including players, parents, coaches and spectators.

## **18.0: Rain Out/Act of God Policy**

**18.1 Three game guarantee tournament:** Refund or Credit toward future tournament on the following schedule: No games played = 100% refund or credit. 1 game started = 66% credit or 50% refund, 2 games started = 33% credit.

**18.2 Four game guarantee tournament:** Refund or Credit toward future tournament on the following schedule: No games played = 100% refund or credit. 1 game started = 75% credit or 50% refund, 2 games started = 50% credit or 33% refund, 3 games started 25% credit.

**Gate fees** are non refundable.

## **19.0 Payment Policy**

**19.1 Full Payment:** Full Payment must be made one week prior to start of tournament.

**19.2 Deposit Option:** A deposit of 50% will reserve a spot for your team in the tournament. This deposit is nonrefundable. Full payment is due one week prior to start of tournament.

**19.3 Discount:** A 5% discount will be granted for payment in full by 30 days prior to the event.

**19.4 Forms of Payment:** Check, Cash, or Credit Card