

  
**PDC**  
**BASEBALL**  
**TOURNAMENTS**  
**AT THE GRANGE**

**2026 TOURNAMENT POLICES, INFORMATION &  
RULES**



**Middletown Grange Fairgrounds • 576 Penns Park Road Wrightstown PA 18940 • 267-304-1318**

Welcome to PDC Baseball Tournaments at The Grange! It is our mission that every player and family member have a fantastic experience at our beautiful facility on the Middletown Grange Fairgrounds. Our staff is dedicated to making sure your time here is comfortable and enjoyable as you watch the kids play ball and create lasting memories with their teammates.

#### **TOURNAMENT PAYMENT POLICY:**

- † A non-refundable deposit of \$250 is required for all tournaments. Deposit due at registration to reserve place.
- † A tournament spot is confirmed for a team only after PDC Athletics receives and processes deposit payment.
- † Full payment, after deposit for all teams is due 60 days prior to the start of the tournament.
- † A team that registers for a tournament inside of 60 days must pay in full at registration.
- † No Credit if a team drops out of tournament 60 days or less from tournament start date
- \* Failure to abide by these policies will result in the forfeiture of tournament spot and non-refundable deposit.

#### **CANCELLATION POLICY:**

- † **Cancellation More Than 120 Days in Advance:** All initial payments, including deposits and any additional payments made as of this cancellation date are non-refundable. However, these payment amounts may be applied as credit toward a future tournament.
- † **Cancellation Between 60 and 120 Days in Advance:** Any deposit made as of this cancellation date is forfeited, and not eligible to be applied as a credit. Any additional payments (other than deposit) made as of this cancellation date are non-refundable but may be applied as credit toward a future tournament.
- † **Cancellation Fewer Than 60 Days in Advance:** All initial payments, including deposits and any additional payments made as of this cancellation date are forfeited and not eligible to be applied as credit.

#### **INCLEMENT WEATHER POLICY:**

In the event of rain, we will do everything in our power to stay as close to the game schedule as possible but we may be forced to deviate from the original schedule. If we need to adjust the schedule due to weather or extraordinary circumstances the following policies will be in effect:

- † Our first priority is that each team plays its minimum number of games while trying to stay as close to the original schedule as possible
- † We will always attempt to have a championship game; we may eliminate the quarter-final or semi-final round to ensure a championship game
- † Team awards will not be distributed if a championship game is not played

#### **REGULATION/OFFICIAL GAMES POLICY**

Games that do not make it to regulation (3 innings for 6-inning games or 4 innings for 7-inning games) due to weather or darkness will be considered a suspended game & will be resumed at the earliest time available. If there is not enough time to resume a suspended game, it will be considered complete & official at the end of the last completed inning.

- † *For Pool Play & Consolation Games: if the game is suspended and there is not enough time to resume – the game would be considered complete at the end of the last complete inning – if tied at the end of last complete inning, the game would stand as a tie*
- † *For Elimination Games: If one inning has not been completed & there is not enough time to resume, the HIGHER SEED would advance to the next round. If the game is tied at the end of the last complete inning, the HIGHER SEED would advance. If both teams are the same number seed from two divisions, then we would refer back to the tie-breaking system in place*

#### **WEATHER RELATED CREDIT/REFUND POLICY 3-Game**

##### **Minimum Tournaments:**

- † 0 Games Played = 100% CREDIT VOUCHER
- † 1 Game started (less than 3 or 4 innings depending on age group) = 90% CREDIT VOUCHER
- † 1 Official Game (3 or 4 or more innings depending on age group) = 50% CREDIT VOUCHER
- † 1+ Official Games (1 official/2<sup>nd</sup> started) = 40% CREDIT VOUCHER
- † 2 Official Games = 10% Credit Voucher

## TEAM INSURANCE

Each team is required to carry its own insurance and submit a certificate of insurance to PDC Athletics prior to the beginning of the tournament. A team cannot play a game until we have the COI and it is verified.

***ALL INSURANCE CERTIFICATES MUST HAVE THE FOLLOWING ENTITIES LISTED AS “ADDITIONAL INSURED” IN THE CERTIFICATE HOLDER SECTION OF THE STANDARD CERTIFICATE OF LIABILITY FORM:***

- 1. PDC Athletics - 576 Penns Park Road Wrightstown PA 18940***
- 2. Middletown Grange #684 - 576 Penns Park Road Wrightstown PA 18940***
- 3. Wrightstown Friends Meeting - 535 Durham Road Newtown PA 18940 \* Please include address for each***

This can be obtained by calling your insurance company and asking them to list the above on the certificate. Please note: we are not requesting to be added as a “named insured” on your policy.

## ROSTERS

There are no limits on player rosters. Rosters are locked once a team’s first game of a tournament begins. Each player may be listed on only ONE roster for each tournament. ALL ROSTERS ARE DUE BEFORE THE TEAM’S FIRST GAME. Up to (4) adults, including a scorekeeper are allowed in the dugout.

## AGE VERIFICATION/BIRTH CERTIFICATES:

It is the responsibility of the coaching staff to carry documentation of birth for all players on their roster at all times during the tournament.

- † Birth Certificates, state ID’s, passports or any other government issued documents are acceptable (must list full name and D.O.B.)
- † Coaches may protest the age of players on another team, only before or during a game
- † IF a coach decides to protest the age of another team’s player(s), the coach must provide a **\$150 protest fee** (*cash only*) to the tournament director who will request age verification documentation from the team in question.  
**Parents cannot protest the ages of other players**
- † If the team in question is unable to provide age verification, that team will forfeit the current game with a score of 6-0 (6 inning games) or 7-0 (7 inning games) & will not be permitted to start another game without appropriate documentation
- † In the case of a successful protest, the tournament director will return the protest fee to the protesting coach.
- † In the case of an unsuccessful protest (documentation provided/players are eligible) the protest fee will be lost
- † The Tournament Director may request documentation of a player’s age at any time

\*If a team is found to be using an illegal player (not age eligible/not registered on official roster) the team will be **EJECTED** from the tournament immediately. All previously played games will be reverted to a forfeit score of 6-0 or 7-0. **NO CREDITS OR REFUNDS WILL BE GIVEN TO THE EJECTED TEAM.**

## TOURNAMENT FORMATS

The format of each tournament will depend on the number of teams and the number of tournament days/minimum games. Formats for each tournament will be clearly defined for each tournament

## UMPIRES

All PDC Tournament games for 9u & older age groups will have two certified umpires from a professional association.

## UNIFORMS

All players are required to be in uniform with a number on their jersey. Coaches are not required to be in uniform, however should wear appropriate coaching attire that clearly defines them as a coach of a particular team

## DUGOUTS

The HOME team occupies the THIRD BASE dugout on all fields. However, in pool play where there is a coin flip for home team, teams can choose their dugout on their own. For elimination rounds the higher seed is the home team and shall occupy the 3<sup>rd</sup> base dugout EXPECT if a team plays a back-to-back game and is already occupying a particular dugout. Maximum of 3 coaches/adults in the dugout. A scorekeeper may also be near/in the dugout.

## ADMISSION/CONCESSIONS

Parking & Admission to all PDC Baseball Events at The Grange are FREE. Please Park in designated areas only. Our concession stand provides fantastic food including healthy selections for all. Concessions will be open 45 minutes prior to the start of the first games of the day and will close at the beginning of the last scheduled games of the day.

## BASEBALL EQUIPMENT

Game balls will be provided by PDC Athletics for all games. Teams are to bring their own practice balls and all other baseball & safety equipment. Teams are allowed to bring team coolers.

## ELECTRIC/GAS/CHARCOAL GRILLS & HEATERS

All grills & electric and or gas heaters are NOT permitted on the Middletown Grange Property

## PETS

Pets are not permitted anywhere on the Middletown Grange Property, we must follow our landlord's rules. While we are big fans of dogs/cats & all pets, having many different animals in one location will cause safety issues for everyone. Service animals are welcome on the entire property.

## EXPECTED BEHAVIOR

Negative/Inappropriate behavior & bad sportsmanship by players, coaches and family members will not be tolerated at our tournaments. Please remember that the games are for the kids, not the adults, and we expect each adult to set a positive example for the players through their words and actions.

Also, when you are not on the Grange property, your personal behavior is a reflection of your team, your family and PDC Athletics. We expect players, parents, coaches & family members to act in a positive manner at all times & with respect for the people and property throughout our local community

- ✦ Use of noise makers is prohibited during all tournament games at The Grange
- ✦ All individuals (players, coaches, parents & fans) are expected to cheer in a positive manner for their own team and never in a negative manner toward the opposing team, including abusive statements directed at umpires ✦ Alcohol products are explicitly prohibited during tournaments at The Grange.

Everyone that attends a tournament is expected to act in a positive manner, no matter the outcome of a play, call by an umpire, or the game itself.

We simply ask the following:

Let the players play  
Let the coaches coach  
Let the umpires umpire

## EJECTION/SUSPENSION POLICY

- ✦ **Managers/Coaches:** Managers or coaches that are ejected from a game (either by an umpire or a tournament director) must leave the property immediately and will automatically be suspended for 1 (one) additional game. The tournament director may also lengthen the suspension to more games or expulsion from the property for a period of time. If a manager or coach is ejected from a game twice during the same tournament, they will be suspended for the remainder of the tournament.
- ✦ **Players:** If a player is ejected from the game, they must leave the dugout but may stay with family members of the team. Ejected players may face further suspension
- ✦ **Parents/Fans:** If a fan or parent is ejected from a game, either by an umpire or a member of the PDC Athletics staff, they must leave the property immediately and will be suspended for the remainder of the tournament \* Intentional disregard for the stated rule (or the spirit in which those rules exist) as well as obvious unsportsmanlike behavior will not be tolerated and will place the individuals and/or teams involved at risk of possible forfeit or banishment from any future Grange Tournaments & Events. We do hold the right to alter tournament seeds for teams failing to abide by our general fair play and sportsmanship guidelines.

## GAME RULES

All PDC Baseball Tournaments will follow Major League Baseball rules, unless otherwise stated.

### **Line ups: 9u – 18u Tournaments**

Teams may bat anywhere from 9 players to the entire roster. The number of batters in your line up must remain the same throughout the game. For example: if a team has 12 players on their roster, they have the ability to bat 9, 10, 11 or the entire line up. A team in this situation could bat 9 players with 3 substitutes, 10 players with 2 substitutes, 11 players with 1 substitute, or bat all 12 with no substitutes.

*Teams are permitted to start and/or end a game with 7 players. Anything less than 7 available players at any time during a game will result in a forfeit for that team. 6-0 score for 12u and younger; 7-0 score for 13u and older.*

**Re-entry:** If a team does not bat the entire line up and substitutes are available, we use the standard NFHS re-entry rule. Starters may be re-entered once as long as the player occupies their original position in the batting order.

### **Free Defensive Substitution:**

All players will have free defensive substitution. Players in the starting lineup and all substitutions (including burnt subs) will have free defensive substitution. We will not keep track of defensive substitutions. The batting order must follow the traditional NFHS re-entry rule.

### **Batting Entire Roster Injury/Ejection:**

When a team chooses to bat the entire roster and a player is injured during the game in which a team is batting the entire lineup, their spot in the lineup is skipped with no penalty. Once the spot in the lineup is skipped due to an injury, that player is not eligible to return to the game in any capacity.

If a player is ejected from a game and there are no subs available then the ejected player's spot is recorded as an out. \*If a player gets injured during an at-bat & can't continue, the next batter in the lineup will take over that at-bat and assume the count. If an injury occurs on the basepaths and no subs are available, the player that made the last recorded out will take the place of the player on the bases. Once a player cannot continue on the offensive side (at bat or on the bases) that player is not eligible to return to the game.

### **\*In the event that a player will be late to the game, there are two options to utilize the player in the game:**

1. The player can be placed in the starting lineup, but if they are unavailable for any of their at-bats, an out will be recorded each time he is due up. Whenever the player arrives and is available, they can assume his spot in the lineup.
2. The player can be listed as a substitute; whenever they arrive and are available, they can enter the lineup according to our substitution rules.

**\*It is the responsibility of the opposing team to verify the accuracy of the other team's lineup prior to the start of each game. Managers must bring any issues to the attention of a PDC Tournament Official before the game.** If a lineup issue is discovered during the game, the ruling will be that the lineup is corrected at that point for the rest of the game. If it is brought to our staff's attention after the game, there will be no penalty. There will not be a forfeit in this situation since the opposing team is responsible for verifying the other team's lineup prior to the start of the game.

### **Pitcher Re-entry:**

If a pitcher is removed after throwing a pitch, they may not return as a pitcher in that game. In other words, as soon as another pitcher throws a warm-up pitch (becoming the new pitcher of record), the previous pitcher is no longer able to pitch in that game. If a team subs for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the "pitcher of record" and can continue to pitch in the game.

### **Pitcher of Record:**

Once a pitcher throws a warm-up pitch, they must face at least one batter. If the pitcher is hurt during their warm-up pitches, another player may come in to pitch. The previous pitcher of record will not be allowed to re-enter back on the mound after a different pitcher throws a warm up pitch.

### **Pitcher/Fielder's Equipment:**

Pitchers are allowed to wear a protective helmet or headgear. The helmet/headgear cannot be glossy nor have anything else on it that can be deemed distracting to the batter based on the umpire's discretion. It is the umpire & tournament director's discretion to deem whether any other equipment or clothing that the pitcher is wearing is distracting to the opposing batter. This includes but is not limited to: Batting gloves, long sleeves, compression sleeves, athletic tape on wrist/arm, sunglasses and two-toned fielder gloves.

### **Intentional Walks:**

Pitchers do not have to throw four pitches outside of the strike zone to intentionally walk a batter. A signal from the coach to the umpire is all that is required to intentionally walk a batter.

### **Avoid Contact Rule:**

Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgement, there is INTENTIONAL contact, that umpire may call the runner out on that play. If the contact is judged as intentional AND malicious, that umpire may also eject the player from the game.

On force out situations, if the runner slides, the must slide directly into the base. A slide that is not directly into the base is grounds for an interference call (umpire's judgement) and the runner could be declared out. In this instance the batter/runner could also be declared out if the fielder was attempting to make a play on that batter/runner.

**IT IS IMPORTANT TO NOTE THAT IF THE RUNNER MAKES A LEGAL SLIDE DIRECTLY INTO THE BASE AND CONTACT IS MADE WITH THE FIELDER, INTERFERENCE WILL NOT BE CALLED.**

### **Sliding:**

Head first and feet first slides are allowed.

### **Time Limits**

#### **Pool Games:**

- ✚ 9u-12 age groups the standard time limit is 1:50 - No new inning may start after the time limit elapses. If the game is tied after 6 innings for 9u-12u or the time limit has expired then the pool game will be recorded as a tie. Umpires will keep official time.
- ✚ 13u-18u age groups the standard time limit is 2 Hours - No new inning may start after the time limit elapses. If the game is tied after 7 innings for 13u-18u or the time limit has expired then the pool game will be recorded as a tie. Umpires will keep official time.

#### **Elimination/Playoff Games:**

- ✚ Playoff Games will have a 2-Hour time limit - No new inning may start after the time limit elapses.
- ✚ Championship Games = No time limit
- ✚ Elimination games that are tied at the end of regulation will follow our EXTRA INNING procedures.

**Consolation Games:** 1:50 time limit, no new inning may start after the time elapses.

#### **Extra Innings for Elimination/Playoff Games:**

The international tiebreaker will be in effect for all extra inning tournament games.

- ✚ **Elimination Games:** If the score remains tied after regulation play the top of the next inning and each half inning thereafter will start with a runner at second base until there is a winner. The batter who leads off an inning shall continue to be the batter who would lead off the inning in absence of this extra innings rule. The runner on second base shall be the player (or sub for such a player) in the batting order immediately preceding the batter who leads off the inning

### **Intentional Delays:**

Intentionally delaying a game to achieve victory through the time limit is considered unsportsmanlike conduct and will not be tolerated. The umpires & tournament officials reserve the right to eject a coach or player for intentionally delaying a game and possibly declare a forfeit for that team.

**ALL TEAMS SHOULD BE READY TO START A GAME UP TO 20 MINUTES PRIOR TO THE SCHEDULED START TIME – NOT INCLUDING THE FIRST TIME SLOT OF THE DAY.**

**Time Between Innings:**

All teams will have two minutes between innings. Pitchers are permitted to throw 8 warm-up pitches in their first inning of work & 5 warm-up pitches every subsequent inning.

***\*IF A CATCHER IS STILL GETTING DRESSED, A COACH SHOULD BE READY TO WARM UP THE PITCHER\****

**Let's maximize the amount of baseball for the players by coming prepared and having your squad hustle on and off the field.**

**Mercy Rules:**

9u – 12u: 15 after 3 innings, 10 after 4 innings, 8 after 5 innings

\*6<sup>th</sup> Inning: If a team gets a lead of 12 runs, the game is over. Even if leading team is the visiting team.

13u – 18u: 12 after 3 innings, 10 after 4 innings, 8 after 5 innings

\*6<sup>th</sup> & 7<sup>th</sup> Innings: If a team gets a lead of 12 runs, the game is over. Even if leading team is the visiting team.

**Slash Bunt:**

For 9u – 12u age groups the slash bunt is illegal and the player will be called out if this play is attempted. A slash bunt is defined as a player showing bunt at any time during the pitch and then swinging at that same pitch.

**\*THIS IS A LEGAL PLAY FOR 13u AND OLDER AGE GROUPS\***

**Mound Visits:**

The pitcher must be removed from the mound on the second mound visit in an inning for all age groups.

**Team Time Outs:**

9u-12u: Each team receives 3 OFFENSIVE time outs & 3 DEFENSIVE time outs per game.

13u-18u: Each team receives 4 OFFENSIVE time outs & 3 DEFENSIVE time outs per game

\*A pitching change DOES NOT COUNT as a defensive time out.

A countable defensive time out is when a coach calls time out and enters the field of play without making a substitution.

A countable offensive time out is when a coach calls time out to talk to a batter and/or baserunners during an inning.

Once your defensive time outs are used, a team must make a substitution with each subsequent mound/field visit.

Once a coach's offensive time outs are used, a coach cannot stop the game unless a dangerous situation arises. Injury time outs do not count.

**Balks:**

We follow the NFHS rules pertaining to balks DEAD BALL...EXCEPT: pitchers are not allowed to step toward 3rd base without making a throw (the fake to 3rd base, throw to 1st base move is a balk).

9u-10u – Warning only for educational purposes. No penalty

11u – ONE warning per pitcher – after that, a balk will be called, book rule.

12u & Older: No warnings, book rule.

**Dropped 3<sup>rd</sup> Strike & Infield Fly Rule:**

9u/10u = NO - - - 11u – 18u = YES

**Lineup Cards:**

Teams must provide their own lineup cards. A copy should be given to the opposing team each game.

**On Deck Batter:**

All on deck batters must stay near their team's dugout with a helmet on.

**Official Scorebook:**

The HOME team will keep the official scorebook. Teams should confirm the score during the game, in between ½ innings.

**Leading/Stealing:**

**9u-10u:** must wait until the ball crosses the plate to leave the base (46' 60). First violation is a warning for the entire team and after that they will be called out.

**11u – 18u:** Regular leading & stealing rules apply

**Bunting:**

Bunting is allowed for all age groups.

No Slash Bunts/Butcher Boy **for 12u & younger age groups** – if a 12u or younger player shows bunt, they must either take the pitch or attempt to bunt it, no fake bunt & swing on the same pitch.

**Courtesy Runners:**

**9u – 12u:** For the catcher of record only, with 2 outs. Not Mandatory.

**13u – 18u:** For the catcher & pitcher of record, anytime. Not Mandatory.

**Jewelry:**

Jewelry is permitted during game play, as long as it is not a distraction or dangerous to the player or opposing players. Any item that is deemed unsafe or distracting (tournament director or umpire's judgement) will not be allowed. The team will receive a warning if a player wears improper jewelry during the game; any players found wearing improper jewelry after the warning will be ejected for the remainder of the game.

**Cell phones/Electronic Devices:**

Cell phones, iPad and other electronic devices are only permitted in the dugout during the game. A coach, manager, scorekeeper or player is not permitted to have them on the field during the game

**Forfeits:**

- ✚ If a team chooses to forfeit a pool play game, they are not eligible for the playoff rounds and face suspension from future PDC Tournaments & Events. The final score of a forfeited game will be recorded as 6-0 (6 inning game) or 7-0 (7 inning game).
- ✚ If a team chooses to forfeit a consolation, playoff round or championship game they face suspension from future PDC Tournaments & Events
- ✚ We will attempt to replace a forfeited team in elimination games if possible

**Casts:**

Orthopedic casts can be worn if there is no exposed metal. PDC Baseball requires casts be padded. The tournament director has final judgement as to its safety.

**Protests:**

It is the responsibility of the manager and/or coach of a team to stop the game at the time of the play and ask for a PDC Tournament Official if they feel that a ruling during a game is incorrect.

**A game should never be stopped for umpire judgement calls as those cannot be protested.** Our staff will do everything possible to resolve issues as they occur.

**Cleats:**

**8u – 12u:** Rubber molded cleats only

**13u & older:** Metal cleats are allowed

### Pitching/Base Distances

9u – 10u: 46/60

11u – 12u: 50/70

13u – 18u: 60'6"/90

### Bat Restrictions:

#### **8u – 12u Tournaments:**

Any bat with USA or USSSA 1.15 BPF or BBCOR Certification can be used for our tournaments with the exception of the bats listed below. Coach pitch bats are not permitted in any age group.

**Safety and integrity of the game are two major factors at our events, and with the implementation of the following changes, we are taking the next steps in providing an updated and premier experience on the baseball field. While some of these bats are currently still certified by their manufacturers, the performance of these bats over the extended life span continues to become increasingly unsafe for our participants.**

- **Marruci Cat5 MCB2 33/30 BBCOR**
- **Nike BT0636 CX 2 – Light Grey**
- **2015 DeMarini CF7 (-5)**
- **2015 Easton XL1 (-5)**
- **2016 DeMarini CF8 (-5)**
- **2016 DeMarini CF8 (-8)**
- **2016 DeMarini CF8 (-10)**
- **2017 DeMarini CF Zen Balanced (-8) \*\***
- **2017 DeMarini CF Zen SL 2 3/4" (-10) \*\***
- **2017 DeMarini CF Zen Zero Dark 2 3/4" (-10) \*\***
- **2017 DeMarini CF Zen (-5)**
- **2017 DeMarini Custom CF Zen 2 3/4"(-10)**
- **2017 DeMarini Custom CF Zen Balanced (-8)**
- **Louisville Slugger Blue Meta Composite (33/30 model only)**
- **2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)**
- **(Easton) Ghost X (30/20 only – USA Baseball Marked)**
- **2022 Stinger Missile 2 (33/30 model only)**

**\*\*Re-tooled models of these bats may be used at PDC. Once returned from the manufacturer, these bats will have updated model numbers and a new orange end cap and stickers indicating the corrected performance standards.**

#### **13u – 18u Tournaments:**

Bats must be BBCOR -3 - Wood Bat Tournaments are 100% wood, no composites, no bamboo.

**The above list of bats not approved for PDC play applies to 13–18-year-old tournaments as well. All**

**Wood Bat Tournaments are 100% wood, no composites, no bamboo.**

#### **Altered/Damaged Bats:**

Damaged or Altered bats (shaved, rolled, or in any other way altered to increase performance) are not permitted in any way. This includes all games, batting cages and practice areas. Any player using an altered/illegal will be ejected from the game and their at bat will be recorded as an out. All runners will go back to the base they occupied when the batter put the ball in play. The player ejected for use of an altered/illegal bat, along with the team's head coach may face further suspension.

**Bat Sensors:** Sensors built inside the handle of the bat are legal as long as they conform to the above rules. Sensors that are an addition to the exterior of the bat are NOT permitted. In case of a discrepancy, the umpires & tournament director will deem whether a sensor is permitted.

**Thrown Bats:** Using umpire discretion, if a thrown bat by a player is said to be of concern for player safety the following steps will be taken:

- Teachable moment/explanation
- Verbal Warning (1 per player)
- Removal from remainder of the game (to be treated as “taken out/injured” at no penalty to the team, no lost out).

### PITCHING RECOMMENDATIONS

**We do not have specific pitching limitations at our tournaments.**

We do provide all teams with and encourage you to use this information from USA Baseball Medical & Safety Advisory Committee with help by the American Sports Medicine Institute, USA Baseball News, Journal of Biomechanics, The American Journal of Sports Medicine, and [www.mib.com/pitch-smart/risk-factors](http://www.mib.com/pitch-smart/risk-factors) for this tournament and for your entire baseball season.

**USA Baseball Medical and Safety Advisory Committee:**

**Recommendations for limits with youth pitchers and recommendations for day of rest after a start.**

AGE GROUP	PITCHES PER GAME	1 DAY REST	2 DAYS REST	3 DAYS REST	4 DAYS REST
9-10	75	21-35 PITCHES	36-50 PITCHES	51-65 PITCHES	66+ PITCHES
11-12	85	21-35 PITCHES	36-50 PITCHES	51-65 PITCHES	66+ PITCHES
13-14	95	21-35 PITCHES	36-50 PITCHES	51-65 PITCHES	66+ PITCHES
15-16	95	31-45 PITCHES	46-60 PITCHES	61-80 PITCHES	81+ PITCHES
17-18	105	31-45 PITCHES	46-60 PITCHES	61-80 PITCHES	81+ PITCHES

**PRE-GAME WARM-UP INFO:**

**Respect our tournament facilities by never hitting or throwing baseballs or plyo balls into ANY of our fencing.**

**Please do not do hitting drills anywhere on any of the playing fields including foul territory. There is plenty of space to set up bow nets for soft toss/tees outside of the enclosed fields.**

Plenty of warm up and hitting tunnel space.

Please keep your BP time in the hitting tunnels to 20-25 minutes so all teams have an opportunity.

One hitting tunnel per team.

There are designated practice areas open to all teams (fielding & throwing only/no batting in practice areas); using bow-nets and plyo/whiffle ball hitting are allowed in these areas. No “live” BP with real baseballs.

All warmup areas and hitting tunnels are for players and coaches only.

No pre-game infield/outfield – teams may throw and hit fungos in the outfield before their game.

**Teams that do not follow these guidelines can be banned from all practice areas and possibly the entire tournament with no refund.**

## **TIE BREAKER SYSTEM**

### **† When TWO teams are tied, follow the list below until the tie is broken**

1. Head-to-Head
2. Least number of runs allowed (average per games played)
3. Highest AVERAGE run differential per games played
4. Lowest single game runs allowed
5. Coin Flip

### **† When THREE OR MORE teams are tied with the same record or winning %, we use the following criteria**

1. Head-to-head (only applicable if all tied teams played each other) ...however if one team beat all of the other tied teams, they will be the highest seed of the tied teams, even if all tied teams have not played each other.
2. Least number of runs allowed (average per games played)
3. Highest AVERAGE run differential per games played
4. Lowest single game runs allowed
5. Coin Flip

### **† TIE GAMES IN POOL PLAY:**

Pool play games can end in a tie. A tie game in pool play equals  $\frac{1}{2}$  win &  $\frac{1}{2}$  lose for both teams toward their record and/or winning percentage. A team with a 2-0-1 record is better than a team with a 2-1-0 record for seeding purposes.