



RULES

Dates

Friday, March 16th - Sunday, March 18th

Address

API
740 Route 3 South Gambrills, MD 21054
Phone: (410) 923-2100

Parking

- Please see attached Property Diagram.
- Players traveling from points North are encouraged to park in API's overflow parking lot located at Regency Park 730 MD Route 3 South Gambrills, MD 21054. This parking lot is accessed directly from Route 3 South.
- Players traveling from points South are encouraged to park in API's parking lot.

Check In

- Coaches must check-in the API Lobby /Front Desk and verify roster and completed waivers for each player participating in the tournament.
- Players not playing in the 8:00am can assemble in the designated warm-up areas.

Rosters

- All teams are required to carry with them at all times a copy of their official roster, a copy of each player's birth certificates and a copy of their insurance. In the event of a player's age challenge each team must show the player's birth certificate or valid State-issued ID with birth information. If player is found to be ineligible the player will be removed from tournament, the head coach will be ejected from the remainder of the tournament. There will be NO FORFEITS because of an ineligible player. A sub may replace the ineligible player if one is available, otherwise an automatic out will take place in the same manner as an injured player.
- A player may appear on ONLY one roster at a time. Any player found to be participating with more than one team shall result in the second team's disqualification, and suspension of the player for the remainder of the tournament.

Warm Up Area

- The designated warm up area will be in the Sports Hall or Flex Court area of the Main Building.
- Warm up area may be used by teams preparing to play only.



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- The warm up area can be used by up to two teams at once. Warm-up areas and schedule will be available upon arrival.
- Teams scheduled to play at 8:00am/8:30am can begin warm-ups at 7:00am/7:30am.

Unique Rules Air Dome

- **Out of Play:**
 - When the ball is lost in any netting. (Umpires discretion)
- **Foul Balls:**
 - All balls that hit lights or ceiling in foul territory. Ball is dead.
 - All balls that hit lights or ceiling in fair territory will be played.
 - All normal rules apply.
- **Home Runs:**
 - When the ball hits the white part of the wall in the outfield below last row of lights. (Umpires discretion)
 - When the ball clears the netting in left- or left-center field.
- **Ground Rule Doubles:**
 - When the ball is lost in the left field netting.
 - Any ball that passes the left field netting into the seating area.

Unique Rules Sports Hall

- **Out of Play:**
 - When a ball is lost in any netting. (Umpires discretion)
- **Foul Balls:**
 - All balls will that hit lights, fans or ceiling in foul territory. Ball is dead.
 - All balls that hit lights, fans or ceiling in fair territory will be played.
 - All normal rules apply.
- **Home Runs:**
 - Balls must clear the black nets in left, center or right fields.
- **Ground Rule Doubles:**
 - Balls that go into center field or down the foul lines and pass through any openings in the nets are considered ground rule doubles.

Special Indoor Rules

- No metal cleats allowed.
- No sunflower seeds, gum or open-container sports drinks food on the turf.
- Coaches no chewing tobacco.



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Home/Visitor

- Each team will play (1) game as Home team and (1) game as Away team in Pool Play rounds.
- Higher seed will have choice for all Quarterfinal, Semifinal and Championship games.

Mercy Rule

- 12 run lead after 3 complete innings
- 10 run lead after 4 complete innings
- 8 run lead after 5 complete innings

Pitching Restrictions

- No inning restrictions. Coaches are expected to use reasonable care to protect the health of their players.

Bat Restrictions

- None

Bunting

- Bunting is permitted. Slash bunting is not permitted.

Pitcher Warm Up Time

- Pitchers will be given 3-5 minutes to warm up prior to the first inning.
- All innings after that pitcher will get 4-6 pitches for warm up.

Visits to the Mound

- 1 visit per inning
- 2nd visit must result in change of pitcher

10U Specific Rules

- 46' mound
- 60' bases
- No dropped 3rd strike rule, ball is live for all runners.
- No infield fly rule.
- Base runners shall not leave bases when pitcher is on the mound or until the ball is delivered and reached home plate. Stealing is permitted after ball has reached home plate.



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- HEAD FIRST slides are allowed to any based except home plate. Runners must AVOID CONTACT and attempt to get to the base or plate and not trying to interfere with the fielder in any way.

Batting Order (Line-Up)

- Teams may bat 9 batters.
- Teams may bat 10 batters. An (EH) may be used in the batting order (line-up). If you start with an (EH) you must end with an (EH) or take an out at that at-bat.
- Teams may bat entire roster then use free defensive substitutions in the game.
- When batting their entire line-up, if a player is unable to bat at any time solely due to on field injury, then no out will be called but the player is no longer eligible to play in the rest of game offensively or defensively.

Re-Entries:

- Starters may re-enter ONLY. (Must remain in same batting order number)
- No subs can re-enter.

Courtesy Runners

- A courtesy runner for the catcher is allowed with 2 outs. The runner must be a player not in the game or was last out.

Ejections

- Coaches and fans ejected from a game must exit the venue immediately and not return for the rest of that game plus their next scheduled game. Players may stay with their respective teams but may not participate in rest of that game plus the next scheduled game provided they display a sportsmanlike manner for the duration of the game.

Intentional Delays

- The umpire and tournament directors reserve the right to eject any player, coach or fan for intentionally delaying a game. A forfeit may be enforced at the Tournament Director's discretion.

Protest

- Judgment calls are final. A coach may politely ask the umpire who made the call to clarify a rules interpretation. The umpires on the field will make a final decision on the field. Tournament Director will have final say on rules. There are no paid protests.



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Scorebooks

- The home team will be the official scorebook. The visiting team is encouraged to maintain a book also.

Start of Game

- All teams are expected to be at fields ready to play ½ hour prior to game time. Please be prepared to start games early if field, umpires and teams are ready to play. Teams must have 9 players to start game NO exceptions. Teams may finish with 8 players (out will be taken for vacant spot in lineup).

Reporting Scores

- It will be the winning team's responsibility to complete the scorecard and turn-in at the lobby front desk within 15 minutes of game completion.

Tie Games

- Pool play games can result in a tie.
- Bracket/seeded games will be resolved by the use of a Modified California Tie-Breaker:
 - Every half inning following the 6th inning will start with bases loaded and two outs. The bases will be loaded by the 3 batters prior to the first batter of the inning; furthermore, the batter occupying first base should be the last batter before the batter at the plate. The same batting order is to then be followed.

Ranking For Final Seeds

Seeding for Elimination Round will be determined in the following order:

1. Total points (Win=4 points; Tie= 2 points; Tie 0-0= 1point ; Loss= 0 points)
2. Head to Head only if two teams are tied.
3. Runs allowed
4. Runs scored

Game Length

- All Games except Championship game will follow a strict 1 hr 45 min time limit which means no new inning after 1 hr 45 min.
- Time will be kept by the Umpires.
- For Championship game, teams will continue normal innings until game is completed.