

# Battle for the Bling Tournament Rules

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## Introduction

This document contains the rules for Mosinee Youth Baseball's (MYB) Battle for the Bling Tournament. Standard Cal Ripken rules will apply with the following clarifications and exceptions. MYB reserves the right to make changes to this document and tournament rules at any time.

## Behavior & General Considerations

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1. General Sportsmanship
  - a. Coaches, players, parents, and spectators must adhere to a high level of sportsmanship. MYB will not tolerate negative interactions, verbal abuse, or physical altercations from or between coaches, players, parents, or other spectators. This includes hazing or organized chanting directed at any player or team.
2. Treatment of Umpires
  - a. Coaches, players, parents, and spectators must not harass umpires in any way and must avoid actions that would undermine umpire authority. They must accept and respect umpire decisions and should refrain from questioning judgment calls.
3. Coach Behavior
  - a. Coaches and coaching staff should provide the players and fans with an exemplary model of sportsmanship and are expected to always conduct themselves in an appropriate manner.
  - b. To understand an umpire's ruling, coaches may not run out of the dugout or yell objections. Instead, one coach from the team must request a time out and then meet with the umpire who made the call and one coach from the opposing team to calmly discuss the matter. The second umpire is encouraged to join in discussions as needed.
  - c. Keep dugouts clean after game completion. Please make sure your players pick up all their gear and any garbage.
4. Any player or coach ejected from a game will automatically be suspended for the next game.
5. **No carry-ins.** (Exceptions: sports drink or water for players only.)
  - a. MYB will have concessions available.
6. Alcohol and smoking are **prohibited** at the MYB facilities.
  - a. No pets allowed on the premises with the exception of service animals.
7. Mobile speakers are allowed to be used during warmups and for batter walkup music.
  - a. If any inappropriate language is heard or it is used for any other negative purpose (such as distracting the other team, showboating, etc.), you will be asked to put the speaker in your vehicle for the remainder of the tournament.
8. Please keep our grounds clean of garbage and waste. MYB has many garbage and recycling bins located around the grounds.
9. MYB reserves the right to enforce appropriate consequences for violations to our rules including removal from the premises.

## Facilities & Accommodations

1. MYB Address: 205 S. Rangeline Road, Mosinee, WI 54455
2. The red line on the map indicates a one-way road heading South by the concession stand building.
3. **DO NOT PARK** on Rangeline road as you will be ticketed and towed away.
4. MAP LEGEND:
  - A. Handicap spots.
  - B. **DO NOT PARK** – This is reserved for MYB workers and board members who need to get supplies into the tournament. You will be towed.
  - C. Public parking
  - D. Our main building with full concessions and restrooms. Porta potties will also be located around the grounds.
  - E. Batting cages
  - F. **DO NOT PARK** – this is not a legal parking zone and you will be towed.



5. Lodging

- a. Camping

- i. Rivers Edge: <http://www.riversedgewisconsin.com/>

- ~20 minutes from the baseball park.

- ii. Big Eau Pleine:

[https://www.co.marathon.wi.us//Departments/ParksRecreationForestry/ParksandFacilities/ListOfParks.aspx#Big\\_Eau\\_Pleine](https://www.co.marathon.wi.us//Departments/ParksRecreationForestry/ParksandFacilities/ListOfParks.aspx#Big_Eau_Pleine)

- ~10-15 minutes from the baseball park.

- iii. Lake Dubay Campgrounds:

[https://reservations.co.portage.wi.us/parks/camping/dubay\\_park\\_campground/](https://reservations.co.portage.wi.us/parks/camping/dubay_park_campground/)

<http://www.dubayshores.com>

- ~15-20 minutes from the baseball park.

- b. Hotels

- i. [Cobblestone](#)

- ii. [Quality Inn](#)

- iii. [Stoney Creek](#)

- iv. [Best Western Plus](#)

- v. [Google Listing of Area](#)

## Attire & Equipment

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1. Cleats
  - a. 9U – 12U: Metal cleats are not allowed.
  - b. 13U – 14U: Metal cleats are allowed except on the turf field.
2. Bats Allowed
  - a. Bat barrels may not exceed 2-3/4" in diameter.
  - b. Bats must be marked USA or USSSA approved. Any drop is allowed.
  - c. Wood bats are allowed.
  - d. 9U – 12U: BBCOR is NOT allowed.
  - e. 13U – 14U: BBCOR is allowed.
  - f. If an illegal bat is used, all runs in the game for the violating team will be cleared out and the current at-bat will end. The violation begins and can be discovered as soon as the batter enters the batter's box with the illegal bat. The violation must be discovered before the first pitch to the next batter.
3. Players must wear helmets when batting and running bases until back in the dugout. Failure to do so may result in an out.

## Tournament Structure

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1. Age determination is based on the player's age on April 30<sup>th</sup> of the current year.
  - a. Each team shall provide proof of age upon request.
2. Pool and Round Robin Placement
  - a. Tiebreakers are as follows: Head-to-Head, Runs Allowed, Runs Scored, then Coin Toss. IF there are more than two (2) teams in the tiebreaker, and the above sequence narrows it down to two (2) remaining teams, the sequence will repeat, starting with Head-to-Head.
3. Awards will be provided to the top (3) teams.
  - a. If offering individual awards to players, only players that played in the tournament will be awarded.
    - i. Playing in (1) game counts as playing in the tournament.
    - ii. Exception: if a player was injured prior to the tournament and could not physically play in the game, but is in the dugout and supporting the team in any way they can, they will also get an award.
4. MYB will setup the fields before/between games.
  - a. 9U & 10U pitching/bases distance:
    - i. Pitching = 46 [ft], Bases = 60 [ft]
  - b. 11U & 12U pitching/bases distance:
    - i. Pitching = 50 [ft], Bases = 70 [ft]
  - c. 13U & 14U pitching/bases distance:
    - i. Pitching = 60 [ft], Bases = 90 [ft]

## Game Reporting

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1. Teams are to provide the batting order to the opposing team. Any violations to the batting order are to be reported to Mosinee Youth Baseball (MYB) staff. Violations can result in a forfeit of the game.
2. Both teams are to track pitchers and innings pitched. Teams are to compare notes after the game and the HOME team will report the game results and pitching stats to MYB. MYB will provide details of how to report this information prior to the tournament. Violations to the number of innings pitched can result in forfeit of the game.

## Warmup Rules

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1. Except for the first game each day, teams must be ready to play up to 30 minutes early.
  - a. Failure to be ready when the field and umpires are will result in a forfeited game.
2. There will be no pre-game practice allowed on the infield.
  - a. Teams may use the outfield to warm-up prior to games
3. For spectator safety reasons, swinging bats is only allowed within the field fencing, batting cages, or designated soft toss nets.
4. Batting cages and soft toss nets may be used to warm up batting.

## Game Rules

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1. For all pool play and bracket games between equal seeds, the home team will be determined by coin toss.
  - a. In bracket play between unequal seeds, the higher seed gets their choice.
2. Game length will be (6) innings, the time limit, or run rule, whichever comes first.
  - a. At the umpire's discretion, the game clock can be paused for an injury that requires an excessive amount of time.
3. Time Limit:
  - a. Time limit will start at the umpire's discretion.
  - b. No new inning will begin after the time limit expires, but an inning in-progress will be completed.
  - c. 9U – 10U: 75 minutes.
  - d. 11U – 14U: 90 minutes.
4. Run Rules:
  - a. (15) runs after (3) innings.
  - b. (10) runs after (4) innings.
  - c. (8) runs after (5) innings.
5. Championship games will not have a time limit, but run rules still apply.
6. Pool or round-robin games that are tied after (6) innings or upon reaching the time limit will end as a tie.
7. Elimination games that are tied after reaching the standard game length will enter this extra inning format:
  - a. Each half-inning will begin with bases loaded and (1) out.
  - b. Bases will be occupied by the (3) players that batted last.
    - i. Last batter starts on 1<sup>st</sup> base.
    - ii. 2<sup>nd</sup> to last batter starts on 2<sup>nd</sup> base.
    - iii. 3<sup>rd</sup> to last batter starts on 3<sup>rd</sup> base.
  - c. This format continues until a winner is decided.
8. If a game is stopped because of weather or other reason, it will be considered complete if (4) full innings have been played (or 3 ½ with the home team ahead). If teams have not had equal times at bat, the official score will be what it was at the end of the previous inning except in the following scenarios:
  - a. If the game has become tied or there has been a lead change in the current inning, it will be a suspended game except in (b.) below.
  - b. If the home team is ahead or tied, and batting, the current score will be the official score.
9. If a stopped game does not meet the criteria for a complete game, or if the official score results in a tie for a game that cannot end in a tie, it will be a suspended game.
  - a. Suspended games will resume from the exact point of suspension and will be complete after (4) innings.
  - b. Resumed bracket games that are tied after (4) innings will immediately enter extra inning format.

10. Teams forfeit if they have fewer than (8) players to participate in a game.
11. A player may not play on multiple teams within the same tournament weekend.
  - a. MYB may host more than (1) tournament in a season on different weekends. Players may play on different teams for the different weekends.

## Offense

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1. Batting Order:
  - a. 9U – 12U: Continuous batting order (CBO) (aka “round robin”) batting order shall be used and unlimited defensive substitutions will be allowed.
  - b. 13U – 14U: Continuous batting order (CBO) (aka “round robin”) batting order can be used with unlimited defensive substitutions. Or, standard Babe Ruth lineup and substitution rules can be used.
  - c. For CBO, an injured/ill player can be removed from the game without penalty but cannot return. If they wish to return, an out must be taken when they miss a turn at bat.
2. Dropped Third Strike:
  - a. 9U – 10U: There is no taking of first base on a dropped third strike.
  - b. 11U – 14U: A batter may attempt to run to first base on a dropped third strike as long as 1<sup>st</sup> base is unoccupied or there are already (2) outs.
3. Caught Foul Tip:
  - a. A caught foul tip with (2) strikes is an out.
4. Bunting:
  - a. 9U – 12U: If a batter squares to bunt, they must bunt or pull back and not swing.
    - i. If the player swings the bat, they will be called out.
  - b. 13U – 14U: A batter may “fake” a bunt and attempt a full swing.
5. Courtesy Runners:
  - a. 9U – 12U: Courtesy runners are allowed for catchers at any time.
  - b. 13U – 14U: Courtesy runners are allowed for catchers and pitchers at any time.
  - c. The catcher or pitcher being run for needs to be the catcher or pitcher of record.
    - i. Meaning they must be the catcher or pitcher at the time, and not a player the team is going to catch/pitch later in the game.
  - d. Courtesy runners will be the last batted out if using CBO or a bench player if using a standard Babe Ruth lineup.
6. Sliding:
  - a. Runners at all age levels **MUST** slide or attempt to avoid contact with defensive players on close plays.
    - i. A close play is subject to the umpire’s discretion and a runner may be called out.
  - b. **Feet First:**
    - i. All age levels are allowed feet first sliding when advancing or returning to a base.
  - c. **Head First:**
    - i. 9U – 12U:
      - **NOT** allowed when advancing to a base.
      - **ALLOWED** when returning to a base previously occupied.
    - ii. 13U – 14U:
      - **ALLOWED** when advancing and returning to a base.



7. Leading off:
  - a. Base stealing, including home, is allowed for all age groups.
  - b. 9U – 10U: Runners may leave their base when the pitch crosses home plate.
    - i. Leaving early will be an immediate dead ball and the runner will be declared out.
  - c. 11U – 14U: Runners may leave their base and lead off prior to the pitcher delivering the pitch.

## Defense

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1. The infield fly rule will be enforced and is a judgment call by the umpire.
2. A defensive player without the ball who impedes a runner, whether intentional or unintentional, or who fakes a tag will be penalized for defensive obstruction. The umpire will award the runner the base or bases they are attempting to reach.
3. Number of outfield Players:
  - a. 9U – 10U = (4)
  - b. 11U – 14U = (3)

## Pitching

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1. The number of innings will be used to track pitching.
2. Player per game innings pitched limit:
  - a. 9U – 12U: (2) innings.
  - b. 13U – 14U: (4) innings.
  - c. Innings must be consecutive.
    - i. Once the pitcher is removed from pitching, they cannot pitch again that game.
  - d. (1) pitch thrown counts as an inning.
3. Player per tournament innings pitched limit:
  - a. 9U – 12U: (6) innings.
  - b. 13U – 14U: (9) innings.
4. (1) "free" mound visit is allowed per inning.
  - a. All other visits require removal of the pitcher.
5. Balks can be called for games that allow the runners to lead off.
6. No intentional walks allowed.
7. Pitchers are not allowed to wear sunglasses, jewelry, white arm sleeves, or anything to distract the batter.