



PROSPECT PARK BASEBALL ASSN TOURNAMENT 2026

KEY TOURNAMENT INFORMATION

Included are general summaries of the Rules. If a dispute arises, the actual language of the rule governs.

COMMUNICATE TOURNAMENT RESULTS

Within a few hours after all tournament games, the winners should send the following information by email to presidentppba@gmail.com:

Game # and name of winning team (both as identified in the schedule - a not team nickname):

For example: "Winner of TGRH01 SFX Jones." Including the score is not necessary

PROPER CONDUCT REQUIRED

Temper can become excited during a tournament. There will be teams who will win and teams who will lose. There are important lessons in humility, grace, and respect to be learned from this experience.

We expect coaches and parents to model and enforce respectful behavior to everyone involved. **Only positive rooting is permitted.** Heckling, distracting (such as chanting that would distract a pitcher), negative comments and chanting, and physical and verbal threats are unacceptable. Also improper is passive aggressive behavior, such as a coach yelling across the field to his/her team or to a batter that the strike out was the umpire's fault. Informing a team of the umpire's strike zone is completely appropriate, but in private with the players. Otherwise, it raises the temperature of everyone at the field.

Umpires are only to be addressed by the head coach, not assistant coaches, parents, or players. Umpire judgment calls cannot be challenged. Purely rules questions can be brought to the attention of the umpire but only by the head coach, who must present the actual rule in question, in writing or electronically, in a respectful, non-confrontational manner.

The head coach is required to control his coaches, players and related spectators who cannot respect the rules. A failure by the coach to take such action and a failure by the person to follow the instructions of the umpire or coach, after one warning, is grounds for ejection of the offending person. Failure of ejected person to immediately and completely leave the field to a distance required by the umpire is grounds for the umpire to end the game and award the victory to the opponent. The umpires have the authority to obtain the name and picture of the offender if the umpire believes that person to be a potential physical threat.

SAFETY FIRST

A Defibrillator is required to be present for all games.

All pitchers must wear head protection.

All players must wear baseball pants (long pants). No shorts are allowed.

Initiating dangerous conduct is prohibited and grounds for ejection.

GAME START TIMES CAN BE DELAYED

Teams must be ready to play at the scheduled start time. However, delays in the game start times are always possible. They can be caused by a tie that sends a prior game on your field into extra innings, a late umpire because he or she is umpiring a late ending game on another field, or delayed removal of the port-a-sans and portable crowd barriers from the fields on the Saturday after the prior night's NY Philharmonic concert.

CHAMPIONSHIP GAMES THE WEEKEND OF JUNE 20+21:

Barring a rain delay, the tournament will finish Sunday, June 21. Finishing 18 tournaments in less than two weeks requires all teams to adhere to the schedule. It also requires that they be flexible for the championship games, particularly since we cannot predict what teams will make it to the finals, some coaches coach two teams, and we continue to discover glitches in the permitting process. We expect all teams who make it to their championship game to accommodate possible conflicts to assure that those games are played. Consider the championship day schedule to be written in pencil. We have sufficient game slots in Prospect Park the weekend of June 20-21 to accommodate reasonable requests.

SHORT PLAYERS: ADDING PLAYERS FOR THE TOURNAMENT.

Some teams may find themselves short players during the tournament: private schools end before the tournament and some players leave for summer camp. A very limited window in which to play the tournament means we cannot entertain schedule changes to accommodate a loss of players. Yet a minimum of 8 players is required to avoid a forfeit. We therefore have rules that allow teams to add players to their roster for the tournament. However, the conditions are specific and will be strictly enforced.

The spirit of these rules is to make sure the players that have played all season are not deprived of playing in the tournament and that they are given preference over added players when the coach sets the playing positions and batting lineup. Adding players to enhance a team's chance of winning is not acceptable; it is to make sure a team does not forfeit for having less than 8 players.

We have therefore released the schedule early to allow for teams to have time to assess whether they have at least 8 players through June 21. If not, they will have the opportunity to add a few younger players (Super Subs) and/or players from other teams of the same age (Multiple Team players) to their rosters.

As a result, we have set a **deadline to submit qualified roster additions of June 8 for the Freshmen division and June 10 for all other divisions so the rosters can be posted before their tournaments begin. That information must be provided in writing to the team's organization representative with a copy to presidentppba@gmail.com no later than those dates.**

Do not attempt to add a player unless you have carefully consulted sections (c)(i), (ii) and (iii) on pages 6-7 of the posted rules for the specific conditions under which players can be added to your team's roster for the tournament. *A mistake can trigger a forfeit.* No team can have more than 2 players who are either or both Multiple Team players or Super Subs, and all such added players must have already been registered with the team's organization for this season and must be listed on both teams' rosters. It is too late to register a player now to attempt to comply with these rules.

LINEUP CARDS 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 name, jersey number and whether he or she are a multiple team player, a grandfathered-in player, or super-sub, and, for the Freshmen division, whether the team's batting order will be universal. Those who are approved as a Super Sub or Multiple Team player 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

Seeding for all divisions was chosen randomly. The Home or Away team is based on a 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 but 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 should 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 all Championship and If Necessary games, which have no time limit.

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.

TIED 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. That means that if the home team is losing, that inning can be completed upon the home team scoring the winning run or tying the game, in which case the game goes to extra innings. Otherwise, the game ends with the away team as the winner even though it may cause the next game to begin late.

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.

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.

FORFEIT OR AUTOMATIC OUT DUE TO LACK OF PLAYERS

The tournament rules require a minimum of 8 players to be present. 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 that 9th player would come to bat. The same is true for both situations if a 9th player leaves during the game other than as a result of injury. Such an out is never assessed should a 9th player be lost due to an injury that occurs at the field (during the game or warmups before or during the game).

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), the following applies:

Once the 10 or 15 minute grace period expires and the player(s) have not arrived 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. 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 which is assessed when 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 continue in an exhibition game.

LATE PLAYERS ADDED TO BATTING ORDER

For all divisions, except Freshmen teams not batting universal, late arriving players shall be placed at the bottom of the batting order if the game began without a 9th player, or in the position of the 9th player who left mid-game.

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.

PROTESTS

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

The game clock shall be suspended for the time it takes to resolve a protest. Prior to continuation of the game, the umpire shall announce to the coaches the revised time when no new inning can begin.

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

If, after the first pitch of the game, the coach acknowledges that the player is ineligible, the game will be forfeited by that team. If a Freshmen team and the game is in the winner's bracket, that team will be assessed a loss and not be disqualified from the tournament unless it is the If Necessary championship game, in which case the game is ended and the non-offending team is awarded the championship.