

**2009 BASEBALL RULES
OF
METRO SPORTS BASEBALL, INC.
a non-profit corporation**



BASEBALL, INC.

BIRMINGHAM, ALABAMA

May 2009

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a non-profit corporation
P.O. Box 43725
Birmingham, Alabama 35243

*These rules are subject to change by Board of Directors of Metro Sports Baseball, Inc. and Affiliated Parks of Metro Sports Baseball, Inc.

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Metro Sports Baseball, Inc., January 1st, 1998

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INDEX

Page

General Metro Sports Baseball Rules:

League Structure	5
Tournament Structure	6
Finance	7
Blood Rule	7

T-Ball - 5-6 Year Olds:

Player's Age	8
Equipment	8
Field Dimensions	8
Offense	9
Defense	11
Miscellaneous	11
Appeals and Protests	12
Allstar Teams	12
Tournaments	13

7 & 8Year Olds:

Player's Age	15
General Rules	15
Equipment	16
Field Dimensions	16
Offense	16
Defense	17
Machine Pitch	17
Miscellaneous Rules	18
Appeals & Protests	19
Player Registration	20
Allstar Teams	20
Tournaments	21

9 & 10 Year Olds:

Field Dimensions	24
Equipment	24
Substitution Rules	25
Coaches	25
Regulation Games	26
Pitching Rules	27

Forfeiture and Protests	28
Scheduling	29
Special Rules	29
Player's Age	30
Player Registration	31
Allstar Teams	31
Tournaments	32
11 & 12 Year Olds:	
Field Dimensions	35
Equipment	35
Substitution Rules	36
Coaches	37
Regulation Games	38
Pitching Rules	38
Forfeiture and Protests	39
Scheduling	41
Special Rules	41
Player's Age	42
Player Registration	43
Allstar Teams	43
Tournaments	44
13 & 14 Year Olds:	
Field Dimensions	46
Equipment	46
Substitution Rules	47
Coaches	48
Regulation Games	49
Pitching Rules	49
Forfeiture and Protests	50
Scheduling	52
Special Rules	52
Player's Age	53
Player Registration	53
Allstar Teams	54
Tournaments	55
Pool Play/Round Robin Tournament Format & Guidelines	57
Double Elimination Tournament Brackets	66

METRO SPORTS BASEBALL, INC.

Metro Sports Baseball, Inc. is organized to promote the natural rivalries among nearby communities, minimize expenses associated with team travel, establish fair and deliberate rules for tournament play, and authorize affiliated parks with adequate facilities and organization to host tournament play.

Metro Sports Baseball, Inc. is dedicated to promoting good sportsmanship and fair play. It provides a recreational baseball outlet for youth, regardless of sex, color, religion or race, with emphasis being on tournament play. Tournaments are held each year for parks affiliated with Metro Sports Baseball, Inc.

Allstar teams shall be selected only from affiliated park league players that participated in affiliated park league play and were listed on the affiliated park league Metro Sports Baseball Affiliated Park Regular Season Team Roster form as of May 15 of each year. Completed Affiliated Park Regular Season Team Roster forms for each team in the league shall be sent to the Board of Directors of Metro Sports Baseball, Inc. for each team and each league age group by May 15 of each year.

Rules

The official rules of baseball shall be the basic set of rules for Metro Sports Baseball, Inc. However, the Metro Sports Baseball rules, as set forth in this Rule Book, shall govern in the event of conflict.

There may be a need for additional rules or for a modification or clarification of existing rules set out in this Rule Book after the issuance of this Rule Book. Therefore, the Board of Directors of Metro Sports Baseball, Inc. reserve the right from time to time to adopt new rules or modify or clarify existing rules (to be known as "Supplemental Rules"). A written copy of any Supplemental Rules shall, as soon as possible, be provided to affiliated parks for circulation. Any Supplemental Rules shall be effective and binding as of their stipulated effective date and shall have the same force and effect as if set out in this Rule Book.

League Structure

1. To affiliate with Metro Sports Baseball, Inc. and to participate in Metro Sports Baseball's tournaments, each affiliated park must file a Metro Sports Baseball Park Affiliation form with Metro Sports Baseball by January 31 of each current year.
2. A local park shall not be considered to be affiliated with Metro Sports Baseball until its application has been received and approved by Metro Sports Baseball. All organizations must reapply each year for affiliation.
3. Each affiliated park shall have a president, a vice-president, a secretary, a treasurer, and a board of directors.

4. Each team within an affiliated park league shall play a regular schedule of games. In order to qualify for tournament play each affiliated park league team must play a twelve (12) game schedule. It is recommended that each affiliated park team play an eighteen (18) game schedule if possible.

5. Each affiliated park shall file a Metro Sports Baseball Affiliated Park Regular Season Team Roster form listing all players on each team in each age group league with Metro Sports Baseball on or before May 15 of the current year.

6. Each affiliated park shall enter and field at least one (1) allstar team for at least seven (7) of the eight (8) age groups (ages 7-14) and each such team must participate in the entire tournament, both pool play and double elimination. Failure of an affiliated park to enter and field an allstar team for at least seven (7) of eight (8) age groups (ages 7-14) or the failure of an affiliated park's team to compete to the conclusion of the tournament (pool play and double elimination) shall immediately disqualify all other age group teams of that affiliated park from Metro Sports Baseball tournaments for that year. {Exception: If any affiliated park should fail to field a team in the 14 year old age group, said affiliated park will only be required to enter and field at least one (1) allstar team for at least six (6) of seven (7) age groups (ages 7-13) and each such affiliated park's team must participate in the entire tournament, both pool play and double elimination.}

6(a.) Any affiliated park and/or sponsoring organization of Metro Sports Baseball, Inc. who forfeits the championship tournament game in a Metro Sports double elimination tournament for any age division that was scheduled to be televised shall pay a penalty in the sum of Two Thousand Five Hundred and No/100 (\$2,500.00) Dollars to Metro Sports Baseball, Inc. The Two Thousand Five Hundred and No/100 (\$2,500.00) Dollar penalty shall be paid to Metro Sports Baseball, Inc. within thirty (30) days from the date of the forfeited game. Failure to pay the Two Thousand Five Hundred and No/100 (\$2,500.00) Dollar penalty will result in sanctions as may be determined by the Board of Directors of Metro Sports Baseball, Inc.

7. Local rules may be used by affiliated park leagues during the season, however, only Metro Sports Baseball rules shall govern in all Metro Sports Baseball tournaments.

8. There are no Provisions for using Game Time Limits in Metro tournaments without special permission from the Metro Board of Directors.

TOURNAMENT STRUCTURE

1. Metro Sports Baseball, Inc. shall structure baseball tournaments each year which shall be known as the Metro Sports Baseball Tournaments. In tournament play each affiliated park league may enter an allstar team(s) or a league champion(s) for each age bracket.

2. To participate in Metro Sports Baseball tournaments each affiliated park shall file with Metro Sports Baseball their Metro Sports Affiliated Park Regular Season Team Roster forms by May 15 of each year for each league team in their park with the appropriate affiliation fees.

3. Metro Sports Baseball's Board of Directors shall determine the site of tournaments. The Metro Sports Baseball Board of Directors shall approve the director of the

tournament.

4. The tournament sites shall be rotated among the affiliated parks subject to approval of Metro Sports Baseball Board of Directors.

5. All tournament sites must be inspected by a member of the Metro Sports Baseball Board of Directors or their designees and determined to be suitable for tournament play.

5(a.) All Metro Sports Baseball pool play and double elimination tournaments shall begin play on a date to be determined by Metro Sports Baseball's Board of Directors.

6. Metro Sports Baseball rules shall govern in all Metro Sports Baseball tournaments.

7. Metro Sports Baseball, Inc.'s Board of Directors shall have the power to disqualify, suspend, or remove any head coach, coach, player, league, organization, umpire, or any person involved directly or indirectly whose actions in their opinion discredit Metro Sports Baseball or violate any rule of Metro Sports Baseball.

8. Only those vendors (seller of merchandise) approved by Metro Sports Baseball Board of Directors shall sell merchandise/products at Metro Sports Baseball tournaments. Vendors must submit a written request with a sample of the merchandise/product to be sold to the Metro Sports Baseball Board of Directors at least thirty (30) days prior to the beginning date of pool play tournaments.

9. No Metro Tournament Game shall start after 9:30pm and no tournament game shall be scheduled to start after 8:00pm without the approval of the Metro Board of Directors.

FINANCE

1. Each park shall pay Metro Sports Baseball an affiliation fee for each league team participating in its park for ages 7-14; division of the fees will be determined from time to time by the Metro Sports Baseball Board of Directors to suit particular needs and circumstances of Metro Sports Baseball.

2. The affiliation fee shall be \$20.00 per team for 7-14 year old league teams and each park's application fees must be paid on or before May 15 of each year.

INJURIES INVOLVING BLOOD

1. A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual will not have to leave the game. The length of time that is considered reasonable shall be determined by the home base umpire in his sole discretion. The reentry rule shall NOT apply to players in case of a bleeding injury. If there is an excessive amount of blood on the uniform, it must be changed before that individual may continue to participate in the game.

T-BALL - 5 & 6 YEAR OLDS

The 5 & 6 year old league division of Metro Sports Baseball, Inc. is organized as a baseball tournament program for youth ages 5 & 6. Rules set forth in this book shall govern all tournament play.

PLAYER'S AGE

Metro Sports Baseball "T-Ball ages 5 or 6 shall be open to any approved youth whose playing age is his or her actual age at 11:59:59 p.m. on April 30th.

100. EQUIPMENT

101. The officially adopted ball for the 5-6 age group shall be a safety ball approved by Metro Sports Baseball Board of Directors.

102. NO METAL CLEATS SHALL BE ALLOWED.

103. There is no bat restriction for the 14 year-old and younger leagues, except that all bats must be unaltered regulation (not softball) bats. Bats that are broken, cracked or dented shall be removed upon discovery without penalty.

104. All batters and runners must wear batting helmets with full ear flaps. Chin straps must be worn with all types of helmets. Any player running the bases and deliberately removing his headgear in the umpires judgment should be given a warning and on any subsequent offense the player will be called out.

105. Catcher must wear a helmet, catchers mask, and full catchers equipment.

106. Equipment must be kept in the dugout when not in use.

107. Approved batting tees will be provided by each team.

108. A first baseman's mitt may be used by the first baseman and catcher only.

200. THE PLAYING FIELD

201. The coaches box is a minimum of three (3) feet wide and six (6) feet long and no closer than six (6) feet to the base path.

202. There will be a twenty (20) foot chalked arc from the first base line to the third base line drawn from the back point of home plate. The ball must be on or past this line to be fair, if not it will be a foul ball. The ball is fair if it hits inside the arc and travels beyond the arc line. HITTING OF THE TEE WILL IN NO WAY BE A DETERMINING FACTOR AS TO WHETHER THE BALL IS FAIR OR FOUL (ONLY THE 20 FOOT ARC) IF THE BALL IS STRUCK. If the ball is missed completely, but still comes past the arc because of the striking of the tee, it will be a strike.

T-BALL - 5 & 6 YEAR OLDS

203. Forty (40) ft. lines will be drawn on the foul lines between home and first (1st) and between home and third (3rd). Infielders must stay behind these lines until the ball is hit. PENALTY: Offensive team gets choice of the play or re-bat.
204. Batters boxes will be drawn 3ft. wide and 6 ft. long and positioned 4 inches from the outside edge (white) portion of the plate (not the center). There should be 3 feet in front and 3 feet in back of the middle of home plate.
205. The pitching rubber is thirty-nine (39) ft. from the back point of home plate to the front of the pitching rubber.
206. The base paths will be fifty (50) ft.
207. The playing fields should be a minimum of 120 ft. and a maximum of 140 ft.
208. There will be a four (4) ft. line drawn ten (10) ft. on the second (2nd) base side of first (1st) base, third (3rd) base side of second (2nd), and home plate side of third (3rd) base to be used by the umpires in determining when time should be called.

300. OFFENSE

301. The batting order shall consist of all twelve (12) batters on each team. All players will bat in continuous order. The offense will have three (3) outs or bat twelve (12) batters per inning. No batter shall bat twice in one inning. (Unless a batting out of order occurs).
302. If one team is unable to field the appropriate number of players (12) for the scheduled game, that team will not be forced to forfeit a game solely because it cannot provide the appropriate number of players for a game. However, the following action will be taken: The game shall be played with the deficient team fielding all members possible. A team with less than the required number of players (12) shall submit a blank in its batting order for each player less than the appropriate number in a place selected by the team Head Coach and that team shall be charged with an out at each occurrence where each blank comes up in the batting order; except no out shall be charged if a player cannot play due to illness, injury, or circumstances that would be deemed "an excused absence" at school. The Tournament Director shall have the final discretion to determine "an excused absence." An out will be charged for an "unexcused absence" or for an ejected player. If a player is injured or becomes sick during the game and is unable to continue to play in the game in the judgment of the home plate umpire no out shall be charged to that team.
303. Base coaches shall remain in their coaching boxes at all times, unless play dictates otherwise. There may be a batting coach behind home plate in the designated area. Batting coaches may position the batter and adjust the tee one (1) time for each batter. PENALTY: Batter is out if the coach resets the tee or batter more than one time.
304. The tee will be removed by the umpire after each fair batted ball.
305. Four (4) innings is a complete game, unless tied or mathematically impossible

T-BALL - 5 & 6 YEAR OLDS

for one team to catch up. In case the score is tied at the end of four (4) innings, the game shall go into extra innings until a winner is established. A team may concede without penalty. In order for a game to be a complete game, it must be a full four (4) inning contest regardless of any delay due to rain, darkness, protest, tie, or any other cause no other tournament game may be started until the completion of the interrupted game. In the event a game is halted or delayed before completion due to rain, darkness, protest, tie, or any other cause, it must be resumed from the point of termination when the game is rescheduled by Metro Sports Baseball officials with as nearly the same lineup as possible.

306. After one (1) warning per game per player for slinging his bat, the batter will be called out for each additional time that he slings his bat.

307. Bumping the ball off the tee during warm-up is not a strike and will be called a no-pitch by the home plate umpire.

308. The batter will receive three (3) strikes before being called out. Any of the following will result in a strike being called on the batter:

A. In the judgment of the umpire the bailer misses the ball completely.

B. The bailer fails to hit the ball past the 20 ft. arc on the 1st and 2nd hit resulting in the ball being called foul.

C. Any foul ball before the third strike.

309. Any ball struck and traveling on or past the 20 ft. arc shall be a fair ball, if the ball is touched in fair territory or passes first or third before going foul, even though part of the tee may have been struck. NOTE: Any ball in the judgment of the umpire that carries past the 20 ft. arc, but was not touched by the batter's bat will be called a strike.

310. NO BUNTING will be allowed, half-swings, as judged by the umpire, will be called a bunt. PENALTY: A strike will be called on the batter. If on the third strike, the batter will be called out.

311. A batter cannot be out of the batter's box when the ball is hit. This includes stepping on home plate. PENALTY: Batter is out.

312. If a base runner leaves his base before the ball is hit by the bailer, the base umpire shall drop a signal flag to indicate the violation at the time it occurs. PENALTY: The defensive team shall have the choice of the play or re-bat.

313. Any offensive coach physically assisting a base runner while the ball is in play will result in that runner being called out.

314. Offensive team may have one (1) time out per batter, but cannot reset the batter or the tee during this time out.

315. The batter may adjust his tee himself, if he so decides or the batting coach may ask the home plate umpire to adjust the tee for the batter with no penalty.

316. There will be automatically two (2) outs when the twelfth (12th) batter comes to the plate, any out made including touching home plate will be considered the third (3rd) Out of the inning. NOTE: The offensive team or scorekeeper must notify the umpire

T-BALL - 5 & 6 YEAR OLDS

when the twelfth (12) batter comes to bat and the umpire shall notify the defensive team.
PENALTY: The defensive team gets the choice of the play or re-bat.

400. DEFENSE

401. There will be twelve (12) players on defense. There will be five (5) set infielders that must remain in the infield until the ball is hit. Outfielders must remain twenty (20) feet behind the base lines until the ball is hit. PENALTY: The offensive team gets a choice of the play or re-bat.

402. The pitcher must have one (1) foot in contact with the rubber, when the ball is hit, Penalty: The offensive team gets a choice of the play or re-bat.

403. Time is automatically called by the umpire when the lead runner is faced off and/or forced into the ten (10) ft. designated line at the base. NOTE: The umpire should not be too quick to call time, if the lead runner is not faced off the umpire should allow the offensive coach time to react to the situation and run his runners if he decides.

404. NO ROLLING of the ball underhanded on the ground will be allowed. No outs will be allowed by rolling the ball. Runners will automatically be safe if defensive team rolls the ball.

405. Appeals will be made by the head coach after time has been called and before the ball is returned to the tee by the home plate umpire. The coach will notify the umpire involved of his appeal of what runner and what base. NOTE: For the purpose of the appeal play, returning the ball to the tee by the home plate umpire will be the same result as the next pitch being thrown.

406. Overthrows inside the fence will be a live ball and allow the base runner as many bases as possible. Overthrows outside the field of play will be declared a dead ball and bases awarded under the rules of regular baseball.

407. If a catcher is not used, he can be used as an additional outfielder. If a catcher is used, he must wear a protective helmet, catcher's mask, and full catcher's equipment.

408. A caught fly ball will be played the same as regular baseball and play is not dead unless the ball is hit by the twelfth (12th) batter of the inning.

409. The defensive team may have a defensive coach out of the dugout on the first (1st) base foul line and third (3rd) base foul line thirty (30 ft.) from the base path and 6 feet off the foul line.

410. The infield fly rule will not be in effect.

T-BALL - 5 & 6 YEAR OLDS

500. MISCELLANEOUS

501. In the judgment of the umpire, if a defensive player is injured by being hit in the face, throat, or head and cannot continue the play TIME WILL BE CALLED IMMEDIATELY and all players awarded one base. Any other injury deemed serious enough in the judgment of the umpire will be handled in the same manner. The coach must not enter the field until time is called. NOTE: This is a judgment call and cannot be appealed.

600. APPEALS AND PROTESTS

601. If a question should arise as to the interpretation of the playing rules, only the head coach may appeal.

602. An appeal play will be handled in this manner. The head coach will make his/her appeal to the plate umpire, who will consult the base umpire. The head coach must identify the correct player by name or number and also the correct base involved in the play, no second chance if he/she names the wrong player or base. If he/she is correct, the baserunner is out.

603. If any coach should protest the game he/she should make this known to the umpire in chief and scorekeeper. Protest must be settled before the next pitch.

604. Protest may be made only on a misinterpretation of a rule and ineligibility of a player or players and must be in writing specifically identifying the rule/misapplication of a rule that is the basis for the protest. A protest which involves an umpire's judgment may not be made. The only legal protest is one in which violation of playing rules or the use of an illegal, ineligible player or an ineligible substitute is protested. A protest fee of \$100 shall be submitted with any protest to the Protest Committee. The protest fee shall be returned if the protest is upheld and shall be forfeited to Metro Baseball if the Protest Committee denies the protest.

605. A Protest Committee shall be identified prior to each game and their names documented in the official scorebook. Protests shall be made to the umpire in chief who shall refer the protest to the Metro Tournament Director who shall immediately assemble the Protest Committee. The Protest Committee shall consist of three (3) members as follows: A) The head coach of each team shall designate an adult who is not a coach to represent his team. B) The Tournament Director or his designee (must be a neutral adult not affiliated with either team's park) will be the third member.

700. ALLSTAR TEAMS

701. A player must be a member of an affiliated Metro Sports Baseball team and participate in at least four (4) of that team's scheduled games to be eligible for the allstar team. Violation of this rule will make such allstar team ineligible. Head coaches are requested to double check player eligibility. EXCEPTION: A player, injured in play after

T-BALL - 5 & 6 YEAR OLDS

becoming a member of the team, that is forced to miss more than half of the games, will be eligible for the allstar team, provided it is agreeable with all the head coaches, involved in the selection of the team.

702. Leagues are encouraged to have at least one player on the allstar team from each team in the league.

703. Each team shall consist of twelve (12) uniformed players who meet all the eligibility requirements. If a player becomes injured or sick and cannot participate, the Coach has the option to replace that player or wait for the injured/sick player to return with no penalty. If the Coach chooses to replace the injured/sick player, the replacement shall be for the remainder of the Tournament (it is a permanent replacement for the remainder of the tournament). The replacement player must meet all the eligibility requirements and must not be on any other Metro all-star team roster. If a player moves away, is "unexcused absent" or otherwise quits the team, that player must either be replaced prior to the next game or the team must take an out each time that empty spot comes up in the batting order. The replacement player must meet all the eligibility requirements, must not be on any other Metro all-star team roster, and becomes a permanent replacement for the remainder of the tournament.

704. Each age division league with fewer than eight teams may have two (2) allstar teams with the approval of the Metro Sports Baseball Board of Directors or tournament director. An age division league with more than eight teams must have two (2) or more allstar teams.

705. An age division league may enter an allstar team or a league winner in tournament play.

706. No player may be selected for more than one Metro Sports tournament team.

800. TOURNAMENTS

801. Separate Metro Sports Baseball Tournaments will be held each year for 5 year olds only and 6 year olds and under only.

802. Players may participate up in an older age group, but will not be allowed to participate in a lower age group.

803. A player must be a member of an affiliated Metro Sports Baseball team and participate in at least four (4) of his/her teams scheduled league games to be eligible for the at allstar team.

803(a.) All Metro Sports Baseball pool play and double elimination tournaments shall begin play on a date to be determined by Metro Sports Baseballs Board of Directors.

804. Age verification shall be shown at the credentials meeting prior to all tournaments. Dates of birth shall be certified by a copy of the player's birth certificate or, if requested by Metro Sports Baseball, a certified birth certificate or the original birth certificate. These records must remain with the head coach throughout the tournament.

T-BALL - 5 & 6 YEAR OLDS

805. All teams travelling to a tournament shall be required to present proof of the following types of insurance: (1) Excess Accident Insurance that has a Maximum Medical Limit of at least \$50,000. (2) General Liability Insurance on an Occurrence Form (not claims made) that has a Per Occurrence Limit of at least \$1,000,000 combined single limits and that does not exclude 'participant liability'. Each team's General Liability policy must name Metro Sports Baseball, Inc. and its Board of Directors as an "Additional Insured" under the policy.

806. The TOURNAMENT HOST will furnish the trophies for the Metro Sports Baseball Tournament CHAMPIONSHIPS. Trophy sizes will be: 1st Place (24-32"); 2nd Place (20"). Tournament hosts will furnish the Metro Sports Baseball Champions with T-shirts for each player on the championship team in addition to the trophies.

807. You must replace a player on the allstar team if a player quits.

808. Metro Sports Baseball allstar tournament team roster forms must be completed and signed by the affiliated park president of all allstar teams participating in Metro Sports Baseball tournaments. These allstar team roster forms must include each player's name, date of birth, age, address of player, name of players team, and the name and addresses of the coaches. This form along with a copy of each player's birth certificate and evidence of insurance (See Rule 805.) must be presented at the tournament credentials meeting. These records are to be inspected by the tournament credentials committee prior to the beginning of each tournament. The tournament director will appoint the credentials committee to inspect these records. These records are to be presented at all tournaments at the request of the tournament director.

809. Allstar teams must have twelve (12) players, one (1) head coach, and three (3) coaches on the team.

810. Once a team has been certified as being eligible for tournament play the eligibility of the team cannot be questioned; however, the individual player can be disqualified if proven ineligible by violation of any rule governing Metro Sports Baseball players.

811. No team will be required to play more than two (2) games in the same day during the same tournament.

812. Tournaments may be single or double elimination. This is left up to the Board of Directors of Metro Sports Baseball.

813. All teams will draw for position in tournament play. The host team will have the choice of the game time on opening day only, thereafter they will revert to the position draw.

900. ADMISSION TO GAMES

901. Admission fees for pool play and double elimination tournament games shall be determined and set by Metro Sports Baseball's Board of Directors.

7&8 YEAR OLDS

The 7 & 8 year old league division of Metro Sports Baseball, Inc. is organized as a baseball tournament for youth ages 7 & 8. Rules set forth in this book shall govern all tournament play. All Tournaments play shall be machine pitch.

PLAYER'S AGE

Metro Sports Baseball competition in the 7 or 8 year old league division shall be open to any approved youth whose playing age is his/her actual age at 11:59:59 p.m. on April 30th of the current year.

100. GENERAL RULES

101. Each team will be allowed four (4) adults in the dugout, one (1) head coach and three (3) coaches.
102. Two adults may coach the bases if they choose to do so. In all tournament play, coaches must wear coordinated coaches shirt and team cap.
103. Each team shall consist of twelve (12) uniformed players but only ten (10) players will play defense in the field.
104. Head coaches may not sign new players after May 1 of the current year. A violation of this rule will make the player ineligible for tournament play.
105. Playing illegal players will result in forfeiture of the game.
106. An ineligible player is one who is legally a member of the team but who is ineligible to play in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the head coach to keep a record of his players and pitchers.
107. The playing of an ineligible player will result in a replay of the game from the point of the infraction.
108. No spectator shall be allowed on the playing field during the playing of the game.
109. Only officially registered players of the team, the head coach and assistant coaches will be allowed on the bench and field during the game.
110. If any player, head coach or assistant coach conducts himself/herself in an unsportsmanlike manner he/she shall be removed from the game and playing field. This includes the baiting or heckling of umpires and opposing players from the bench.

7 & 8 YEAR OLDS

200. EQUIPMENT

201. NO METAL CLEATS SHALL BE ALLOWED.
202. There is no bat restriction for the 14 year-old and younger leagues, except that all bats must be unaltered regulation (not softball) bats. Bats that are broken, cracked or dented shall be removed upon discovery without penalty.
203. A pressure type protective batting helmet with protective face mask, with full ear flaps and chin straps, must be worn by all batters and base runners. Any batter who bats without his headgear is out after the first (1st) pitch. Any player running the base who deliberately removes his headgear in umpires decision is out.
204. Catcher must wear face guard and helmet and full catchers equipment.
205. Equipment must be kept in dugout.
206. A first (1st) baseman's mitt may be used by the first (1st) baseman and the catcher only.
207. All players must be in full baseball uniform (cap, numbered shirt, pants, socks) with shirt inside of pants.
208. The player playing the pitcher position shall wear a batting helmet (with face-mask and chinstrap) and a chest protector ("Heartguard" or similar).

300 PLAYING FIELD

301. The coaches box is to be a minimum of 3 feet wide and 6 feet long and no closer than 3 feet to the base path.
302. First and third baselines shall be sixty (60) feet from the point of home plate.
303. The pitching circle will be ten (10) feet in diameter and the center will be forty (40) feet from the back of home plate. The center of the pitching machine shall be centered over the front of the pitching rubber.
304. Minimum homerun distance will be 140 feet.

400. OFFENSE

401. All players (12) on the team will bat in continuous order. If one team is unable to field the required number of players (12) for the scheduled game, that team will not be forced to forfeit a game solely because it cannot provide the required number of players for a game. However, the following action will be taken: The game shall be played with the deficient team playing all members possible. A team with less than the required number of players (12) shall submit a blank in its batting order for each player less than the required number in a place selected by the team head coach and that team shall be charged with an out at each occurrence where each blank comes up in the batting order;

7 & 8 YEAR OLDS

except no out shall be charged if a player cannot play due to illness, injury, or circumstances that would be deemed "an excused absence" at school. The Tournament Director shall have the final discretion to determine "an excused absence." An out will be charged for an "unexcused absence" or for an ejected player. If a player is injured during the game and is unable to continue to play in the game in the judgment of the home plate umpire, no out shall be charged to that team. An injured player shall not return to that game once he/she is deemed injured by the home plate umpire.

402. An offensive batter will receive five (5) pitches before being declared out. He/she may be called out on three (3) swinging strikes. If fifth (5th) pitch is fouled he/she may continue to bat. If fifth (5th) pitch is fouled and caught it is an out. If the 5th pitch or 3rd strike is bunted foul the batter is out. There will be no intentional walks.

403. NO BUNTING shall be allowed; half swings, as judged by the umpire, will be called a bunt. PENALTY: A strike will be called on the batter. If on the third strike, the batter will be called out.

404. After one (1) warning per game per player for slinging his bat, the batter will be out, a dead ball called, no runners can advance.

405. Any base runner leaving the base before the ball reaches home plate is out (umpire's decision). The ball is considered dead and a no pitch. If a runner misses a base, it will bean appeal play to the umpire. (See appeals and protests).

500. DEFENSE

501. Only ten (10) defensive players will play in the field. Four (4) outfielders, twenty (20) feet behind basepath until ball is hit.

502. The defensive player listed as pitcher will stay in the ten (10) foot circle until ball is hit. He/She can have one foot outside of the circle. PENALTY: Offense gets choice of play or re-bat.

503. No infield fly rule.

504. Play shall be stopped by the defensive team heading off or stopping the front runner. Any other runner may continue at his/her own risk. Any play made on a runner other than the front runner will release the front runner. Other runners may continue.

505. One defensive coach may be out of the dugout at the open end, to instruct his/her defensive players.

600. PITCHING RULES - MACHINE PITCH

601. An offensive coach will operate the pitching machine and pitch to his own batters. He/She may only talk to the runner between home and first base and between third base and home while the ball is in play. PENALTY: After one (1) warning the coach will be replaced.

7 & 8 YEAR OLDS

602. Any batted ball that hits the pitching coach or pitching machine will be a dead ball and the hitter will restart his at-bat with a fresh 0-0 count. If the coach intentionally (in the umpires judgement) allows the ball to hit him/her, the batter will be declared out, a dead ball called and all runners must return to the base they started from on that pitch.

603. The pitching machine will be set so that the ball shall be traveling at 32 MPH when the ball crosses home plate.

604. The defensive player listed as pitcher will stay in the ten (10) foot circle until the ball is hit. He or she may have one foot outside of the circle. PENALTY: The offensive team get the choice of the play or re-bat.

605. The pitching coach may adjust the machine at the start of his team's at-bat or at the umpire's discretion, however it should NOT be necessary to adjust the machine for each batter. The umpire should allow the machine to be checked/adjusted after it is hit by a player, coach, umpire or ball, or if it starts to consistently deliver pitches out of the strike zone.

700. MISCELLANEOUS

701. There will be a maximum of one (1) offensive and one (1) defensive time out per inning with each time out being no more than one (1) minute in length. The scorekeeper will keep a log of time-outs.

702. The umpire may call time-out for injury or protest. These time-outs will not be charged to a team.

703. In the judgment of the umpire, if a defensive player is injured by being hit in the face, throat, or head and cannot continue to play, time will be called immediately and all players awarded one base. Any other injury deemed serious enough in judgment of the umpire will be handled in the same manner. The coach must not enter the field until time is called. NOTE: THIS IS A JUDGMENT CALL AND CANNOT BE APPEALED OR PROTESTED.

704. Pool Play games will be 1 hour and 30 minutes or six (6) full innings, whichever comes first. Double elimination tournament games will be six (6) full innings.

705. Ground rules will be covered and agreed upon between coaches and umpires before each game.

706. Free substitution of defensive players is allowed at any time during the game. However, a substitute player will not bat in the batting order position of the starting player that he replaces in the field. The substitute player shall bat in his or her original position in the batting order submitted at the beginning of the game. The batting order shall not be changed during the game. A defensive substitute can replace a defensive substitute, however, a substitute always bats in his/her original batting order position submitted at the beginning of the game.

707. There is a maximum of ten (10) runs per inning in tournament play.

7 & 8 YEAR OLDS

708. No spectator shall be allowed on the playing field during the playing of any game. In the event that the spectators swarm on the playing field, the umpire in chief will request to the head coaches that the field be cleared within five (5) minutes under penalty of having the game forfeited.

709. No adult will be allowed on the playing field during the game without the consent of the umpires. No persons except the officially registered players of the team, the head coach and the coaches shall be allowed on the bench during the playing of any contest.

710. A baseball player shall not be allowed to smoke or use tobacco products. THIS INCLUDES ALL COACHES, UMPIRES AND GAME OFFICIALS ON THE PLAYING HELD.

711. A baseball player, head coach, coach, umpire or game official will not be allowed to use tobacco products or profanity during the ballgame. If, in the opinion of the umpires, a player, head coach, coach or scorekeeper, conducts himself in an unsportsmanlike manner or commits any act which may maim or injure an opposing player, if deemed deliberate, he shall be ejected from the game. Players or coaches who are ejected may not return to the game. An ejected player or coach must immediately leave the dugout and the playing field and shall not participate further in the game. When a player or coach is ejected he must sit out and not participate in the next scheduled game. If the ejected player or coach attempts to play or coach in the next scheduled game that player or coach is disqualified for the remainder of the tournaments (pool play and double elimination). Metro Sports Baseball Board of Directors and/or the tournament director shall have the authority to remove or eject any coach or player for the remainder of the tournament for any flagrant unsportsmanlike conduct.

712. Any runner is out when he/she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag. If contact is made with the fielder and in the umpires judgment the contact by the runner is deemed to be malicious, then the runner is out and shall be ejected from the game.

713. Head-first sliding into the next base is not permitted and the runner shall be declared out; head-first sliding back into a base is permitted.

714. Three (3) strikes is an out--even if the pitched ball is dropped.

715. "Slashing" - the act of faking a bunt stance, then resetting and taking a swing at the pitch is prohibited. Faking a bunt is legal as is pulling the bat back from a bunt stance, however taking a swing afterwards on the same pitch shall be illegal, and it is an umpire's judgement call. If it is ruled a "slash", the batter shall be automatically out and no runners shall be allowed to advance.

800. APPEALS AND PROTESTS

801. If a question should arise as to the interpretation of the playing rules, only the head coach may appeal.

7 & 8 YEAR OLDS

802. An appeal play will be handled in this manner. The head coach will make his/her appeal to the plate umpire, who will consult the base umpire. The head coach must identify the correct player by name or number and also the correct base involved in the play, no second chance if he/she names the wrong player or base. If he/she is correct, the baserunner is out.

803. If any coach should protest the game he/she should make this known to the head umpire and scorekeeper. Protest must be settled before the next pitch.

804. Protest may be made only on a misinterpretation of a rule and ineligibility of a player or players and must be in writing specifically identifying the rule/misapplication of a rule that is the basis for the protest. A protest which involves an umpire's judgment may not be made. The only legal protest is one in which violation of playing rules or the use of an illegal, ineligible player or an ineligible substitute is protested. A protest fee of \$100 shall be submitted with any protest to the Protest Committee. The protest fee shall be returned if the protest is upheld and shall be forfeited to Metro Baseball if the Protest Committee denies the protest.

805. A Protest Committee shall be identified prior to each game and their names documented in the official scorebook. Protests shall be made to the umpire in chief who shall refer the protest to the Metro Tournament Director who shall immediately assemble the Protest Committee. The Protest Committee shall consist of three (3) members as follows: A) The head coach of each team shall designate an adult who is not a coach to represent his team. B) The Tournament Director or his designee (must be a neutral adult not affiliated with either team's park) will be the third member.

900. PLAYER REGISTRATION

901. All affiliated parks participating in tournament play are required to file a Metro Sports Baseball Affiliated Park Regular Season Team Roster form listing all players on each team in each age group league with Metro Sports Baseball on or before May 15 of the current year.

902. The full name of the player, his date of birth, residence by street, road, etc., shall be included in the registration form.

903. A youth who does not register in time to participate in affiliated park league player selection systems will be ineligible to participate in tournament play unless he was sick or injured (confirmed by a doctor's written affidavit) or a new resident of the community.

New residents following the player selection may be assigned to an affiliated park league team provided all head coaches of teams participating in the affiliated park player pool approve the assignment and with the written consent of the affiliated park president (See Rule 1001.)

7 & 8 YEAR OLDS

904. Communities participating in Metro Sports Baseball, Inc. must affiliate all teams in each age group league that participate at their park. For example: If a community has enough youths to have five teams of 7 & 8 year old players they must affiliate and pay for all five teams with Metro Sports Baseball. They cannot choose to affiliate only one team and let the remaining teams participate in intramural play. Violation of this rule could result in the loss of a park's affiliation.

1000. ALLSTAR TEAMS

1001. A player must be a member of a Metro Sports Baseball affiliated park league team and participate in at least four (4) of that teams regular season scheduled games to be eligible for the allstar team. Violation of this rule will make such allstar player ineligible. Head coaches are requested to double check player eligibility.

1002. Affiliated park leagues are encouraged to have at least one (1) player on the all-star team from each team in the league.

1003. Each team shall consist of twelve (12) uniformed players who meet all the eligibility requirements. If a player becomes injured or sick and cannot participate, the Coach has the option to replace that player or wait for the injured/sick player to return with no penalty. If the Coach chooses to replace the injured/sick player, the replacement shall be for the remainder of the Tournament (it is a permanent replacement for the remainder of the tournament). The replacement player must meet all the eligibility requirements and must not be on any other Metro all-star team roster. If a player moves away, is "unexcused absent" or otherwise quits the team, that player must either be replaced prior to the next game or the team must take an out each time that empty spot comes up in the batting order. The replacement player must meet all the eligibility requirements, must not be on any other Metro all-star team roster, and becomes a permanent replacement for the remainder of the tournament.

1004. An age division league with fewer than eight teams may have two (2) allstar teams with the approval of Metro Sports Baseball Board of Directors or tournament director, An age division league with more than eight teams must have two (2) or more allstar teams.

1005. An age division league may enter an allstar team or a league winner in tournament play.

1006. No player may be selected for more than one Metro Sports tournament team.

1100. TOURNAMENTS

1101. Separate Metro Sports Baseball Tournaments will be held each year for 7 year olds only and 8 year olds and under only. Each tournament will play machine pitch only.

7 & 8 YEAR OLDS

1101(a.) All Metro Sports Baseball pool play and double elimination tournaments shall begin play on a date to be determined by Metro Sports Baseball's Board of Directors.

1102. Players may participate up in an older age group, but will not be allowed to participate in a lower age group.

1103. Metro Sports Baseball's Allstar tournament team roster forms must be completed and signed by the affiliated park president of all allstar teams participating in Metro Sports Baseball tournaments. These allstar team roster forms must include each player's name, date of birth, age, address of players, name of player's team, and the name and addresses of the coaches. This form along with a copy of each player's birth certificate and evidence of insurance (See Rule 1105.) must be presented at the tournament credentials meeting. These records are to be inspected by the tournament credentials committee prior to the beginning of each tournament. The tournament director will appoint the credentials committee to inspect these records. These records are to be presented at all tournaments at the request of the tournament director.

1104. Age verification will be shown at the Metro Sports Baseball tournament credentials meeting prior to all tournaments. Dates of birth shall be certified by a copy of the player's birth certificate or, if requested by Metro Sports Baseball, a certified birth certificate or the original birth certificate. These records must remain with the head coach throughout the tournament and are subject to be inspected by Metro Sports Baseball officials at any time.

1105. All teams participating in a tournament shall be required to present proof of the following types of insurance: (1) Excess Accident Insurance that has a Maximum Medical Limit of at least \$50,000. (2) General Liability Insurance on an Occurrence Form (not claims made) that has a Per Occurrence Limit of at least \$1,000,000 combined single limits and that does not exclude participant liability. Each teams General liability insurance policy must name Metro Sports Baseball, Inc. and its Board of Directors as an Additional Insured under the policy.

1106. Metro Sports Baseball shall furnish the trophies for the Metro Sports Baseball Tournament CHAMPIONSHIPS, Trophies shall be awarded to each player on the first place team and trophies or medallions shall be awarded to each player on the second place team.

1107. Pool Play games shall be 1 hour and 30 minutes or six (6) innings, whichever comes first. Double Elimination games shall be six (6) innings in duration. Except for the 12-run rule stated in Rule 1108, in order for a game to be a complete game, it must be a full six(6) inning contest for double elimination games or 1 hour and 30 minutes or six (6) full innings, whichever comes first, for pool play games, regardless of any delay due to rain, darkness, protest, tie, or any other cause; no other tournament game may be

7 & 8 YEAR OLDS

started until the completion of the interrupted game, EXCEPTION: If a team is leading its opponent by at least 12 runs in accordance with Rule 1108, the game shall be terminated and the team in front declared the winner. In pool play tournament only, if the game is tied after six (6) complete innings of play or 1 hour and 30 minutes, the two participating teams shall only play one (1) extra inning. If the game is still tied after the one (1) extra inning is played the game shall end and each team shall be counted with one-half win and one-half loss for seeding purposes. In double elimination tournament, if the is tied at the end of six (6) complete innings, extra innings shall be played until a winner is established. In application of time limits or Rule 1108, the home team shall always be allowed their bat unless they are leading.

1108. If a team is leading its opponent by at least twelve (12) runs after four (4) innings have been played, or three and one-half (3½) innings if the home team (2nd team to bat) leads by at least twelve (12) runs, the game shall be terminated and the team in front declared the winner.

1109. In the event a game is halted or delayed before completion due to rain, darkness, protest, tie, or any other cause, it must be resumed from the point of termination when the game is rescheduled by Metro Sports Baseball officials, with as nearly the same lineup as possible.

1110. Allstar teams must have twelve (12) players, one (1) head coach, and three (3) coaches on the team.

1111. Once a team has been certified as being eligible for tournament play the eligibility of the team cannot be questioned; however, the individual player can be disqualified if proven ineligible by violation of any rule governing Metro Sports Baseball players.

1112. No team will be required to play more than two (2) games in the same day in the same tournament.

1113. In all tournament play teams must use a baseball approved by Metro Sports Baseball.

1114. In pool play tournament all teams will draw for position. In double elimination tournament teams shall be seeded (bracketed) according to the results of the pool play tournament. The host team will have the choice of the game time on opening of the double elimination tournament only, thereafter the host team game time will revert to the position of their seeding. In pool play and double elimination play the home and visitor team will be decided by a flip of a coin by the head coaches of each respective team prior to the start of the game.

1115. In pool play and double elimination tournament two (2) umpires shall be furnished for each game. A game shall not start until there are two umpires available to call the game. All umpires must be at least 21 years of age or have at least five (5) years experience as a baseball umpire.

7 & 8 YEAR OLDS

1116. The tournament brackets shown in this Rule Book shall be used in all tournaments. Games may be delayed or postponed due to weather or darkness, however, a delayed or postponed game shall not be cancelled. All games shall be played in pool play and double elimination tournaments as scheduled.

1200. ADMISSION TO GAMES

1201. Admission fees for pool play and double elimination tournament games shall be determined and set by Metro Sports Baseballs Board of Directors.

9 & 10 YEAR OLDS

The 9 & 10 year old league division of Metro Sports Baseball, Inc. is organized as a baseball tournament program for youth ages 9 & 10. Rules set forth in this book shall govern all tournament play.

100. THE PLAYING FIELD

101. First and third baselines shall be sixty five (65) feet from the point of home plate.

102. The distance from the point of home plate to second base and from first base to third base shall be eighty-four (84) feet ten (10) inches.

103. The pitching distance shall be forty-six (46) feet from the point of home plate to the front of the pitching rubber.

104. The home run distance should be 200 feet. The maximum home run distance shall be 250 feet.

105. The height of the pitching rubber above the level of home plate shall be raised by a gradual slope to six (6) inches. The strike zone shall comply with major league rules.

9 & 10 YEAR OLDS

200. EQUIPMENT

201. All players must wear a numbered baseball uniform. A uniform consists of a cap, shirt, pants and stockings. Shirts must be tucked inside pants. Team uniforms should be the same color. T-shirts (sleeves) of not more than two colors may be worn with the uniform. Pitchers may not wear T-shirts with white sleeves showing. In all tournament play coaches must wear coordinated coach's shirt and team caps.

202. No metal cleats shall be allowed.

203. A pressure type protective batting helmet with protective face mask, with full ear flaps and chin strap, must be worn by all batters and base runners. A player refusing to wear the protective helmet, after being warned to do so by the umpire, will not be allowed to continue as a player in the game. The substitute will assume the ball and strike count if the player was a batter, or will take his position on the base he occupied if he was a base runner.

204. All players should wear athletic supporters.

205. Catchers must wear a protective cup and throat protector.

206. Catchers must wear a protective helmet or plastic cap with, or attached to, the mask and full catcher's equipment while on defense.

207. The official baseball is the baseball approved by Metro Sports Baseball Board of Directors.

208. There is no bat restriction for the 14 year-old and younger leagues, except that all bats must be unaltered regulation (not softball) bats. Bats that are broken, cracked or dented shall be removed upon discovery without penalty.

209. Any player warming up a pitcher shall wear a catcher's mask; there shall be a protective player within close proximity of the pitcher and catcher wearing a batting helmet to protect the catcher and pitcher while they are warming up.

9 & 10 YEAR OLDS

300. SUBSTITUTION RULES

301. Free substitution of defensive players is allowed at any time during the game. However, a substitute player shall not bat in the batting order position of the starting player that he replaces in the field. The substitute player shall bat in his or her original position in the batting order submitted at the beginning of the game. The batting order shall not be changed during the game. A defensive substitute can replace a defensive substitute, however, a substitute always bats in his/her original batting order position submitted at the beginning of the game. **DO NOT VIOLATE PITCHING RULES 605 and 607.** (See Rule 607 regarding failure to report pitching change.)

302. A batter removed from the game because of too many appearances on the field by a coach in one inning, cannot return to the game until this half inning of play has been completed.

303. A pitcher shall only make one (1) appearance on the mound per game. Once the pitcher is removed from the mound he cannot return to the mound to pitch in that game.

304. In the judgment of the umpire, if a defensive player is injured by being hit in the face, throat, or head and cannot continue to play, time will be called immediately and all players awarded one base. Any other injury deemed serious enough in the judgment of the umpire will be handled in the same manner. A coach must not enter the field until time is called by the umpire. **NOTE: THIS IS A JUDGMENT CALL AND CANNOT BE APPEALED OR PROTESTED.**

400. HEAD COACH AND COACHES

401. Two adults may coach the bases. In all tournament play coaches must wear coordinated coach's shirt and team cap. Each team shall have a head coach and up to three (3) assistant coaches.

402. All players and coaches must remain in the dugout, on the benches, or in the prescribed areas throughout the game.

9 & 10 YEAR OLDS

403. Any coach who calls time and goes onto the playing field more than one (1) time in one inning (not game) per pitcher to talk to a player or players, will be required to remove the current pitcher from the mound. Once removed, the pitcher shall not return to the mound after the side has been retired. See Rule 605.

404. Any coach going onto the playing field to talk to the same batter (or a batter going to the dugout or bench to talk to a coach) more than one (1) time per batter per inning will result in the current batter being declared out. NOTE: The only exception to Rule 403 and 404 is in the case of injury or if the time is called by the opposing team or umpire.

405. Only registered players or coaches of the team are permitted on the coaching lines. The coaches, whether or not they are on the coaching lines, may moderately dispute any decision or may discuss any point with the umpires to the extent allowed by the rules of baseball, but if he at any time makes any derogatory remarks about, or to the opposing players, he shall immediately be ejected from the game.

500. REGULATION GAMES

501. Pool play games shall be six (6) innings or 1 hour and 45 minutes in duration, whichever comes first. Double Elimination games shall be six (6) full innings in duration. In pool play tournament only, if the game is tied after six (6) full innings or 1 hour and 45 minutes, the teams shall only play one (1) extra inning. If the game is still tied after the one (1) extra inning the game shall end and each team shall be counted with one-half win and one-half loss for seeding purposes. In double elimination tournament, if the game is tied at the end of six (6) complete innings of play, extra innings shall be played until a winner is established. A team may concede without penalty. Except for the 10-run rule stated in Rule 503, in order for a game to be a complete game, it must be a full six (6) inning contest for double elimination games or a full six (6) innings or 1 hour and 45 minutes for pool play games, regardless of any delay due to rain, darkness, protest, tie or any other cause; no tournament game may be started until the completion of the interrupted game. EXCEPTION: if a team is leading its opponent by at least ten (10) runs in accordance with Rule 503, the game shall be terminated and the team in from declared the winner. In application of time limits or Rule 503, the home team shall always be allowed to bat unless they are leading.

502. In the event a game is halted or delayed before completion due to rain, darkness, protest, tie, or any other cause, it must be resumed from the point of termination when the game is rescheduled by tournament officials, with as nearly the same lineup as possible. WARNING: DO NOT VIOLATE ANY PITCHING RULE.

503. If a team is leading its opponent by at least ten (10) runs after four (4) innings have been played, or three and one-half (3 1/2) innings if the home team (2nd team to bat) leads by at least ten (10) runs, the game shall be terminated and the team in front declared the winner.

9 & 10 YEAR OLDS

600. PITCHING RULES

601. A pitcher may pitch twelve (12) innings in a tournament. Once he has pitched twelve (12) innings in the tournament he cannot pitch any more in the tournament. Pool play tournaments and double elimination tournaments are considered to be two separate tournaments, therefore, a pitcher may pitch twelve (12) innings in the pool play tournament and another twelve (12) innings in the double elimination tournament, however, the innings may not be accumulated for both tournaments.

602. If any pitcher pitches three (3) full innings and then throws to another batter in the same game or day, he will not be eligible to pitch until he has had forty (40) hours rest, beginning with the time he leaves the pitching mound as a pitcher.

603. If a pitcher pitches no more than three (3) full innings in any day, he may be used on as many consecutive days as desired provided he does not exceed the twelve (12) innings rule.

604. A pitcher can pitch in consecutive games in the same day, if he does not violate any of the pitching rules stated herein.

605. A pitcher shall only make one (1) appearance on the pitching mound per game. Once the pitcher is removed from the mound he cannot return to the mound to pitch in that game, **WARNING: DO NOT VIOLATE ANY PITCHING RULE.**

606. An inning is interpreted to mean the following: If a pitcher pitches to one man and is removed from the pitching mound before he is retired, he is charged with pitching one-third of an inning. If he is removed after retiring one batter, but after he has pitched to the next batter, he is charged two-thirds inning. If he is removed after retiring two batters, but after he has pitched one pitch to the next batter, he is charged with pitching a complete inning.

607. It is not necessary to register pitchers. Any team member may pitch, subject to the other restrictions of the pitching rules. However, any pitching change during a game must be reported by a coach to the official scorekeeper. Penalty for not reporting the pitching change: coach shall receive a warning for the first violation and shall be the head suspended for the remainder of the game, must leave the field, and may not participate any further in the game for a second violation in the game. (Rules Committee comments: Violation of this pitching rule must be reported to the scorekeeper by the opposing coach before the coaches sign the pitching log on the back of the team roster forms at the end of the game. The opposing coach, not the scorekeeper, is responsible to report the violation of this rule.)

608. Pitchers are limited to six (6) innings in any one game or day; however, if the game is interrupted for any reason before becoming official and is postponed for a period of forty (40) hours or more, then the same pitcher is allotted a new number of innings not to exceed the number of innings allowed per tournament. No pitcher may pitch over six (6) innings in one (1) day,

9 & 10 YEAR OLDS

609. If a pitcher pitches beyond his allotted innings per game, per day, or per tournament because of a double or triple play there is no penalty. (He was legal when pitch was made,) The pitcher will be removed after the outs are made.
610. No balks will be called by the umpires.

700. FORFEITURE AND PROTEST

701. A team failing to field at least nine (9) uniformed players within fifteen (15) minutes after scheduled game time shall forfeit the game. A forfeit shall count in tournament standings.
702. Playing illegal players or pitchers will result in forfeiture of games in which players or pitchers participate, if protested by the opposing head coach. Should both teams use illegal players or pitchers both teams will be credited with a loss. A youth that is not an approved player on the playing roster is an illegal player. If a player belongs to another Metro Sports Baseball team or league and participates in a game in another park he is illegal. A pitcher who has exceeded his allotted number of innings or who has not had his proper rest is illegal, and the game will be forfeited if protested.
703. An ineligible player is one who is legally a member of the team but who is ineligible to play or pitch in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the head coach to keep a record of his players and pitchers.
704. The playing of an ineligible player will result in a protest, if protested by the head coach of the opposing team before the completion of the game. The penalty for the playing of an ineligible player will result in the replaying of the game from the point of the infraction if the protesting head coach's team loses.
705. A protest which involves an umpire's judgment may not be made. The only legal protest is one that involves a violation or misinterpretation of playing rules, or the use of an ineligible or illegal player or substitute.
706. Protests must be made to the umpire in chief who will in turn refer the protest to the Metro Sports Baseball tournament director. The tournament director will then call in other members of the protest committee. The protest committee in tournament play shall consist of three (3) members as follows: a. Each head coach of each team shall designate an adult who is not a coach to represent his team, b. the Metro Sports Baseball tournament director or one person appointed by such who is not connected with either team.
708. A protest based on the violation or misinterpretation of a rule must be made before the next legal pitch. All other protests including ineligibility or legality of a player must be made before the team leaves the playing field. The protest committee after hearing the protesting head coach and the head coach of the opposing team shall make

9 & 10 YEAR OLDS

a decision and that decision will be final. There will be no appeal of the protest committee's decision.

709. Protest may be made only on a misinterpretation of a rule and ineligibility of a player or players and must be in writing specifically identifying the rule/misapplication of a rule that is the basis for the protest. A protest which involves an umpire's judgment may not be made. The only legal protest is one in which violation of playing rules or the use of an illegal, ineligible player or an ineligible substitute is protested. A protest fee of \$100 shall be submitted with any protest to the Protest Committee. The protest fee shall be returned if the protest is upheld and shall be forfeited to Metro Baseball if the Protest Committee denies the protest.

710. A Protest Committee shall be identified prior to each game and their names documented in the official scorebook. Protests shall be made to the umpire in chief who shall refer the protest to the Metro Tournament Director who shall immediately assemble the Protest Committee. The Protest Committee shall consist of three (3) members as follows: A) The head coach of each team shall designate an adult who is not a coach to represent his team. B) The Tournament Director or his designee (must be a neutral adult not affiliated with either team's park) will be the third member.

711. Any team head coach or adult who withdraws a baseball team from the playing field prior to the official completion of the game shall forfeit all rights to protest as prescribed in this section. He shall forfeit this game by a score of six (6) to nothing.

800. SCHEDULES

801. An affiliated league is required to play twelve (12) games to qualify an allstar team for tournament play.

802. Affiliated leagues are encouraged to play an eighteen (18) game schedule, exclusive of exhibition and practice games when possible.

803. Under no conditions shall Metro Sports Baseball or tournament officials set up a schedule of games which would require a team to play more than two (2) games in one day.

900. SPECIAL RULES

901. No spectator shall be allowed on the playing field during the playing of any game. In the event that the spectators swarm on the playing field, the umpire in chief will request to the head coaches that the field be cleared within live (5) minutes under penalty of having the game forfeited.

902. No adult, other than coaches or game officials, will be allowed on the playing field during the game without the consent of the umpires. No persons except the officially registered players of the team, the head coach and the assistant coaches shall be allowed on the bench during the playing of any game.

9 & 10 YEAR OLDS

903. In pool play and double elimination tournament two (2) umpires shall be furnished for each game. A game shall not start until two umpires are present to call the game. All umpires must be at least 21 years of age or have at least five (5) years experience as a baseball umpire.

904. A baseball player, head coach, coach, umpire or game official will not be allowed to use tobacco products or profanity during the ballgame. It, in the opinion of the umpire(s), a player, head coach, coach or scorekeeper, conducts himself in an unsportsmanlike manner or commits any act which may maim or injure an opposing player, if deemed deliberate, he shall be ejected from the game. Players or coaches who are ejected may not return to the game, An ejected player or coach must immediately leave the dugout and the playing field and shall not participate further in the game, When a player or coach is ejected he must sit out and not participate in the next scheduled game. If the ejected player or coach attempts to play or coach in the next scheduled game that player or coach is disqualified for the remainder of the tournaments (pool play and double elimination), Metro Sports Baseball Board of Directors and/or the tournament director shall have the authority to remove or eject any coach or player for the remainder of the tournament for any flagrant unsportsmanlike conduct.

905. All ground rules must be given to the coaches prior to the beginning of the game, Only those rules will be honored. Ground Rules cannot be made up as the game progresses. The ground rules must be filed with Metro Sports Baseball's tournament director before the tournament begins.

906. The home team must have their pitcher warmed up and ready to pitch after eight (8) warm-up pitches, or two (2) minutes, immediately after the umpire notifies the teams to play ball.

907. Any runner is out when he/she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, If contact is made with the fielder and in the umpire's judgment the contact by the runner is deemed to be malicious, then the runner is out and shall be ejected from the game.

908. Head-first sliding into the next base is not permitted and runner shall be declared out; head-first sliding back into a base is permitted.

909. Three (3) strikes is an out--even if the pitched ball is dropped.

910. Any base runner leaving the base before the ball reaches home plate is out (umpires decision). The ball is considered dead and a no pitch. If a runner misses a base, it will be an appeal play to the umpire.

911. Infield fly rule is in effect.

912. "Slashing" - the act of faking a bunt stance, then resetting and taking a swing at the pitch is prohibited. Faking a bunt is legal as is pulling the bat back from a bunt stance, however taking a swing afterwards on the same pitch shall be illegal, and it is an

9 & 10 YEAR OLDS

umpire's judgement call. If it is ruled a "slash", the batter shall be automatically out and no runners shall be allowed to advance.

1000. PLAYER'S AGE

1001. Metro Sports Baseball, Inc. competition in the 9 or 10 year old league division shall be open to any approved youth whose playing age is his or her actual age on at 11:59:59 on April 30th. of the current year. A player may play up one age in his age division in tournament play. A player cannot play down in tournament play. EXAMPLE: A 9 year old may play with a 10 year old team, however, a 9 year old may not play with an 11 year old team.

1002. Age verification shall be shown at the Metro Sports Baseball's tournament credentials meeting prior to the beginning of all tournament play. Dates of birth shall be certified by a copy of the players birth certificate or, if requested by Metro Sports Baseball, a certified birth certificate or the original birth certificate. These records must remain with the head coach throughout the tournament and are subject to be inspected by Metro Sports Baseball officials at any time.

1100. PLAYER REGISTRATION

1101. All affiliated parks participating in tournament play are required to file a Metro Sports Baseball Affiliated Park Regular Season Team Roster form listing all players on each team in each age group league with Metro Sports Baseball on or before May 15 of the current year.

1102. The full name of the player, his date of birth, residence by street, road, etc., shall be included in the registration form.

1103. A youth who does not register in time to participate in affiliated park league player selection systems will be ineligible to participate unless he was sick or injured (confirmed by doctors affidavit) or a new resident of the community. New residents following the player selection may be assigned to an affiliated park league team provided all head coaches of teams participating in the player pool approved the assignment and with the written consent of the affiliated league president.

1104. Communities participating in Metro Sports Baseball, Inc. must affiliate all teams in each age group league that participate at their park. EXAMPLE: If a community has enough youths to have five (5) teams of 9-10 year old players they must sanction (affiliate) all five (5) teams. They may not choose to affiliate only one (1) team and let the remainder participate in intramural play. Violation of this rule could result in the loss of park's affiliation.

9 & 10 YEAR OLDS

1200. ALLSTAR TEAMS

1201. Each team shall consist of twelve (12) uniformed players who meet all the eligibility requirements. If a player becomes injured or sick and cannot participate, the Coach has the option to replace that player or wait for the injured/sick player to return with no penalty. If the Coach chooses to replace the injured/sick player, the replacement shall be for the remainder of the Tournament (it is a permanent replacement for the remainder of the tournament). The replacement player must meet all the eligibility requirements and must not be on any other Metro all-star team roster. If a player moves away, is "unexcused absent" or otherwise quits the team, that player must either be replaced prior to the next game or the team must take an out each time that empty spot comes up in the batting order. The replacement player must meet all the eligibility requirements, must not be on any other Metro all-star team roster, and becomes a permanent replacement for the remainder of the tournament.

1201(a.) All twelve (12) players on the team will bat in continuous order. If one team is unable to field the required number of players (12) for the scheduled game, that team will not be forced to forfeit a game solely because it could not provide the required number of players for the game. However, the following action will be taken: the game shall be played with the deficient team playing all members possible. A team with less than the required number of players (12) shall submit a blank in its batting order for each player less than the required number in a place selected by the team head coach and that team shall be charged with an out at each occurrence where each blank comes up in the batting order; except no out shall be charged if a player cannot play due to illness, injury, or circumstances that would be deemed "an excused absence" at school. The Tournament Director shall have the final discretion to determine "an excused absence." An out will be charged for an "unexcused absence" or for an ejected player. If a player is injured during the game and is unable to continue play in the game in the judgment of the home plate umpire, no out shall be charged to that team. Such injured player shall not return to that game once he/she is deemed injured by the home plate umpire.

1202. Each team shall have a head coach and up to three (3) assistant coaches. The head coach will be responsible for the team.

1203. Once a player is on a team roster he is not allowed to transfer from team to team, league to league, without a written release from the affiliated league president and approval of the tournament director of Metro Sports Baseball and Board of Directors of Metro Sports Baseball.

1204. A player must be a member of a Metro Sports Baseball affiliated park league team and participate in at least four (4) or more of that teams regular season scheduled games to be eligible for the allstar team. Violation of this rule will make such allstar play-

9 & 10 YEAR OLDS

er ineligible. Head coaches are requested to double check player eligibility.

1205. Affiliated park leagues are encouraged to have at least one (1) player on the allstar team from each team in the league.

1206. Once a player has been named to the allstar team, he cannot be replaced unless he becomes sick, injured, or moves away. No player can be chosen as a bat boy.

1207. An age division league with fewer than eight teams may have two (2) allstar teams with the approval of the Metro Sports Baseball Board of Directors or tournament director. An age division league with more than eight teams must have two (2) or more allstar teams.

1208. An age division league may enter an allstar team or a league winner in tournament play.

1209. No player may be selected for more than one Metro Sports tournament team.

1300. TOURNAMENTS

1301. Separate Metro Sports Baseball tournaments will be held each year for 9 year olds only and 10 year olds and under only.

1301(a.) All Metro Sports Baseball pool play and double elimination tournaments shall begin play on a date to be determined by Metro Sports Baseballs Board of Directors.

1302. Tournament protests are covered in Rules 701 through 709.

1303. Metro Sports Baseball's Allstar Tournament Team Roster forms must be completed and signed by the affiliated park president of all allstar teams participating in Metro Sports Baseball tournaments. These allstar team roster forms must include each players name, date of birth, age, address of player, name of player's team, and the name and addresses of the coaches. This form along with a copy of each player's birth certificate and evidence of insurance (See Rule 1309.) must be presented at the tournament credentials meeting. These records are to be inspected by the tournament credentials committee prior to the beginning of each tournament. The tournament director will appoint the credentials committee to inspect these records. These records are to be presented at all tournaments at the request of the tournament director or Metro Sports Baseball officials.

1304. There will be no changes to a Metro Sports Baseball Allstar Tournament team roster after the tournament begins unless a player is injured under Rules 304, 1201, 1201 (a), 1206, and a replacement player is required. **DO NOT VIOLATE RULES 1101 THROUGH 1104, AND RULES 1201,1201(a), 1204, 1206, and 1209.**

1305. Once a team has been certified as being eligible for tournament play the eligibility of the team cannot be questioned; however, the individual player can be disqualified if proven ineligible by violation of any rule governing Metro Sports Baseball players.

1306. No team will be required to play more than two (2) games in the same day during the same tournament.

9 & 10 YEAR OLDS

1307. It is the duty of the head coach to keep a record of his eligible players and the innings his pitcher pitched in the tournament. Coaches shall verify the innings pitched by each player on each opposing team they play immediately after each tournament game on the form prescribed by Metro Sports Baseball.

1308. Tournaments may be single or double elimination. This is at discretion of Metro Sports Baseball Board of Directors.

1309. All teams participating in the Metro Sports Baseball tournaments shall be required to present proof of the following types of insurance at the tournament credentials meeting immediately prior to the tournament: (1) Excess Accident Insurance that has a Maximum Medical Limit of at least \$50,000. (2) General Liability Insurance on an Occurrence Form (not claims Made) that has a Per Occurrence Limit of at least \$1,000,000 combined single limits and that does not exclude "participant liability". Each team's General Liability insurance policy must name Metro Sports Baseball, Inc. and its Board of Directors as an "Additional Insured" under the policy.

1310. The tournament brackets shown in this Rule Book shall be used in all tournaments. Games may be delayed or postponed due to weather or darkness, however, a delayed or postponed game shall not be cancelled. All games shall be played in pool play and double elimination tournaments as scheduled.

1311. All teams shall draw for position in the pool play tournament; in double elimination tournament teams shall be seeded (bracketed) according to seedings determined from the results of the pool play tournament. The host team will have the choice of the game time on opening day of the double elimination tournament only, thereafter the host team shall revert to their seeded (bracketed) position. In pool play and double elimination tournament the home and visitor will be decided by the flip of a coin by the head coaches of each respective team prior to the start of the game.

1312. Metro Sports Baseball shall furnish the trophies for the Metro Sports Baseball Tournament CHAMPIONSHIPS. Trophies shall be awarded to each player on the first place team and trophies or medallions shall be awarded to each player on the second place team.

1400. ADMISSION TO GAMES

1401. Admission fees for pool play and double elimination tournament games shall be determined and set by Metro Sports Baseball's Board of Directors.

11 & 12 YEAR OLDS

The 11 & 12 year old league division of Metro Sports Baseball, Inc. is organized as a baseball tournament program for youth ages 11 & 12. Rules set forth in this book shall govern all tournament play.

100. THE PLAYING FIELD

101. First and third baselines shall be seventy (70) feet from the point of home plate.
102. The distance from the point of home plate to second base and from first base to third base shall be ninety-nine (99) feet.
103. The pitching distance shall be fifty (50) feet from the point of home plate to the front of the pitching rubber.
104. The home run distance should be 200 feet. The maximum home run distance shall be 250 feet.
105. The height of the pitching rubber above the level of home plate shall be raised by a gradual slope to six (6) inches. The strike zone shall comply with major league rules.

200. EQUIPMENT

201. All players must wear a numbered baseball uniform. A uniform consists of a cap, shirt, pants and stockings. Shirts must be tucked inside pants. Team uniforms should be the same color. T-shirts (sleeves) of not more than two colors may be worn with the uniform. Pitchers may not wear T-shirts with white sleeves showing. In all tournament play coaches must wear coordinated coach's shirt and team caps.
202. No metal cleats shall be allowed.
203. A pressure type protective batting helmet with protective face mask, with full ear flaps and chin strap, must be worn by all batters and base runners. A player refusing to wear the protective helmet, after being warned to do so by the umpire, will not be allowed to continue as a player in the game. The substitute will assume the ball and strike count if the player was a batter, or will take his position on the base he occupied if he was a base runner.
204. All players should wear athletic supporters.
205. Catchers must wear a protective cup and throat protector.
206. Catchers must wear a protective helmet or plastic cap with, or attached to, the mask and full catcher's equipment while on defense.
207. The official baseball is the baseball approved by Metro Sports Baseball Board of Directors.

11 & 12 YEAR OLDS

208. There is no bat restriction for the 14 year-old and younger leagues, except that all bats must be unaltered regulation (not softball) bats. Bats that are broken, cracked or dented shall be removed upon discovery without penalty.

209. Any player warming up a pitcher shall wear a catchers mask; there shall be a protective player within close proximity of the pitcher and catcher wearing a batting helmet to protect the catcher and pitcher while they are warming up.

300. SUBSTITUTION RULES

301. Metro Sports Baseball for this age division is played under re-entry substitution. Any starting player (pitcher included) may be removed from the game by being replaced with a substitute, and then return to the lineup one time; however, the starter must replace the first player who replaces him and be inserted in the same position in the batting order that he possessed at the start of the game. The substitute must be inserted in the same position in the batting order as the starter. (NOTE: A substitute who replaces a starting player may be replaced by another substitute. However, in doing so, the starting player and the substitute that replaced the starting player are both out for the remainder of the game. Also, DO NOT VIOLATE PITCHING RULES, see Rule 605.) Once the substitute has been removed from the game he cannot return. The substitute can make only one appearance in the game. EXCEPTION: See Rule 303, A coach must notify the official scorekeeper of each batting substitution when made. Failure of a coach to notify the score keeper of a batting substitution will result in the coach receiving a warning from the tournament director once the opposing coach identifies the infraction. (This rule would nullify the batting out of order rule as described in the major league baseball rule book.) (See Rule 607 regarding failure to report pitching change.) (Rules Committee comments: Failure of a coach to notify the scorekeeper of a substitution only comes into play when an opposing coach, not the scorekeeper, notifies the scorekeeper or umpire of the failure of the coach to announce the substitute. If the scorekeeper or umpire is not notified of the violation by the opposing coach before the inning ends, there is no violation. The scorekeeper/umpire must be notified in the inning the violation occurs, otherwise, it is too late and there is no violation. The opposing coach, not the scorekeeper, is responsible to raise the issue that this rule is violated. If the opposing coach does not raise the issue, the scorekeeper should remain silent on the violation of this rule.)

302. A batter removed from the game because of too many appearances on the field by a coach in one inning, cannot return to the game until this half inning of play has been completed. Should this batter be a substitute player, he cannot return to the game at all, because a substitute can make only one appearance. EXCEPTION: See Rule 303.

303. If a head coach has used all of his eligible players and a player is ejected, injured, or becomes ill and cannot continue, then the OPPOSING HEAD COACH must

11 & 12 YEAR OLDS

select one or more of the players on the bench who have already been in the game to replace the ejected, ill, or injured player or players. However, an ejected player cannot return to the game under any circumstances. If there is no one for the opposing head coach to select then the game will be forfeited. **WARNING: DO NOT VIOLATE ANY PITCHING RULE.**

304. In the judgment of the umpire, if a defensive player is injured by being hit in the face, throat, or head and cannot continue to play, time will be called immediately and all players awarded one base. Any other injury deemed serious enough in the judgment of the umpire will be handled in the same manner. A coach must not enter the field until time is called by the umpire. **NOTE: THIS IS A JUDGMENT CALL AND CANNOT BE APPEALED OR PROTESTED.**

400. HEAD COACH AND COACHES

401. Two adults may coach the bases. In all tournament play coaches must wear coordinated coach's shirt and team cap. Each team shall have a head coach and up to three (3) assistant coaches.

402. All players and coaches must remain in the dugout, on the benches, or in the prescribed areas throughout the game.

403. Any coach who calls time and goes onto the playing field more than one (1) time in one inning (not game) per pitcher to talk to a player or players, will be required to remove the current pitcher from the mound. Once removed, the pitcher shall not return to the mound to pitch in that game. See Rule 605.

404. Any coach going onto the playing field to talk to the same batter (or a batter going to the dugout or bench to talk to a coach) more than one (1) time per batter per inning will be required to remove the current batter from the game and make a substitution in the line-up. **NOTE:** The only exception to Rule 403 and 404 is in the case of injury or if the time is called by the opposing team or umpire.

405. Only registered players or coaches of the team are permitted on the coaching lines. The coaches, whether or not they are on the coaching lines, may moderately dispute any decision or may discuss any point with the umpires to the extent allowed by the rules of baseball, but if he at any time makes any derogatory remarks about, or to the opposing players, he shall immediately be ejected from the game.

11 & 12 YEAR OLDS

500. REGULATION GAMES

501. Pool play games shall be six (6) innings or 1 hour and 45 minutes in duration, whichever comes first. Double Elimination games shall be six (6) full innings in duration. In pool play tournament only, if the game is tied after six (6) full innings or 1 hour and 45 minutes, the teams shall only play one (1) extra inning. If the game is still tied after the one (1) extra inning the game shall end and each team shall be counted with one-half win and one-half loss for seeding purposes. In double elimination tournament, if the game is tied at the end of six (6) complete innings of play, extra innings shall be played until a winner is established. A team may concede without penalty. Except for the 10-run rule stated in Rule 503, in order for a game to be a complete game, it must be a full six (6) inning contest for double elimination games or a full six (6) innings or 1 hour and 45 minutes for pool play games, regardless of any delay due to rain, darkness, protest, tie or any other cause; no tournament game may be started until the completion of the interrupted game. EXCEPTION: if a team is leading its opponent by at least ten (10) runs in accordance with Rule 503, the game shall be terminated and the team in front declared the winner. In application of time limits or Rule 503, the home team shall always be allowed to bat unless they are leading.

502. In the event a game is halted or delayed before completion due to rain, darkness, protest, tie, or any other cause, it must be resumed from the point of termination when the game is rescheduled by tournament officials, with as nearly the same lineup as possible. WARNING: DO NOT VIOLATE ANY PITCHING RULE.

503. If a team is leading its opponent by at least ten (10) runs after four (4) innings have been played, or three and one-half (3 1/2) innings if the home team (2nd team to bat) leads by at least ten (10) runs, the game shall be terminated and the team in front declared the winner.

600. PITCHING RULES

601. A pitcher may pitch fourteen (14) innings in a tournament. Once he has pitched fourteen (14) innings in the tournament he cannot pitch any more in the tournament. Pool play tournaments and double elimination tournaments are considered to be two separate tournaments, therefore, a pitcher may pitch fourteen (14) innings in the pool play tournament and another fourteen (14) innings in the double elimination tournament, however, the innings may not be accumulated for both tournaments.

602. If any pitcher pitches three (3) full innings and then throws to another batter in the same game or day, he will not be eligible to pitch until he has had forty (40) hours rest, beginning with the time he leaves the pitching mound as a pitcher.

603. If a pitcher pitches no more than three (3) full innings in any day, he may be used on as many consecutive days as desired provided he does not exceed the fourteen (14) innings rule.

604. A pitcher can pitch in consecutive games in the same day, if he does not violate any of the pitching rules herein.

11 & 12 YEAR OLDS

605. A pitcher shall only make one (1) appearance on the pitching mound per game. Once the pitcher is removed from the mound he cannot return to the mound to pitch in that game.

606. An inning is interpreted to mean the following: If a pitcher pitches to one man and is removed from the pitching mound before he is retired, he is charged with pitching one-third of an inning. If he is removed after retiring one batter, but after he has pitched to the next batter, he is charged two-thirds inning. If he is removed after retiring two batters, but after he has pitched one pitch to the next batter, he is charged with pitching a complete inning.

607. It is not necessary to register pitchers. Any team member may pitch, subject to the other restrictions of the pitching rules. However, any pitching change during a game must be reported by a coach to the official scorekeeper. Penalty for not reporting the pitching change: For the first violation, the head coach shall receive a warning. For a second infraction, the head coach is suspended for the remainder of the game, he must leave the field, and not participate any further in the game. (Rules Committee comments: Violation of this pitching rule must be reported to the scorekeeper by the opposing coach before the coaches sign the pitching log on the back of the team roster forms at the end of the game. The opposing coach, not the scorekeeper, is responsible to report the violation of this rule.)

608. Pitchers are limited to seven (7) innings in any one game or day; however, if the game is interrupted for any reason before becoming official and is postponed for a period of forty (40) hours or more, then the same pitcher is allotted a new number of innings not to exceed the number of innings allowed per tournament. No pitcher may pitch over seven (7) innings in one (1) day.

609. If a pitcher pitches beyond his allotted innings per game, per day, or per tournament because of a double or triple play there is no penalty. (He was legal when pitch was made.) The pitcher will be removed after the outs are made.

610. Balks will be called by the umpires.

700. FORFEITURE AND PROTEST

701. A team failing to field at least nine (9) uniformed players within fifteen (15) minutes after scheduled game time shall forfeit the game. A forfeit shall count in tournament standings.

702. Playing illegal players or pitchers will result in forfeiture of games in which players or pitchers participate if protested by the opposing head coach or coach. Should both teams use illegal players or pitchers both teams will be credited with a loss. A youth that is not an approved player on the playing roster is an illegal player. If a player belongs to another Metro Sports Baseball team or league and participates in a game in another park he is illegal. A pitcher who has exceeded his allotted number of innings or who has

11 & 12 YEAR OLDS

not had his proper rest is illegal, and the game will be forfeited if protested.

703. An ineligible player is one who is legally a member of the team but who is ineligible to play or pitch in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the head coach to keep a record of his players and pitchers.

704. The playing of an ineligible player will result in a protest, if protested by the head coach of the opposing team before the completion of the game. The penalty for the playing of an ineligible player will result in the replaying of the game from the point of the infraction if the protesting head coach's team loses.

705. A protest which involves an umpire's judgment may not be made. The only legal protest is one that involves a violation or misinterpretation of playing rules, or the use of an ineligible or illegal player or substitute.

706. A protest committee shall be identified prior to each game and their names documented in the official score book. Protests must be made to the umpire in chief who will in turn refer the protest to the Metro Sports Baseball Tournament director. The tournament director and umpire in chief will then call in the members of the protest committee. The protest committee in tournament play shall consist of three (#3) members as follows: A. The head coach of each team will identify an adult who is not an official coach to represent his team in the event of a protest. B. The tournament director or his designee is the third member of the protest committee unless his team is involved, whereby he will identify a neutral adult as the third protest committee member. An official book of major league baseball rules for the current year, as well as a current metro sports baseball incorporated rule book will be immediately available for use by the protest committee.

707. A protest based on the violation or misinterpretation of a rule must be made before the next legal pitch. All other protests including ineligibility or legality of a player, must be made before the team leaves the playing field. Protests must be made to the umpire in chief. The protest committee after hearing the protesting head coach and the head coach of the opposing team shall make a decision and that decision will be final. There will be no appeal of the protest committee's decision.

708. Protest may be made only on a misinterpretation of a rule and ineligibility of a player or players and must be in writing specifically identifying the rule/misapplication of a rule that is the basis for the protest. A protest which involves an umpire's judgment may not be made. The only legal protest is one in which violation of playing rules or the use of an illegal, ineligible player or an ineligible substitute is protested. A protest fee of \$100 shall be submitted with any protest to the Protest Committee. The protest fee shall be returned if the protest is upheld and shall be forfeited to Metro Baseball if the Protest Committee denies the protest.

709. A Protest Committee shall be identified prior to each game and their names doc-

11 & 12 YEAR OLDS

umented in the official scorebook. Protests shall be made to the umpire in chief who shall refer the protest to the Metro Tournament Director who shall immediately assemble the Protest Committee. The Protest Committee shall consist of three (3) members as follows: A) The head coach of each team shall designate an adult who is not a coach to represent his team. B) The Tournament Director or his designee (must be a neutral adult not affiliated with either team's park) will be the third member.

710. Any team head coach or adult who withdraws a baseball team from the playing field prior to the official completion of the game shall forfeit all rights to protest as prescribed in this section. He shall forfeit this game by a score of six to nothing.

800. SCHEDULES

801. An affiliated league is required to play twelve (12) games to qualify an allstar team for tournament play.

802. Affiliated leagues are encouraged to play an eighteen (18) game schedule, exclusive of exhibition and practice games when possible.

803. Under no conditions shall Metro Sports Baseball or tournament officials set up a schedule of games which would require a team to play more than two (2) games in one day.

900. SPECIAL RULES

901. No spectator shall be allowed on the playing field during the playing of any game. In the event that the spectators swarm on the playing field, the umpire in chief will request to the head coaches that the field be cleared within five (5) minutes under penalty of having the game forfeited.

902. No adult, other than coaches and game officials, will be allowed on the playing field during the game without the consent of the umpires. No persons except the officially registered players of the team, the head coach and the assistant coaches shall be allowed on the bench during the playing of any game.

903. For 11 year old pool play and double elimination tournaments two (2) umpires shall be furnished for each game. A game shall not start until two (2) umpires are present to call the game. For 12 year old pool play tournament, two (2) umpires shall be furnished for each game, A game shall not start until two (2) umpires are present to call the game. For 12 year old double elimination tournament three (3) umpires should be furnished for each game, however, games may be played with only two (2) umpires. No game in a double elimination tournament shall start until at least two (2) umpires are available to call the game. All umpires must be at least 21 years of age or have five (5) years experience as a baseball umpire.

11 & 12 YEAR OLDS

904. A baseball player, head coach, coach, umpire or game official will not be allowed to use tobacco products or profanity during the ballgame. It, in the opinion of the umpire(s), a player, head coach, coach or scorekeeper, conducts himself in an unsportsmanlike manner or commits any act which may maim or injure an opposing player, if deemed deliberate, he shall be ejected from the game. Players or coaches who are ejected may not return to the game. An ejected player or coach must immediately leave the dugout and the playing field and shall not participate further in the game. When a player or coach is ejected he must sit out and not participate in the next scheduled game. If the ejected player or coach attempts to play or coach in the next scheduled game that player or coach is disqualified for the remainder of the tournaments (pool play and double elimination). Metro Sports Baseball Board of Directors and/or the tournament director shall have the authority to remove or eject any coach or player for the remainder of the tournament for any flagrant unsportsmanlike conduct.

905. All ground rules must be given to the coaches prior to the beginning of the game. Only those rules will be honored. Ground Rules cannot be made up as the game progresses. The ground rules must be filed with Metro Sports Baseballs tournament director before the tournament begins.

906. The home team must have their pitcher warmed up and ready to pitch after eight (8) warm-up pitches, or two (2) minutes, immediately after the umpire notifies the teams to play ball.

907. Any runner is out when he/she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag. If contact is made with the fielder and in the umpires judgment the contact by the runner is deemed to be malicious, then the runner is out and shall be ejected from the game.

908. Head-first sliding into the next base is not permitted and runner shall be declared out; head-first sliding back into a base is permitted.

909. Three (3) strikes is an out--even if the pitched ball is dropped.

910. Eleven (11) and twelve (12) year olds may lead off base and steal bases; eleven (11) and twelve (12) year olds shall play the official rules of baseball as to stealing bases and leading off base.

911. Infield fly rule is in effect.

912. The use of a courtesy runner for the pitcher and catcher is permitted to speed the game up. The runner must be a player not in the game and does not count as a substitute. The courtesy runner is permitted only for the pitcher/catcher of record (most recently playing that position).

913. The use of an "Extra Hitter" (EH) is allowed by not required. The EH is considered a field position and can be moved around defensively freely however his batting position prior to the start of the game whether they will use the EH position or not and

11 & 12 YEAR OLDS

they cannot change once the game begins.

914. "Slashing" - the act of faking a bunt stance, then resetting and taking a swing at the pitch is prohibited. Faking a bunt is legal as is pulling the bat back from a bunt stance, however taking a swing afterwards on the same pitch shall be illegal, and it is an umpire's judgement call. If it is ruled a "slash", the batter shall be automatically out and no runners shall be allowed to advance.

915. A coach has the option to bat 9 players, 10 players (using the EH as outlined in Rule 913), or his entire roster. This option is available and must be declared to the official scorekeeper prior to the start of each game. The team must complete the game using the option they choose to start the game. Coaches may choose a different option from game to game.

1000. PLAYER'S AGE

1001. Metro Sports Baseball, Inc. competition in the 11 or 12 year old league division shall be open to any approved youth whose playing age is his or her actual age at 11:59:59 on April 30th of the current year. A player may play up one age in his age division in tournament play. A player cannot play down in tournament play, EXAMPLE: An 11 year old may play with a 12 year old team, however, an 11 year old may not play with a 13 year old team.

1002. Age verification shall be shown at the Metro Sports Baseball's tournament credentials meeting prior to the beginning of all tournament play. Dates of birth shall be certified by a copy of the player's birth certificate or, if requested by Metro Sports Baseball, a certified birth certificate or the original birth certificate. These records must remain with the head coach throughout the tournament and are subject to be inspected by Metro Sports Baseball officials at any time.

1100. PLAYER REGISTRATION

1101. All affiliated parks participating in tournament play are required to file a Metro Sports Baseball Affiliated Park Regular Season Team Roster Form listing all players on each team in each age group league with Metro Sports Baseball on or before May 15 of the current year.

1102. The full name of the player, his date of birth, residence by street, road, etc., shall be included in the registration form.

1103. A youth who does not register in time to participate in affiliated park league player selection systems will be ineligible to participate unless he was sick or injured (confirmed by doctor's affidavit) or a new resident of the community. New residents following the player selection may be assigned to an affiliated park league team provided all head coaches of teams participating in the player pool approved the assignment and with the

11 & 12 YEAR OLDS

written consent of the affiliated league president.

1104. Communities participating in Metro Sports Baseball, Inc. must affiliate all teams in each age group league that participate at their park. EXAMPLE: If a community has enough youths to have five (5) teams of 11-12 year old players they must sanction (affiliate) all five (5) teams. They may not choose to affiliate only one (1) team and let the remainder participate in intramural play. Violation of this rule could result in the loss of parks affiliation.

1200. ALLSTAR TEAMS

1201. Each team may consist of a maximum of up to eighteen (18) uniformed players whose names shall have been registered with Metro Sports Baseball not later than May 15. A violation of this rule will make the player ineligible for tournament selections and reason for protest in tournament play.

1202. Each team shall have a head coach and up to (3) assistant coaches. The head coach will be responsible for the team.

1203. Once a player is on a team roster he is not allowed to transfer from team to team, league to league, without a written release from the affiliated league president and approval of the tournament director of Metro Sports Baseball and Board of Directors of Metro Sports Baseball.

1204. A player must be a member of a Metro Sports Baseball affiliated park league team and participate in at least four (4) or more of that teams regular season scheduled games to be eligible for the allstar team. Violation of this rule will make such allstar player ineligible. Head coaches are requested to double check player eligibility.

1205. Affiliated park leagues are encouraged to have at least one (1) player on the allstar team from each team in the league.

1206. Once a player has been named to the allstar team, he cannot be replaced unless he becomes sick, injured, or moves away. No player can be chosen as a bat boy.

1207. An age division league with tower than eight teams may have two (2) allstar teams with the approval of the Metro Sports Baseball Board of Directors or tournament director. An age division league with more than eight teams must have two (2) or more allstar teams.

1208. An age division league may enter an allstar team or a league winner in tournament play.

1209. No player maybe selected for more than one Metro Sports tournament team.

1300. TOURNAMENTS

1301. Separate Metro Sports Baseball tournaments will be held each year for 11 year olds only and 12 year olds and under only.

1301(a.) All Metro Sports Baseball pool play and double elimination tournaments shall

11 & 12 YEAR OLDS

begin play on a date to be determined by Metro Sports Baseballs Board of Directors.

1302. Tournament protests are covered in Rules 701 through 709.

1303. Metro Sports Baseball's Allstar tournament team roster forms must be completed and signed by the affiliated park president of all allstar teams participating in Metro Sports Baseball tournaments. These allstar team roster forms must include each players name, date of birth, age, address of player, name of players team, and the name and addresses of the coaches. This form along with a copy of each players birth certificate and evidence of insurance (See Rule 1309) must be presented at the tournament credentials meeting. These records are to be inspected by the tournament credentials committee prior to the beginning of each tournament. The tournament director will appoint the credentials committee to inspect these records. These records are to be presented at all tournaments at the request of the tournament director or Metro Sports Baseball officials.

1304. There will be no changes to a Metro Sports Baseball Allstar Tournament team roster after the tournament begins.

1305. Once a team has been certified as being eligible for tournament play the eligibility of the team cannot be questioned; however, the individual player can be disqualified if proven ineligible by violation of any rule governing Metro Sports Baseball players.

1306. No team will be required to play more than two (2) games in the same day during the same tournament.

1307. It is the duty of the head coach to keep a record of his eligible players and the innings his pitcher pitched in the tournament. Coaches shall verify the innings pitched by each player on each opposing team they play immediately after each tournament game on the forms prescribed by Metro Sports Baseball.

1308. Tournaments maybe single or double elimination. This is at discretion of Metro Sports Baseball Board of Directors.

1309. All teams participating in the Metro Sports Baseball tournaments shall be required to present proof of the following types of insurance at the tournament credentials meeting immediately prior to the tournament: (1) Excess Accident Insurance that has a Maximum Medical Limit of at least \$50,000. (2) General Liability Insurance on an Occurrence Form (not claims Made) that has a Per Occurrence Limit of at least \$1,000,000 combined single limits and that does not exclude "participant liability". Each team's General Liability insurance policy must name Metro Sports Baseball, Inc. and its Board of Directors as an 'Additional Insured' under the policy.

1310. Tournament brackets shown in this Rule Book shall be used in all tournaments. Games may be delayed or postponed due to weather or darkness, however, a delayed or postponed game shall not be cancelled. All games shall be played in pool play and double elimination tournaments as scheduled.

1311. All teams shall draw for position in the pool play tournament; in double elimination tournament teams shall be seeded (bracketed) according to the results of the pool

play tournament. The host team will have the choice of the game time on opening day of the double elimination tournament only, thereafter the host team shall revert to their seeded (bracketed) position. In pool play and double elimination tournament the home and visitor will be decided by the flip of a coin by the head coaches of each respective team prior to the start of the game.

1312. Metro Sports Baseball shall furnish the trophies for the Metro Sports Baseball Tournament CHAMPIONSHIPS. Trophies shall be awarded to each player on the first place team and trophies or medallions shall be awarded to each player on the second place team.

1400. ADMISSION TO GAMES

1401. Admission fees for pool play and double elimination tournament games shall be determined and set by Metro Sports Baseball's Board of Directors.

13 & 14 YEAR OLDS

The 13 & 14 year old league division of Metro Sports Baseball, Inc. is organized as a baseball tournament program for youth ages 13 & 14. Rules set forth in this book shall govern all tournament play.

100. THE PLAYING FIELD

101. First and third baselines shall be eighty (80) feet from the point of home plate.
102. The distance from the point of home plate to second base and from first base to third base shall be 113 (one hundred thirteen) feet two (2) inches.
103. The pitching distance shall be fifty-four (54) feet from the point of home plate to the front of the pitching rubber.
104. The home run distance should be between 250-300 feet.
105. The height of the pitching rubber and the strike zone shall comply with major league rules.

200. EQUIPMENT

201. All players must wear a numbered baseball uniform. A uniform consists of a cap, shirt, pants and stockings. Shirts must be tucked inside pants. Team uniforms should be the same color. 1-shirts (sleeves) of not more than two colors may be worn with the uniform. Pitchers may not wear T-shirts with white sleeves showing, In all tournament play coaches must wear coordinated coach's shirt and team caps.
202. Metal cleats shall be allowed.
203. A pressure type protective batting helmet with full ear flaps must be worn by all batters and base runners. A player refusing to wear the protective helmet, after being

13 & 14 YEAR OLDS

warned to do so by the umpire, will not be allowed to continue as a player in the game. The substitute will assume the ball and strike count if the player was a batter, or will take his position on the base he occupied if he was a base runner.

204. All players should wear athletic supporters with a protective cup.

205. Catchers must wear a protective cup and throat protector.

206. Catchers must wear a protective helmet or plastic cap with, or attached to, the mask and full catcher's equipment while on defense.

207. The official baseball is the baseball approved by Metro Sports Baseball Board of Directors.

208. There is no bat restriction for the 14 year-old and younger leagues, except that all bats must be unaltered regulation (not softball) bats. Bats that are broken, cracked or dented shall be removed upon discovery without penalty.

209. Any player warming up a pitcher shall wear a catcher's mask; there shall be a protective player within close proximity of the pitcher and catcher wearing a batting helmet to protect the catcher and pitcher while they are warming up.

300. SUBSTITUTION RULES

301. Metro Sports Baseball for this age division is played under re-entry substitution. Any starting player (pitcher included) may be removed from the game by being replaced with a substitute, and then return to the lineup one time; however, the starter must replace the first player who replaces him and be inserted in the same position in the batting order that he possessed at the start of the game. The substitute must be inserted in the same position in the batting order as the starter. (NOTE: A substitute who replaces a starting player may be replaced by another substitute. However, in doing so, the starting player and the substitute that replaced the starting player are both out for the remainder of the game. Also, DO NOT VIOLATE PITCHING RULES, see Rule 605). Once the substitute has been removed from the game he cannot return. The substitute can make only one appearance in the game. EXCEPTION: See Rule 303. A coach must notify the official scorekeeper of each substitution when made. Failure of coach to notify scorekeeper of substitution will result in the head coach being suspended from participating or coaching for the remainder of the game; the head coach must leave the field and not participate any further in the game. (See Rule 601 regarding failure to report pitching change.) (Rules Committee comments: Failure of a coach to notify the scorekeeper of a substitution only comes into play when an opposing coach, not the scorekeeper, notifies the scorekeeper. or umpire of the failure of the coach to announce the substitute. If the scorekeeper or umpire is not notified of the violation by the opposing coach before the inning ends, there is no violation. The scorekeeper/umpire must be notified in the inning the violation occurs, otherwise, it is too late and there is no violation. The opposing

13 & 14 YEAR OLDS

coach, not the scorekeeper, is responsible to raise the issue that this rule is violated. If the opposing coach does not raise the issue, the scorekeeper should remain silent on the violation of this rule.)

302. A batter removed from the game because of too many appearances on the field by a coach in one inning, cannot return to the game until this half inning of play has been completed. Should this batter be a substitute player, he cannot return to the game at all, because a substitute can make only one appearance. EXCEPTION: See Rule 303.

303. If a head coach has used all of his eligible players and a player is ejected, injured, or becomes ill and cannot continue, then the OPPOSING HEAD COACH must select one or more of the players on the bench who have already been in the game to replace the ejected, ill, or injured player or players. However, an ejected player cannot return to the game under any circumstances. If there is no one for the opposing head coach to select then the game will be forfeited. WARNING: DO NOT VIOLATE ANY PITCHING RULE.

304. In the judgment of the umpire, if a defensive player is injured by being hit in the face, throat, or head and cannot continue to play, time will be called immediately and all players awarded one base. Any other injury deemed serious enough in the judgment of the umpire will be handled in the same manner. A coach must not enter the field until time is called by the umpire. NOTE: THIS IS A JUDGMENT CALL AND CANNOT BE APPEALED OR PROTESTED.

400. HEAD COACH AND COACHES

401. Two adults may coach the bases. In all tournament play coaches must wear coordinated coach's shirt and team cap. Each team shall have a head coach and up to three (3) assistant coaches.

402. All players and coaches must remain in the dugout, on the benches, or in the prescribed areas throughout the game.

403. Any coach who calls time and goes onto the playing field more than one (1) time in one inning (not game) per pitcher to talk to a player or players, will be required to remove the current pitcher from the mound. Once removed, the pitcher shall not return to the mound to pitch in that game. See Rule 605.

404. Any coach going onto the playing field to talk to the same batter (or a batter going to the dugout or bench to talk to a coach) more than one (1) time per batter per inning will be required to remove the current batter from the game and make a substitution in the line-up, NOTE: The only exception to Rule 403 and 404 is in the case of injury or if the time is called by the opposing team or umpire.

405. Only registered players or coaches of the team are permitted on the coaching lines. The coaches, whether or not they are on the coaching lines, may moderately dispute any decision or may discuss any point with the umpires to the extent allowed by the

13 & 14 YEAR OLDS

rules of baseball, but if he at any time makes any derogatory remarks about, or to the opposing players, he shall immediately be ejected from the game.

500. REGULATION GAMES

501. Pool play games shall be seven (7) innings or 1 hour and 45 minutes in duration, whichever comes first. Double Elimination games shall be seven (7) full innings in duration. In pool play tournament only, if the game is tied after seven (7) full innings or 1 hour and 45 minutes, the teams shall only play one (1) extra inning. If the game is still tied after the one (1) extra inning the game shall end and each team shall be counted with one-half win and one-half loss for seeding purposes. In double elimination tournament, if the game is tied at the end of seven (7) complete innings of play, extra innings shall be played until a winner is established. A team may concede without penalty. Except for the 10-run rule stated in Rule 503, in order for a game to be a complete game, it must be a full seven (7) inning contest for double elimination games or a full seven (7) innings or 1 hour and 45 minutes for pool play games, regardless of any delay due to rain, darkness, protest, tie or any other cause; no tournament game may be started until the completion of the interrupted game. EXCEPTION: if a team is leading its opponent by at least ten (10) runs in accordance with Rule 503, the game shall be terminated and the team in front declared the winner. In application of time limits or Rule 503, the home team shall always be allowed to bat unless they are leading.

502. In the event a game is halted or delayed before completion due to rain, darkness, protest, tie, or any other cause, it must be resumed from the point of termination when the game is rescheduled by tournament officials, with as nearly the same lineup as possible. WARNING: DO NOT VIOLATE ANY PITCHING RULE.

503. If a team is leading its opponent by at least ten (10) runs after five (5) innings have been played, or four and one-half (4 1/2) innings if the home team (2nd team to bat) leads by at least ten (10) runs, the game shall be terminated and the team in front declared the winner.

600. PITCHING RULES

601. A pitcher may pitch sixteen (16) innings in a tournament. Once he has pitched sixteen (16) innings in the tournament he cannot pitch any more in the tournament. Pool play tournaments and double elimination tournaments are considered to be two separate tournaments, therefore, a pitcher may pitch sixteen (16) innings in the pool play tournament and another sixteen (16) innings in the double elimination tournament, however, the innings may not be accumulated for both tournaments.

602. If any pitcher pitches four (4) full innings and then throws to another batter in the same game or day, he will not be eligible to pitch until he has had thirty-six (36) hours rest, beginning with the time he leaves the pitching mound as a pitcher.

13 & 14 YEAR OLDS

603. If a pitcher pitches no more than four (4) full innings in any day, he may be used on as many consecutive days as desired provided he does not exceed the sixteen (16) innings rule.

604. A pitcher can pitch in consecutive games in the same day, if he does not violate any of the pitching rules stated herein.

605. A pitcher shall only make one (1) appearance on the pitching mound per game. Once the pitcher is removed from the mound he cannot return to the mound to pitch in that game.

606. An inning is interpreted to mean the following: If a pitcher pitches to one man and is removed from the pitching mound before he is retired, he is charged with pitching one-third of an inning. If he is removed after retiring one batter, but after he has pitched to the next batter, he is charged two-thirds inning. If he is removed after retiring two batters, but after he has pitched one pitch to the next batter, he is charged with pitching a complete inning.

607. It is not necessary to register pitchers. Any team member may pitch, subject to the other restrictions of the pitching rules. However, any pitching change during a game must be reported by a coach to the official scorekeeper. Penalty for not report-log the pitching change: for the first violation, the head coach receives a warning and for a second violation the head coach is suspended for the remainder of the game, must leave the field, and not participate any further in the game. (Rules Committee comments: Violation of this pitching rule must be reported to the scorekeeper by the opposing coach before the coaches sign the pitching log on the back of the team roster forms at the end of the game, Once the coaches sign the pitching log, it is too late to penalize the unannounced substitute pitcher. The opposing coach, not the scorekeeper, is responsible to report the violation of this rule.)

608. Pitchers are limited to nine (9) innings in any one game or day; however, if the game is interrupted for any reason before becoming official and is postponed for a period of thirty-six (36) hours or more, then the same pitcher is allotted a new number of innings not to exceed the number of innings allowed per tournament. No pitcher may pitch over nine (9) innings in one (1) day.

609. If a pitcher pitches beyond his allotted innings per game, per day, or per tournament because of a double or triple play there is no penalty. (He was legal when pitch was made.) The pitcher will be removed alter the outs are made.

610. Balks will be called by the umpires.

13 & 14 YEAR OLDS

700. FORFEITURE AND PROTEST

701. A team failing to field at least nine (9) uniformed players within fifteen (15) minutes after scheduled game time shall forfeit the game. A forfeit shall count in tournament standings.

702. Playing illegal players or pitchers will result in forfeiture of games in which players or pitchers participate if protested by the opposing head coach or coach. Should both teams use illegal players or pitchers both teams will be credited with a loss. A youth that is not an approved player on the playing roster is an illegal player. If a player belongs to another Metro Sports Baseball team or league and participates in a game in another park he is illegal. A pitcher who has exceeded his allotted number of innings or who has not had his proper rest is illegal, and the game will be forfeited if protested.

703. An ineligible player is one who is legally a member of the team but who is ineligible to play or pitch in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the head coach to keep a record of his players and pitchers.

704. The playing of an ineligible player will result in a protest, 1 protested by the head coach of the opposing team before the completion of the game. The penalty for the playing of an ineligible player will result in the replaying of the game from the point of the infraction if the protesting head coach's team loses.

705. A protest which involves an umpire's judgment may not be made. The only legal protest is one that involves a violation or misinterpretation of playing rules, or the use of an ineligible or illegal player or substitute.

706. Protests must be made to the umpire in chief who will in turn refer the protest to the Metro Sports Baseball tournament director. The tournament director and umpire in chief will then call in other members of the protest committee. The protest committee in tournament play shall consist of three (3) members as follows: a. Each head coach shall identify an adult who is not an official coach to represent his team. b. the Metro Sports Baseball tournament director or one person appointed by such at their respective tournaments who is not connected with either team.

707. A protest based on the violation or misinterpretation of a rule must be made before the next legal pitch. All other protests including ineligibility or legality of a player must be made before the team leaves the playing field. Protests must be made to the umpire in chief. The protest committee after hearing the protesting head coach and the head coach of the opposing team shall make a decision and that decision will be final. There will be no appeal of the protest committee's decision.

708. Protest may be made only on a misinterpretation of a rule and ineligibility of a player or players and must be in writing specifically identifying the rule/misapplication of a rule that is the basis for the protest. A protest which involves an umpire's judgment may not be made. The only legal protest is one in which violation of playing rules or the use

13 & 14 YEAR OLDS

of an illegal, ineligible player or an ineligible substitute is protested. A protest fee of \$100 shall be submitted with any protest to the Protest Committee. The protest fee shall be returned if the protest is upheld and shall be forfeited to Metro Baseball if the Protest Committee denies the protest.

709. A Protest Committee shall be identified prior to each game and their names documented in the official scorebook. Protests shall be made to the umpire in chief who shall refer the protest to the Metro Tournament Director who shall immediately assemble the Protest Committee. The Protest Committee shall consist of three (3) members as follows: A) The head coach of each team shall designate an adult who is not a coach to represent his team. B) The Tournament Director or his designee (must be a neutral adult not affiliated with either team's park) will be the third member.

710. Any team head coach or adult who withdraws a baseball team from the playing field prior to the official completion of the game shall forfeit all rights to protest as prescribed in this section. He shall forfeit this game by a score of six to nothing.

800. SCHEDULES

801. An affiliated league is required to play twelve (12) games to qualify an allstar team for tournament play.

802. Affiliated leagues are encouraged to play an eighteen (18) game schedule, exclusive of exhibition and practice games when possible.

803. Under no conditions shall Metro Sports Baseball or tournament officials set up a schedule of games which would require a team to play more than two (2) games in one day.

900. SPECIAL RULES

901. No spectator shall be allowed on the playing field during the playing of any game. In the event that the spectators swarm on the playing field, the umpire in chief will request to the head coaches that the field be cleared within five (5) minutes under penalty of having the game forfeited.

902. No adult, other than coaches and game officials, will be allowed on the playing field during the game without the consent of the umpires. No persons except the officially registered players of the team, the head coach and the assistant coaches shall be allowed on the bench during the playing of any game.

903. In pool play games at least two (2) umpires shall be furnished for each game. For double elimination tournament games three (3) umpires should be furnished for each game, however, under no circumstances shall a game start until two (2) umpires are present to call the game. All umpires must be at least 21 years of age or have at least five (5) years experience as a baseball umpire.

13 & 14 YEAR OLDS

904. A baseball player, head coach, coach, umpire or game official will not be allowed to use tobacco products or profanity during the ballgame. If, in the opinion of the umpire(s), a player, head coach, coach or scorekeeper, conducts himself in an unsportsmanlike manner or commits any act which may maim or injure an opposing player, if deemed deliberate, he shall be ejected from the game. Players or coaches who are ejected may not return to the game. An ejected player or coach must immediately leave the dugout and the playing field and shall not participate further in the game. When a player or coach is ejected he must sit out and shall not participate in the next scheduled game. If the ejected player or coach attempts to play or coach in the next scheduled game that player or coach is disqualified for the remainder of the tournaments (pool play and double elimination). Metro Sports Baseball Board of Directors and/or the tournament director shall have the authority to remove or eject any coach or player for the remainder of the tournament for any flagrant unsportsmanlike conduct.

905. All ground rules must be given to the coaches prior to the beginning of the game. Only those rules will be honored. Ground Rules cannot be made up as the game progresses. The ground rules must be filed with Metro Sports Baseballs tournament director before the tournament begins.

906. The home team must have their pitcher warmed up and ready to pitch after eight (8) warm-up pitches, or two (2) minutes, immediately after the umpire notifies the teams to play ball.

907. Any runner is out when he/she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag. If contact is made with the fielder and in the umpire's judgment the contact by the runner is deemed to be malicious, then the runner is out and shall be ejected from the game.

908. Head-first sliding into the next base is not encouraged but is permitted.

909. 13 & 14 year olds will play the official rules of baseball as to stealing and leading off base.

910. Infield fly rule is in effect.

911. The use of a courtesy runner for the pitcher and catcher is permitted to speed the game up. The runner must be a player not in the game and does not count as a substitute. The courtesy runner is permitted only for the pitcher/catcher of record (most recently playing that position).

912. The use of an "Extra Hitter" (EH) is allowed by not required. The EH is considered a field position and can be moved around defensively freely however his batting position prior to the start of the game whether they will use the EH position or not and they cannot change once the game begins.

913. A coach has the option to bat 9 players, 10 players (using the EH as outlined in Rule 913), or his entire roster. This option is available and must be declared to the official scorekeeper prior to the start of each game. The team must complete the game

13 & 14 YEAR OLDS

using the option they choose to start the game. Coaches may choose a different option from game to game.

1000. PLAYERS AGE

1001. Metro Sports Baseball, Inc. competition in the 13 or 14 year old league division shall be open to any approved youth whose playing age is his or her actual age at 11:59:59 p.m. on April 30th of the current year. A player may play up one age in his age division in tournament play. A player cannot play down in tournament play. EXAMPLE: A 13 year old may play with a 14 year old team.

1002. Age verification shall be shown at the Metro Sports Baseball's tournament credentials meeting prior to the beginning of all tournament play. Dates of birth shall be certified by a copy of the player's birth certificate or, if requested by Metro Sports Baseball, a certified birth certificate or the original birth certificate. These records must remain with the head coach throughout the tournament and are subject to be inspected by Metro Sports Baseball officials at any time.

1003. Only approved youths who are amateurs (as defined by the Alabama High School Athletic Association) are eligible for Metro Sports Baseball competition.

1100. PLAYER REGISTRATION

1101. All affiliated leagues participating in tournament play are required to file a Metro Sports Baseball Affiliated Park Regular Season Team Roster form listing all players on each team in each age group with Metro Sports Baseball on or before May 15 of the current year.

1102. The full name of the player, his date of birth, residence by street, road, etc., shall be included in the registration form.

1103. A youth who does not register in time to participate in affiliated park league player selection systems will be ineligible to participate unless he was sick or injured (confirmed by doctors affidavit) or a new resident of the community. New residents following the player selection may be assigned to an affiliated park league team provided all head coaches of teams participating in the player pool approved the assignment and with the written consent of the affiliated league president.

1104. Communities participating in Metro Sports Baseball, Inc. must affiliate all teams in each age group that participate at their park. EXAMPLE: If a community has enough youths to have five (5) teams of 13-14 year old players they must sanction (affiliate) all five (5) teams. They may not choose to affiliate only one (1) team and let the remainder participate in intramural play. Violation of this rule could result in the loss of your affiliation.

13 & 14 YEAR OLDS

1200. ALLSTAR TEAMS

1201. Each team may consist of a maximum of up to eighteen (18) uniformed players whose names shall have been registered with Metro Sports Baseball not later than May 15. A violation of this rule will make the player ineligible for tournament selections and reason for protest in tournament play.

1202. Each team shall have a head coach and up to (3) assistant coaches. The head coach will be responsible for the team.

1203. Once a player is on a team roster he is not allowed to transfer from team to team, league to league, without a written release from the affiliated league president and approval of the tournament director of Metro Sports Baseball and Board of Directors of Metro Sports Baseball.

1204. A player must be a member of a Metro Sports Baseball affiliated park league team and participate in at least four (4) or more of that teams regular season scheduled games to be eligible for the allstar team. Violation of this rule will make such allstar player ineligible. Head coaches are requested to double check player eligibility.

1205. Affiliated park leagues are encouraged to have at least one (1) player on the allstar team from each team in the league.

1206. Once a player has been named to the allstar team, he cannot be replaced unless he becomes sick, injured, or moves away. No player can be chosen as a bat boy.

1207. An age division league with fewer than eight teams may have two (2) allstar teams with the approval of the Metro Sports Baseball Board of Directors or tournament director. An age division league with more than eight teams must have two (2) or more allstar teams.

1208. An age division league may enter an allstar team or a league winner in tournament play.

1209. No player may be selected for more than one Metro Sports tournament team.

1300. TOURNAMENTS

1301. Separate Metro Sports Baseball tournaments will be held each year for 13 year olds only and 14 year olds and under only.

1301(a.) All Metro Sports Baseball pool play and double elimination tournaments shall begin play on a date to be determined by Metro Sports Baseballs Board of Directors.

1302. Tournament protests are covered in Rules 701 through 709.

1303. Metro Sports Baseballs Allstar tournament team roster forms must be completed and signed by the affiliated park president of all allstar teams participating in Metro Sports Baseball tournaments. These allstar team roster forms must include each players name, date of birth, age, address of player, name of player's team, and the name and addresses of the coaches. This form along with a copy of each player's birth certifi-

13-14 YEAR OLDS

cate and evidence of insurance (See Rule 1309) must be presented at the tournament credentials meeting. These records are to be inspected by the tournament credentials committee prior to the beginning of each tournament. The tournament director will appoint the credentials committee to inspect these records. These records are to be presented at all tournaments at the request of the tournament director or Metro Sports Baseball officials.

1304. There will be no changes to a Metro Sports Baseball allstar Tournament team roster after the tournament begins.

1305. Once a team has been certified as being eligible for tournament play the eligibility of the team cannot be questioned; however, the individual player can be disqualified if proven ineligible by violation of any rule governing Metro Sports Baseball players.

1306. No team will be required to play more than two (2) games in the same day during the same tournament.

1307. It is the duty of the head coach to keep a record of his eligible players and the innings his pitcher pitched in the tournament. Coaches shall verify the innings pitched by each player on each opposing team they play immediately after each tournament game on the forms prescribed by Metro Sports Baseball.

1308. Tournaments may be single or double elimination. This is at discretion of Metro Sports Baseball Board of Directors.

1309. All teams participating in the Metro Sports Baseball tournament shall be required to present proof of the following types of insurance at the tournament credentials meeting immediately prior to the tournament: (1) Excess Accident Insurance that has a Maximum Medical Limit of at least \$50,000. (2) General Liability Insurance on an Occurrence Form (not claims Made) that has a Per Occurrence Limit of at least \$1,000,000 combined single limits and that does not exclude participant liability". Each team's General Liability insurance policy must name Metro Sports Baseball, Inc. and its Board of Directors as an Additional Insured" under the policy.

1310. The tournament brackets shown in this Rule Book shall be used in all tournaments. Games may be delayed or postponed due to weather or darkness, however, a delayed or postponed game shall not be cancelled. All games shall be played in pool play and double elimination tournaments as scheduled.

1311. All teams shall draw for position in the pool play tournament; in double elimination tournament teams shall be seeded (bracketed) according to the results of the pool play tournament. The host team will have the choice of the game time on opening day of the double elimination tournament only, thereafter the host team shall revert to their seeded (bracketed) position. In pool play and double elimination tournament the home and visitor will be decided by the flip of a coin by the head coaches of each respective team prior to the start of the game.

1312. Metro Sports Baseball shall furnish the trophies for the Metro Sports Baseball Tournament CHAMPIONSHIPS. Trophies shall be awarded to each player on the first place team and trophies or medallions shall be awarded to each player on the second place team.

1400. ADMISSION TO GAMES

1401. Admission fees for pool play and double elimination tournament games shall be determined and set by Metro Sports Baseball's Board of Directors.

POOL PLAY/ROUND ROBIN TOURNAMENT FORMAT

4, 5, 6 AND 7 TEAM POOL PLAY/ROUND ROBIN TOURNAMENTS

The pool play/round robin tournament is used to determine the seeding for the double elimination tournament.

The four (4), five (5), six (6), and seven (7) team pool play/round robin tournaments should be conducted so that each team plays all of the other teams one time. The results are then tabulated in accordance with the rules "Determining Pool Play Winners" on pages 45 through 47 to determine the seeding for the double elimination tournament (see Suggested Guidelines for Pool Play/Round Robin Tournaments on pages 43 and 44).

8, 9 AND 10 TEAM POOL PLAY/ROUND ROBIN TOURNAMENTS

8, 9 and 10 team pool play/round robin tournaments should be conducted as follows:

- The teams should be divided into two separate divisions, Pool A and Pool B. The Teams should be placed in pool play divisions by random draw, with the following exceptions:
- A park with 2 teams in the tournament (e.g., 2 teams in the American 12 yr. old tournament) should have 1 team in each pool division.
- If there are parks with 2 teams in the tournament, each pool division should have an appropriate balance of number 1 and number 2 teams. For example, if Hoover and

Vestavia each have 2 teams in the 10 yr. old American tournament, then Hoover Number 1 and Vestavia Number 2 should be placed in Pool A, and Hoover Number 2 and Vestavia Number 1 should be placed in Pool B.

At the end of play in each pool play division, the teams should be ranked in their respective pool play division in accordance with the rules "Determining Pool Play Winners" on pages 43 through 47. The teams will then play as follows to determine the seeding for the double elimination tournament:

- 1st Place Pool A plays 1st Place Pool B: Winner is No. 1 Seed, Loser is No. 2 Seed
- 2nd Place Pool A plays 2nd Place Pool B: Winner is No. 3 Seed, Loser is No. 4 Seed
- 3rd Place Pool A plays 3rd Place Pool B: Winner is No. 5 Seed, Loser is No. 6 Seed
- 4th Place Pool A plays 4th Place Pool B: Winner is No. 7 Seed, Loser is No. 8 Seed
- 5th Place Pool A plays 5th Place Pool B: Winner is No. 9 Seed, Loser is No. 10 Seed

For pool play/round robin tournaments with an uneven number of teams (7 or 9), the procedure is the same except the last place team in the pool division with the larger number of teams will be seeded last in the double elimination tournament. For the "kid pitch" age groups, ages 9 and above, there shall be a one day break between the pool play and elimination portions of the tournaments unless there is an exception granted by metro Board of Directors.

TOURNAMENT GUIDELINES

1. RULES

Tournament Director and scorekeepers must have a thorough understanding and knowledge of the age group of their tournament.

2. COACHES CREDENTIALS MEETING

It is the responsibility of the Tournament Director to schedule a credentials meeting with coaches at least 2 days prior to pool play. The Tournament Director needs to discuss and review the following.

- a.) introduce tournament director, officials and supporting staff of tournament with telephone numbers;
- b.) determine that all coaches have copies of the Metro Sports rule book;
- c.) collect the Metro Sports allstar tournament team roster form from each coach;
- d.) collect copies of each allstar team player's birth certificate and check the birth certificates to the Metro Sports allstar team roster form;
- e.) collect and review certificate of insurance for each team determine the appropriate limits of insurance as require under Metro Sports rule;
- f.) provide coaches the weather hotline information telephone number;
- g.) discuss equipment rules, helmets must have face mask etc.
- h.) have representative of umpire association present to discuss any question(s) coaches may have;
- i.) notify coaches of batting practice locations and field warm-up usage;
- k.) advise coaches that no coolers are allowed at tournament site except a team dugout;
- l.) coaches shall draw for first-round pool play pairings;
- m.) coaches shall be provided a copy of the pool play schedule and double elimination tournament bracket.

3. TOURNAMENT OFFICIALS

It is mandatory that each game have a Tournament Official present.

TOURNAMENT GUIDELINES

4.) TOURNAMENT BRACKET

The Tournament Director is responsible for posting all game results for pool play and double elimination tournament in a visible place. It is important that the tournament bracket is updated after every game. The tournament bracket format provided in the the Metro Sports rule book shall be followed. Remember, teams are seeded in double elimination tournament from their won-loss record in pool play.

5.) TOURNAMENT BOOK

It is the responsibility of the Tournament Director to keep an official tournament book with all of the following information kept in the book during the tournament:

- pitching log signed by coaches after each game

- game schedules

- phone numbers of coaches, etc.

- allstar team roster forms

- players' birth certificates

- insurance certificates.

6.) FIELD MAINTENANCE

It is the responsibility of the Tournament Director to work with each park to make sure the fields are in proper condition and properly marked off for pool play and double elimination tournament play.

7.) TOURNAMENT SCOREKEEPER AND ANNOUNCES

It is the responsibility of the Tournament Director to have an official scorekeeper and announcer for every game during pool play and tournament play. The scorekeeper is also responsible to make sure each coach signs the pitching form on back of team roster at the end of each game. (Scorekeepers must understand and know rules for their tournament's age group.)

8.) BASEBALLS

Each host park is responsible for providing and the cost of Metro Sports approved baseballs for pool play and tournament play.

TOURNAMENT GUIDELINES

9.) UMPIRES

The host park is responsible for scheduling umpires and payment of umpires for each game during pool play and tournament play.

10.) DUGOUT

After each game each dugout should be cleaned and water coolers and cups replaced.

11.) SIGNAGE

At each entrance gate please provide signage that states the cost of admission, no coolers allowed except team cooler in dugout, etc.

12.) ADMISSION

Shall be set by the Metro Baseball Board of Directors.

13.) THE ENTRANCE GATE

It is the responsibility of the Tournament Director to find volunteers to staff the admission gates.

14.) SALE OF MERCHANDISE AND EQUIPMENT

Only vendors approved by Metro Sports Baseball Board of Directors are allowed to sale merchandise at the tournament sites.

15.) TOURNAMENT TROPHIES

Metro Sports Baseball shall provide the trophies for the first and second place double elimination tournament winners.

16.) VOLUNTEERS

It is the responsibility of the tournament Director to schedule all volunteers needed throughout the tournament for whatever job.

18.) CONCESSION STANDS

Please work with the host park to make sure the concession stand is open during all pool play and double elimination tournament play.

TOURNAMENT GUIDELINES

19.) WEATHER LINE

Make sure there is a weather line in operation that can be easily updated. Remember this number needs to be communicated to all coaches during the credentials meeting.

20.) HOSPITALITY SUITE

It's optional for the host park to provide a hospitality suite for the umpires, coaches and tournament officials.

21.) COIN TOSS

It is the responsibility of the Tournament Director to locate the head coaches (or assigned representative) for the coin toss prior to each game. Coin toss shall determine who is home team for the upcoming game.

22.) GAME TIMES

It is the responsibility of the Tournament Director to set the game times for pool play and the double elimination tournament. No game may be scheduled to start (scheduled start time) after 8:00 p.m. and NO games may start after 9:30 p.m.

SUGGESTED GUIDELINES FOR METRO SPORTS BASEBALL, INC. POOL PLAY/ROUND ROBIN TOURNAMENTS

Four (4) Team - 1 Field

Day 1	1 v 3	2 v 4
Day 2	2 v 1	4 v 3
Day 3	*No Games	No Games
Day 4	1 v 4	3 v 2

<u>Team 1</u>	<u>Team 2</u>	<u>Team 3</u>	<u>Team 4</u>
Game	Game	Game	Game
Game	Game	Game	Game
*Off	Off	Off	Off
Game	Game	Game	Game

*Optional to tournament director/coaches

Five (5) Team - 1 Field

Day 1	1 v 5	4 v 2
Day 2	3 v 1	5 v 4
Day 3	2 v 3	No Game
Day 4	5 v 2	No Game
Day 5	1 v 4	3 v 5
Day 6	2 v 1	4 v 3

<u>Team 1</u>	<u>Team 2</u>	<u>Team 3</u>	<u>Team 4</u>	<u>Team 5</u>
Game	Game	Off	Game	Game
Game	Off	Game	Game	Game
Off	Game	Game	Off	Off
Off	Game	Off	Off	Game
Game	Off	Game	Game	Game
Game	Game	Game	Game	Off

SUGGESTED GUIDELINES FOR METRO SPORTS BASEBALL, INC. POOL PLAY/ROUND ROBIN TOURNAMENTS

Six (6) Team - 1 Field

Day 1	3 v 5	2 v 4
Day 2	3 v 6	2 v 1
Day 3	1 v 5	4 v 6
Day 4	5 v 2	3 v 4
Day 5	1 v 3	6 v 2
Day 6	*No Games	No Games
Day 7	6 v 1	4 v 5
Day 8	2 v 3	4 v 1
Day 9	5 v 6	

<u>Team 1</u>	<u>Team 2</u>	<u>Team 3</u>	<u>Team 4</u>	<u>Team 5</u>	<u>Team 6</u>
Off	Game	Game	Game	Game	Off
Game	Game	Game	Off	Off	Game
Game	Off	Off	Game	Game	Game
Off	Game	Game	Game	Game	Off
Game	Game	Game	Off	Off	Game
No Games					
Game	Off	Off	Game	Game	Game
Game	Game	Game	Game	Off	Off
Off	Off	Off	Off	Game	Game

*Optional to tournament directors/coaches

Six (6) Team -2 Fields

	Field 1		Field 2
Day 1	1 v 5	2 v 4	3 v 6
Day 2	4 v 6	2 v 1	3 v 5
Day 3	*No Games	No Games	No Games
Day 4	5 v 2	3 v 4	6 v 1
Day 5	1 v 3	6 v 2	4 v 5
Day 6	*No Games	No Games	No Games
Day 7	5 v 6	4 v 1	2 v 3

<u>Team 1</u>	<u>Team 2</u>	<u>Team 3</u>	<u>Team 4</u>	<u>Team 5</u>	<u>Team 6</u>
Game	Game	Game	Game	Game	Game
Game	Game	Game	Game	Game	Game
Off	Off	Off	Off	Off	Off
Game	Game	Game	Game	Game	Game
Game	Game	Game	Game	Game	Game
Off	Off	Off	Off	Off	Off
Game	Game	Game	Game	Game	Game

*Optional to tournament directors/coaches

DETERMINING POOL PLAY WINNERS

The following procedure is to be used when, at the conclusion of each round of pool play, there is more than one team in the pool with the same win-loss record. Ties in each round of pool play are decided independently using this procedure:

- A. When two (2) teams tie for a position, the team which defeated the other is the winner.

- B. When three (3) teams tie for a position:
 - 1. If one of the three teams is 2-0 in games against the other 2 teams, that team is the winner.

 - 2. If all three teams are 1-1 against each other, the team with the least number of runs allowed (maximum of ten (10) runs per game) in games against each other is the winner. If two of these three teams tie with least runs allowed, return to situation A for these two tied teams.

 - 3. If the three teams are still tied with least runs allowed after step 2, the teams with the least number of runs allowed (maximum of 10 runs per game) in all pool games is the winner. If two of these three teams tie with least runs allowed, return to situation A for these two tied teams.

 - 4. If the three teams are still tied with least runs allowed after step 3, the team with the most number of runs scored in games against each other is the winner. If two of these three teams tie with most number of runs scored, return to situation A for these two tied teams.

 - 5. If the three teams are still tied after step 4, the team with the most number of runs scored in all games is the winner. If two of these three teams tie with the most runs scored, return to situation A for these two tied teams.

 - 6. If it is necessary to determine the second place team, the winning team is dropped, and situation A is used for the two remaining teams.

C. When four (4) teams tie for a position:

1. If only one (1) team is 2-1 in games against each other, that team is the winner.
2. If two (2) teams are 2-i in games against each other, use situation A.
3. If three (3) teams are 2-1 in games against each other, use situation B.
4. If it is necessary to determine the second place team, the winning team is dropped and the rules reapplied for the teams remaining.

Example I:

Team A	2 wins	1 loss
Team B	2 wins	1 loss
Team C	2 wins	1 loss
Team B	0 wins	3 losses

To break the tie to determine the pool winner, first look at the games played.

Team A results:

A vs. B	A-2	B-6
A vs. C	A-11 (Allow 10)	C-1
A vs. D	A-7	D-2

Team B results:

B vs. A	B-6	A-2
B vs. C	B-10	C-13 (Allow 10)
B vs. D.	B-6	D-1

Team C results:

C vs. A	C-1	A-11 (Allow 10)
C vs. B	C-13 (Allow 10)	B-10
C vs. D.	C-8	D-0

Since teams A, B and C are tied for first place with two wins and one loss each, and are 1-1 against each other, rule B.2 from above is used and least number of runs allowed in the games involving the three teams (excluding games with Team D) are considered. Total runs in the appropriate games are:

Team A	7
Team B	12
Team C	20

Team A allowed the least runs and is the winner of the pool. Second place is determined by taking the two remaining teams which were tied for first place and using situation A.

Team C is the second place team by virtue of its victory over Team B.

Example II:

Team A	2 wins	1 loss
Team B	2 wins	1 loss
Team C	2 wins	1 loss
Team D	0 wins	3 losses

To break the tie to determine the pool winner, first look at the games played:

Team A results:

A vs. B	A-2	B-6
A vs. C	A-11 (Allow 10)	C-10
A vs. D	A-7	D-2

Team B results:

B vs. A.	B-6	A-2
B vs. C	B-2	C-13 (Allow 10)
B vs. D	B-6	D-1

Team C results:

C vs. A	C-10	A-11 (Allow 10)
C vs. B	C-13 (Allow 10)	B-2
C vs. D	C-8	D-0

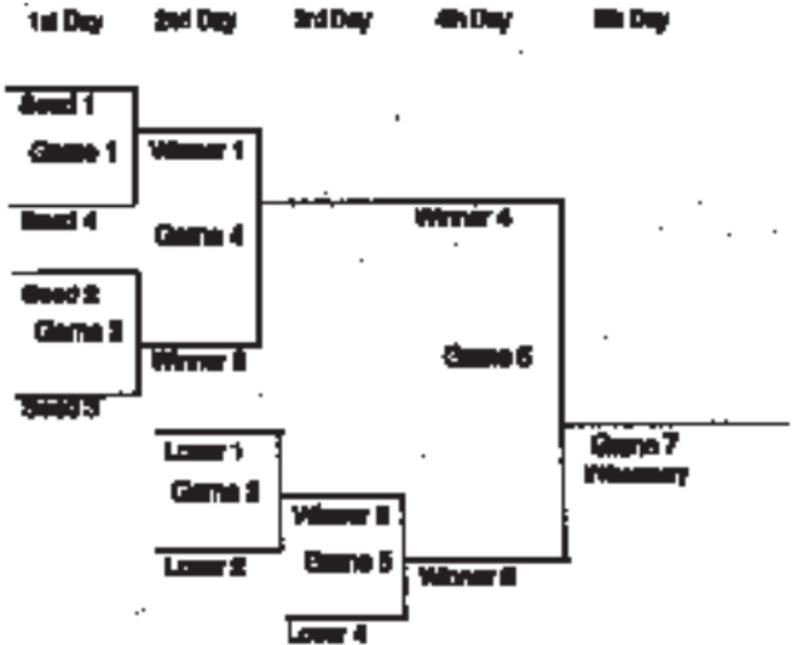
Since teams A, B and C tied for first place with two wins and one loss each, and are 1-1 against each other, rule B.2 above is used and least number of runs allowed in games among the three teams (excluding games with Team D) are considered. Total runs in the appropriate games are:

Team A	16
Team B	12
Team C	12

Teams B and C are still tied with 12 runs allowed. Team C is the winner by virtue of its victory over Team B. Team B is the second place team.

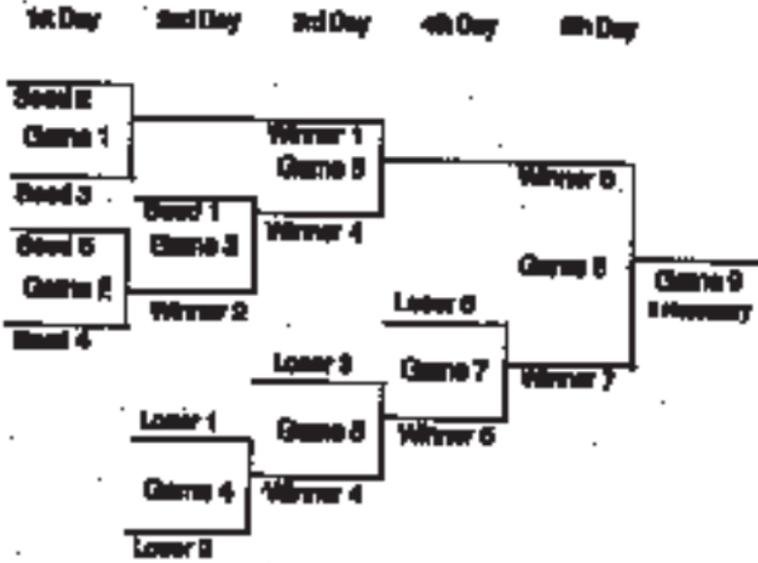
METRO SPORTS BASEBALL, INC. FOUR (4) TEAM DOUBLE ELIMINATION BRACKET

Note: Pool play results will determine original pairings.



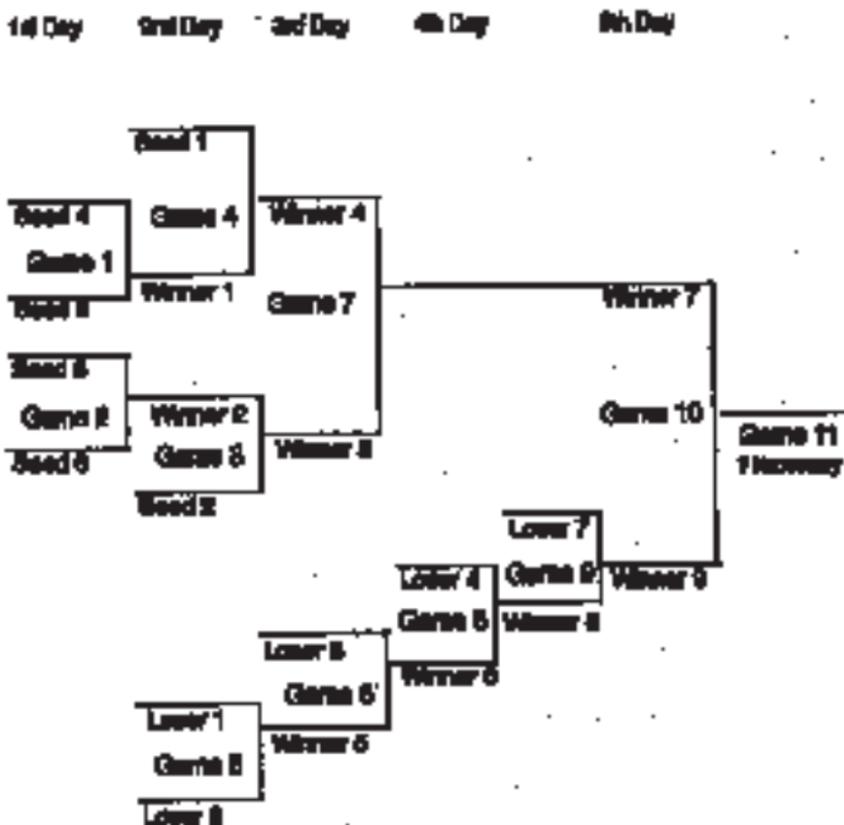
METRO SPORTS BASEBALL, INC. FIVE (5) TEAM DOUBLE ELIMINATION BRACKET

Note: Pool play results will determine original pairings.



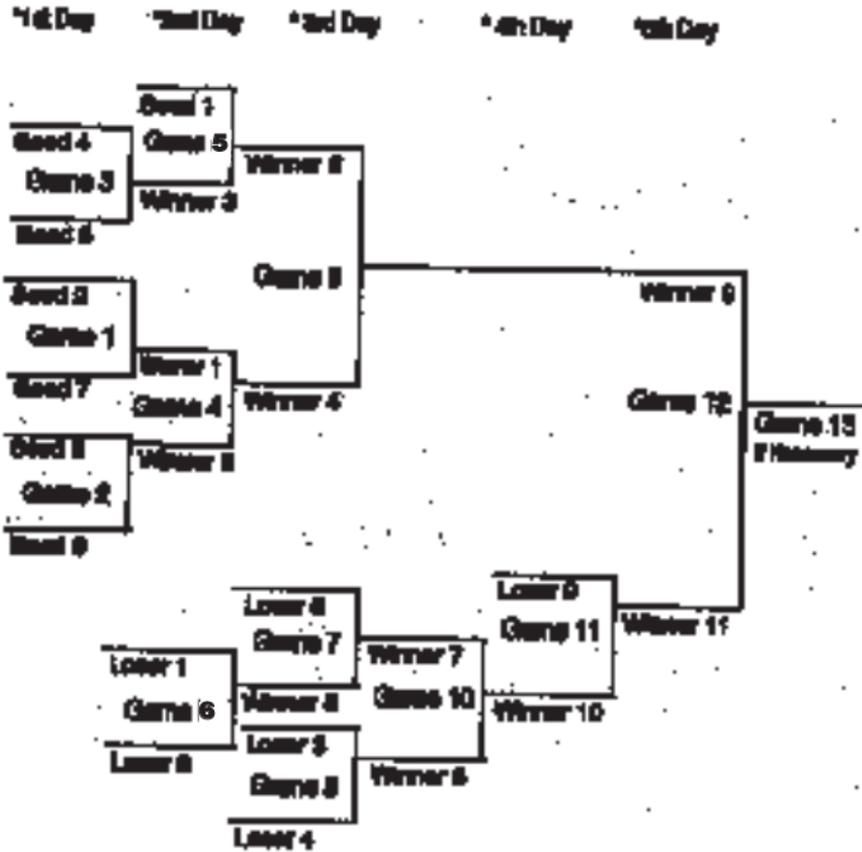
METRO SPORTS BASEBALL, INC. SIX (6) TEAM DOUBLE ELIMINATION BRACKET

Note: Pool play results will determine original pairings.



METRO SPORTS BASEBALL, INC. SEVEN (7) TEAM DOUBLE ELIMINATION BRACKET

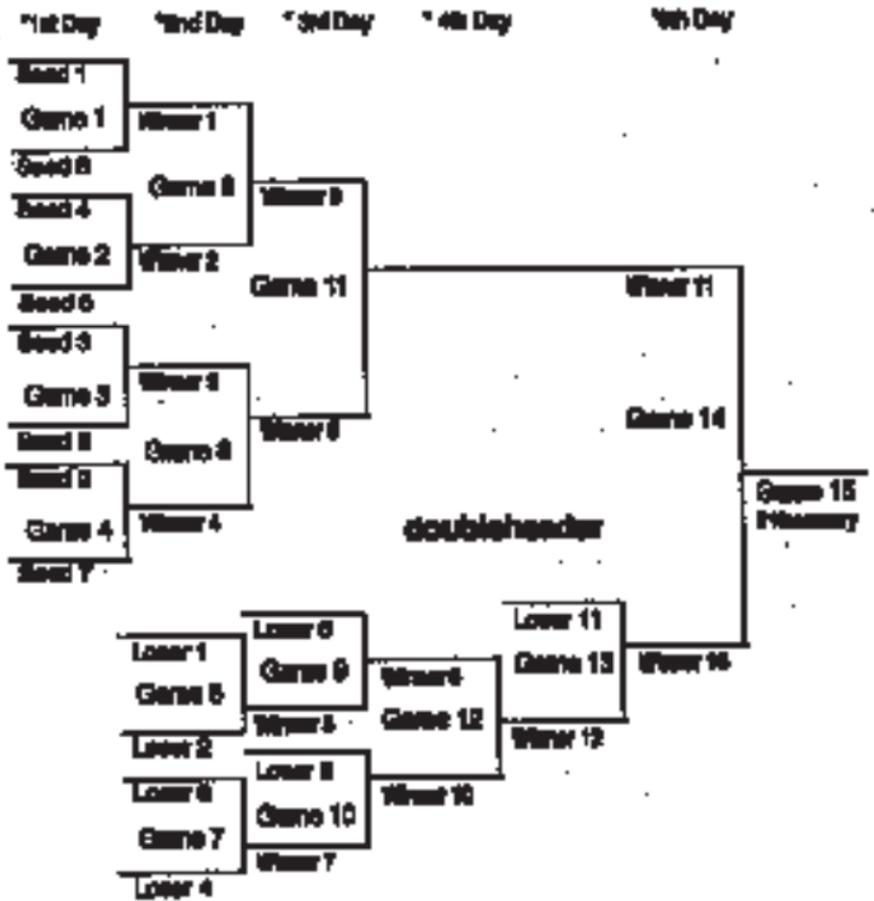
Note: Pool play results will determine original pairings.



*Based on number of fields and other factors the specified day schedule will be determined by Metro Sports Board of Directors in consultation with the tournament director.

METRO SPORTS BASEBALL, INC. EIGHT (8) TEAM DOUBLE ELIMINATION BRACKET

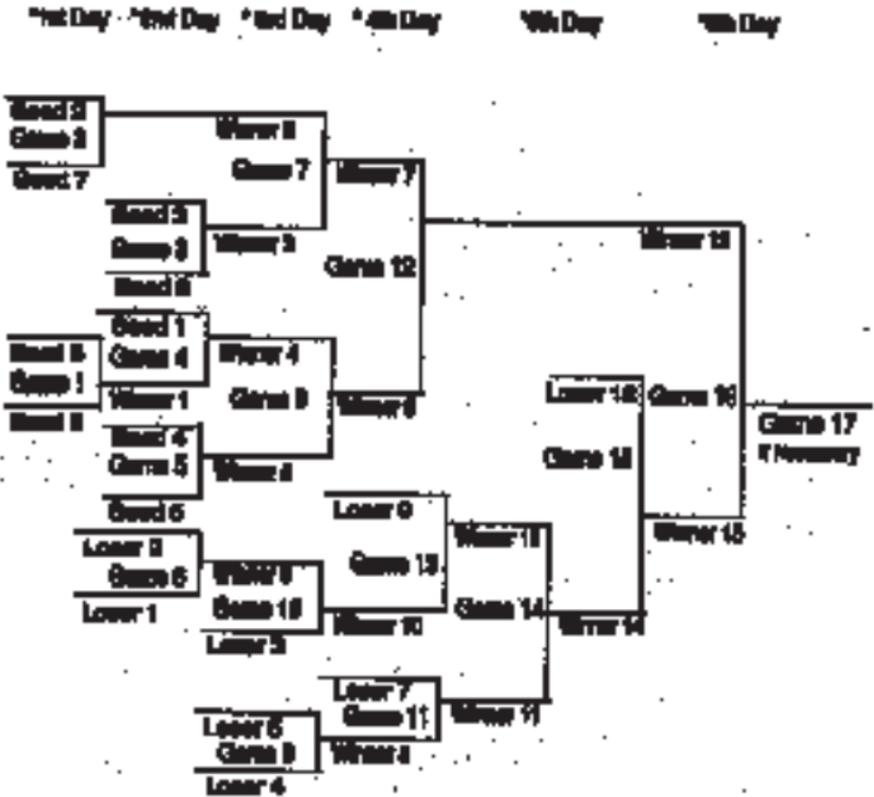
Note: Pool play results will determine original pairings.



*Based on number of fields and other factors the specified day schedule will be determined by Metro Sports Board of Directors in consultation with the tournament director.

METRO SPORTS BASEBALL, INC. NINE (9) TEAM DOUBLE ELIMINATION BRACKET

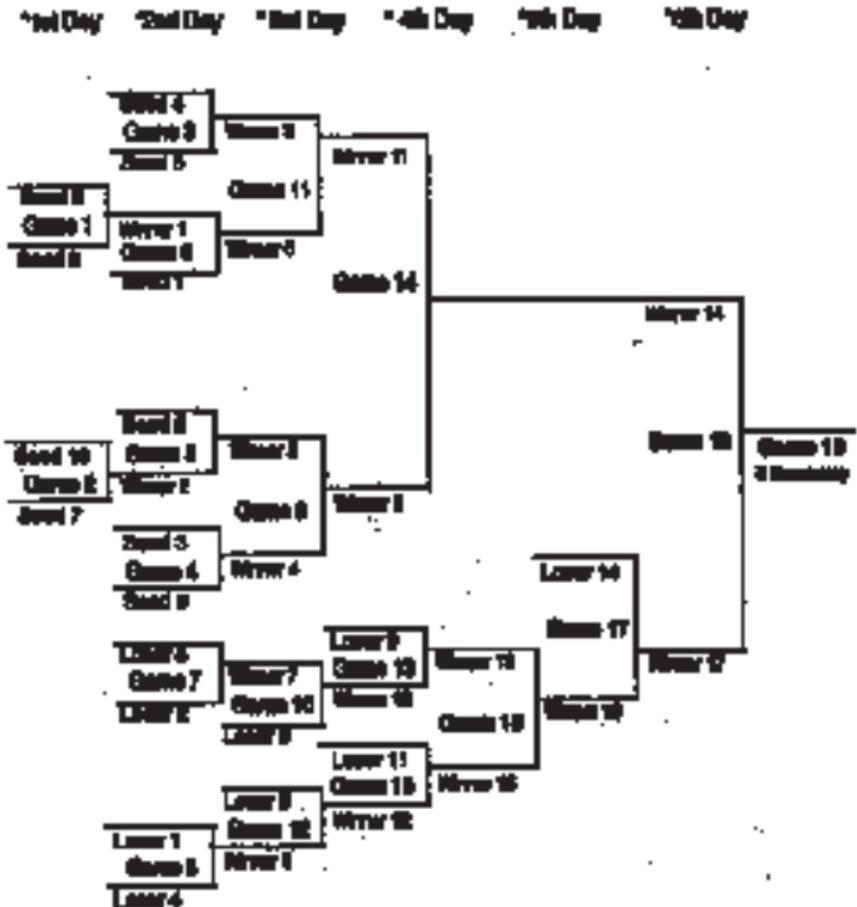
Note: Pool play results will determine original pairings.



*Based on number of fields and other factors the specified day schedule will be determined by Metro Sports Board of Directors in consultation with the tournament director.

METRO SPORTS BASEBALL, INC. TEN (10) TEAM DOUBLE ELIMINATION BRACKET

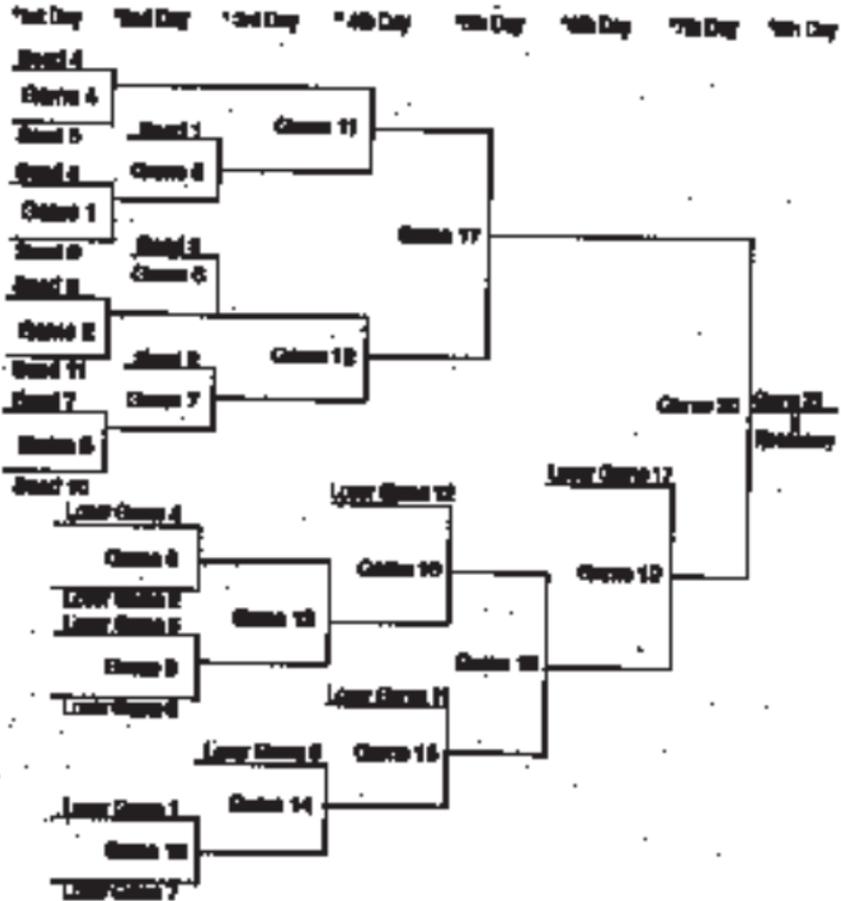
Note: Pool play results will determine original pairings.



*Based on number of fields and other factors the specified day schedule will be determined by Metro Sports Board of Directors in consultation with the tournament director.

METRO SPORTS BASEBALL, INC. ELEVEN (11) TEAM DOUBLE ELIMINATION BRACKET

Note: Pool play results will determine original pairings.



*Based on number of fields and other factors the specified day schedule will be determined by Metro Sports Board of Directors in consultation with the tournament director.

Metro Sports Baseball, Inc. 2002 Metro Tournament Dates and Sites

<u>Age</u>	<u>League</u>	<u>Site</u>
7 Year Olds	National American	Hoover East Oak Mountain
8 Year Olds	National American	Cahaba Heights Mountain Brook
9 Year Olds	National American	Vestavia Oak Mountain
10 Year Olds	National American	Homewood Trussville
11 Year Olds	National American	Mountain Brook Shades Mountain
12 Year Olds	National American	Vestavia Trussville
13 Year Olds	National	Shades Mountain
14 Year Olds	National American	Vestavia Hoover East

2001 Metro Sports Baseball All-Star Champions

	<u>National</u>	<u>American</u>
14-year-olds	Vestavia	Vestavia
13-year-olds	Vestavia	Vestavia
12-year-olds	Vestavia	Vestavia
11-year-olds	Shades Mountain (Hoover West)	Shades Mountain (Hoover West)
10-year-olds	Hoover East	Vestavia Blue
9-year-olds	Vestavia	Vestavia
8-year-olds	Hoover East	Oak Mountain
7-year-olds	Trussville	Vestavia

Metro Sports Baseball, Inc. 2000 Tournament Sites & Winners

<u>Age</u>	<u>Division</u>	<u>Site</u>	<u>Winner</u>
7 year old	Combined	Trussville	Hoover
8 year old & under	National	Hoover East	Vestavia
8 year old & under	American	Vestavia	Vestavia
9 year old & under	National	Shades Mtn.	Shades Mtn.
9 year old & under	American	Hoover East	Shades Mtn.
10 year old & under	National	Trussville	Vestavia
10 year old & under	American	Vestavia	Hoover
11 year old & under	National	Hoover East	Vestavia
11 year old & under	American	Shades Mtn.	Oak Mtn.
12 year old & under	National	Homewood	Hoover
12 year old & under	American	Mtn. Brook	Hoover
13 year old & under	Combined	Vestavia	Vestavia
14 year old & under	Combined	Hoover East	Vestavia

1999 Metro Sports Baseball All-Star Champions

	<u>1st Place</u>	<u>Runner-up</u>
1 4-year-olds	Hoover Black	Vestavia
13-year-olds		
National	Hoover Orange	Vestavia
American	Hoover	Hoover
12-year-olds		
National	Vestavia	Mountain Brook
American	Hoover	Vestavia Blue
11 -year-olds		
National	Hoover East	Shades Mountain
American	Hoover East	Vestavia
10-year-olds		
National	Vestavia	Hoover East
American	Vestavia	Hoover East
9-year-olds		
National	Hoover East	Shades Mountain
American	Trussville	Shades Mountain
8-year-olds		
National	Vestavia	Hoover East
American	Vestavia	Hoover East
7-year-olds	Vestavia	Hoover East

1998 Metro Sports Baseball All-Star Champions

	<u>1st Place</u>	<u>Runner-up</u>
14-year-olds	Hoover Black	Vestavia National
13-year-olds		
National	Vestavia National	Hoover National
12-year-olds		
National	Hoover East	Vestavia
American	Hoover East	Homewood
11-year-olds		
National	Vestavia	Mountain Brook
American	Shades Mountain	Hoover East
10-year-olds		
National	Shades Mountain	Vestavia
American	Hoover East	Hoover East
9-year-olds		
National	Vestavia	Hoover East
American	Vestavia	Hoover East
8-year-olds		
National	Hoover East	Vestavia
7-year-olds	Hoover East	Vestavia

2003 Metro Baseball Tournament Sites

AGE	National	American
7	Alabaster	Trussville
8	Oak Mountain	Mountain Brook
9	Homewood	Shades Mountain
10	Hoover East	Alabastr
11	Trussville	Mountain Brook
12	Vestavia	Oak Mountain
13	Hoover East	Hoover East
14	Shades Mountain	Vestavia

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