

## **Absecon Social and Athletic Club**

### 2010 Absecon Invitational Baseball Tournament

#### Rules for Divisions 8U/10U/12U

- 1) **Each team will provide 12 new game balls prior to start of tournament.**
- 2) No new inning can start after 1 hour and 45 minutes from start of game. Umpire will declare start time.
- 3) A coin flip prior to the start of **EVERY** game will determine home team.
- 4) Both managers will report the score of the game to the snack stand or an ASAC volunteer at the end of each game. Please keep accurate records in case of tie breakers.
- 5) Coaches are responsible for the behavior of their team's fans.
- 6) The throwing or mistreatment of equipment or use of foul or abusive language by any manager, coach, player or parent will result in immediate removal from the game and/or grounds.
- 7) All games must start on time. A game is declared a forfeit if a team does not have nine eligible players five minutes after the scheduled start time.
- 8) Relief pitchers will have eight warm-up pitches; pitchers already in the game receive six.
- 9) Any player warming up a pitcher must wear the appropriate catcher's gear.
- 10) No team will be permitted on the infield or pitcher's mound prior to the start of the game. Teams may warm up in the outfield or in the batting cages.
- 11) Teams are asked to leave the dugout free of trash and equipment after each game.
- 12) The manager will be the only person to speak w/ the umpire or file a protest. A protest must be filed prior to the next pitch thrown.
- 13) Managers will meet with umpire prior to game to go over ground rules.
- 14) Brackets, schedules, and results will be posted on the [ASAC website](#).
- 15) Call **412-3194** in the event of any inclement weather. If games are postponed, the adjusted schedule will be posted on the website.

#### **Age Specific Rules:**

##### **8U**

- 1) The pitching machine will be set to 38 MPH for each game.
- 2) No infield fly rule.
- 3) 5 run MAX per inning, unlimited runs in 6<sup>th</sup> inning.
- 4) 10 run "mercy" rule for all games after 4 innings played.
- 5) No base stealing, including home.

- 6) If a batted ball hits the pitching machine the play is dead and all runners advance to the next base.
- 7) Base runners may not advance once the ball has left the fielder's hand. For example, if a player is running to second, but has not yet reached the base when the ball is released by the outfielder, the runner may not advance past second base, even if the throw is misplayed by an infielder. If the runner has already passed a base on his way to the next, it is a live ball and a defensive play can be made by the fielders.

## **10U**

- 1) No infield fly rule.
- 2) Steal of home permitted.
- 3) Pitchers may pitch a maximum of 2 innings per game and may continue to do so for the duration of the tournament.
- 4) Once a pitcher leaves he may not return to the pitching position, however, he may play any other field position.
- 5) Line-up options:
- 6) A) Bat all players in lineup, field player substitutions are unlimited.
- 7) B) Bat nine players, use LL substitution rules. Once you start with an option, it must be used for the entire game.
- 8) 10 run "mercy" rule for all games after 4 innings played.
- 9) NO Leads. Ball must past batter before attempting to steal.

## **12U**

- 1) The Infield Fly Rule is in effect.
- 2) Pitchers may pitch a maximum of 2 innings per game and may continue to do so for the duration of the tournament.
- 3) Once a pitcher leaves he may not return to the pitching position, however, he may play any other field position.
- 4) Line-up options:
- 5) A) Bat all players in lineup, field player substitutions are unlimited.
- 6) B) Bat nine players, use LL substitution rules. Once you start with an option, it must be used for the entire game.
- 7) 10 run "mercy" rule for all games after 4 innings played.
- 8) NO Leads. Ball must past batter before attempting to steal.