



BABA Tournament Rules

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Rules

Rules of play include all the following guidelines:

1. on the Tournament Schedule page on www.bayareaball.org
2. in this document
3. in the "Rules for Nations Qualifying Tournaments and the Nations Texas Zone (State) Tournament", known commonly as the [Nations Texas Rules](#).
4. in the "Nations Baseball Guidelines & Regulations", known commonly as the "[Nations Baseball National Rules](#)" except where contradicted in (1) and (2)
5. Rules not mentioned or contradicted in the aforementioned rules defer to the the [MLB rules](#), except where contradicted in (1), (2), and (3).

The order of precedence is (1) BABA Website, (2) BABA Tournament Rules, (3) Nations Texas Rules, (4) Nations Baseball National Rules, and (5) MLB Rules. All these rules are on the Rules menu of www.bayareaball.org.



Rosters

All teams must post a roster online with Nations Baseball before the start of the tournament. All players that take the field must be on your online roster *before* the start of the tournament. **Penalty:** forfeit. *Exception:* If a rainout or suspended game occurs that causes play to resume on a subsequent week, players legally added after the tournament start date may play in the event *upon prior approval* of the tournament director. If you do not have approval, the penalty is forfeit.

Insurance

All teams are required to have accident and liability insurance. Teams must show proof of insurance prior to being placed on the schedule.

Line-Up Cards

All managers must provide line-up cards listing each player and substitute by name and uniform number to the plate umpire, the opposing team, and the official scorekeeper.

Pitching

The following pitching limits are imposed.

Age	Max Number of Consecutive Days to Pitch	Max Outs Per Day	Outs Per Three Consecutive Days
9U/10U	3	18	27
11U/12U	3	18	27
13U/14U	3	21	30
15U/16U	3	21	30
17U+	No limitations		

If a pitcher goes over their limit on a multiple out, it is not deemed illegal if he or she is removed immediately from the pitching position; in all other cases, going over the pitching limitations results in a forfeit.

Balks

Balks are called in 9U and up. 9U and 10U pitchers receive one warning per pitcher per game. A warning results in a dead ball; there is no play and all runners must return to their bases. A balk with no runners on base is a ball.

Visits

A second trip to the same pitcher in the same inning results in the pitcher's automatic removal from the mound (not the game).



Game Cards

Umpires keep the total outs for each pitcher and the official score on the field. Coaches can check game cards (with the director) after every game and sign the scorecard to verify the official score and pitching totals. Coaches that do not sign the game card within one hour of the completion of a game are in effect stating that the information on the game card is correct.

Home Team

Home team is decided by coin toss by the team managers approximately 15 minutes before game time. The higher-seeded team is home team in bracket play. A coin flip determines the home team in the championship game and "if" game. Dugouts are determined on a first-come, first-served basis in all rounds.

Seeding & Tie-breakers

All teams play two pool games that are used to determine the seeding a team has for the beginning of elimination play. The following advancement criteria are used for bracket seeding:

1. Win-loss record
2. Head to head (two teams only)
3. Least runs allowed
4. Highest run differential (+ or - 8 runs max. per game)
5. Nations Baseball points
6. Coin flip

Final Placement

Final placement is determined using the following formula:

1. Highest round advanced
2. Winner-loser
3. Win-loss record
4. Head to head
5. Least runs allowed in all games
6. Highest run differential (+ or - 8 runs maximum per game)
7. Nations Baseball points
8. Tie

Forfeits

In pool play, any team that receives a forfeit gains the win. Any team that forfeits a game in pool play is immediately disqualified from the tournament. In elimination rounds, the team receiving the forfeit receives the win and advances in the tournament. The forfeiting team receives the loss and is placed in the standings according to their record and tie breakers at the end of the tournament. A team who forfeits for any reason receives no refund.

The forfeited game score is based on the average runs allowed in the previous tournament games for the team receiving the forfeit (receiving the win). If the forfeited game is the team's first game in the tournament, then their average runs allowed on Nations Baseball is used. The forfeited game score is calculated with a one-point differential. Outs recorded at the time of the forfeit are charged to pitchers.



Game Length & Ties

Games are six innings in length for 12U and below. Games are seven innings in length for 13U and above. Game time limits for 8U and below are 1:15. Time limits for 9U and above are 1:40. Game lengths may be shortened in case of rain, field time constraints, or other unavoidable circumstances. Drop-dead times may be in effect at Big League Dreams.

Ties are possible in pool play. Time limits are played in pool and elimination rounds, but all elimination games must have a winner. Championship games at Big League Dreams are played with time limits and are played by innings at other parks, unless modified by the tournament director. In elimination games at Big League Dreams, all innings beginning after time limit has expired can begin with one out and a runner (the last out made in the previous inning) on second base if the tournament director determines the necessity. If the game remains tied after two innings, a coin flip determines the winner, unless modified by the tournament director. Ties are played out in full only in the championship game, except as noted below.



Elimination & championship games at Big League Dreams can end abruptly if Big League Dreams or the tournament director implements a drop-dead time on a field, and the game runs over that time limit. The score reverts to the score of the last complete non-tied inning. If reversal is not possible due to other rules (not enough complete non-tied innings played), the winner is determined by coin flip. The higher-seeded team calls. The coin flip rule is subject to modification by the tournament director.

Delay of game when drop-dead times are in effect is not tolerated. Speed-up rules may be modified by the umpire or tournament director during this time. Enforcement of these policies falls under the Sportsmanship section of these rules. Teams delaying the game can have balls or strikes called every 10 seconds until corrected. Managers found to be in violation can be ejected.

Speed-Up Rules

The following speed-up rules are always in effect:

- Teams must hustle in and out of the dugout at all times.
- A courtesy runner is mandatory for the catcher with two outs.
- One offensive timeout per inning per team.
- Pitchers are allowed no more than eight preparatory pitches at the beginning of each inning or when relieving another pitcher, during which time play is suspended.
- A coach must warm up the pitcher if the catcher is not ready.

These rules can be modified by the umpire or tournament director if drop-dead times are in effect.

Suspended vs. Complete Games

A game is ruled as official and complete if umpires or the tournament director rule as such due to inclement weather, lighting failure, or other reasons beyond our control, provided three or more innings have been played (four for seven-inning games) or two and a half if the home team is winning (three and a half for seven inning games). If a game is ruled as a complete game, the final score reverts to the last completed inning.



Number of Players

In 8U and below, teams play with either nine or 10 players (four outfielders). Coach pitch teams must start a game with at least eight players but must take an out for the ninth player. No out is required for the 10th position. In 9U and above, teams must have eight players to start a game, providing they take an out for the ninth player. All teams starting a game with eight players are automatically the visiting team. Late players are placed at the end of the batting order. If a team starts a game with nine players and then drops below nine players, an out is called for each at bat of the player who left the game, except for illness or injury. If a team drops below eight players for any reason, the umpire declares the game suspended, and the tournament director rules the suspended game a forfeit.

Roster Batting

9U and above teams can either bat nine, ten (with an extra hitter or EH), or their roster (with free substitution). Coach pitch teams (8U and below) must roster bat. The designated hitter (DH) is not allowed in 14U and below.

Courtesy Runners

Courtesy runners can be used for both the pitcher and the catcher but are mandatory for the catcher with two outs. The courtesy runner must be a player who is not active in the lineup. If roster batting, the last recorded out (not necessarily the last batted out) is the courtesy runner. The courtesy runner can only run for one player per inning.

Mercy Rules & Run Rules

The mercy rule for the tournament is 15 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings. There is no per-inning run maximum in 9U and above. There is a seven-run per inning run maximum in 8U and below.

Squeeze Plays

Squeeze plays are allowed; however, the batter must either bunt (in 9U and above) or take the pitch (all ages). If the batter swings, the runner goes back to third, the batter is out, and the third-base coach is ejected from the game.

Sportsmanship

Managers are responsible for the behavior of their fans and must address any inappropriate behavior. Razzing, heckling, or making disparaging remarks towards opponents is prohibited and may result in ejections. Cheering and chanting is allowed. Profanity is cause for ejection. **Penalty:** The umpire may begin calling balls or strikes every 10 seconds on the team not complying, *until corrected*.

Tobacco

Use of all tobacco products is prohibited in or near the stands, field, dugouts, batting cages, bathrooms, concession stand, vendor booths, or player warm-up areas. Managers, please make your fans and coaches aware that this rule is enforced under the Sportsmanship section. **Note:** This rule is modified at Big League Dreams to prohibit smoking in player areas only, but we ask that you use discretion and contain your tobacco use to protect players and other nonsmokers.



Ejections

Any manager, coach, player, or fan ejected from the game must leave the playing field and fan areas immediately and will be permitted to return only after a ruling of the tournament director and a \$100 (cash) sportsmanship retainer is posted. The retainer is refunded if there is no further interference by that individual by the end of the tournament. If the same individual is ejected a second time in the tournament, he or she forfeits the retainer and is not allowed into any BABA facility until written request is made by the manager of that team and approved by the BABA directors. Failure to comply with an ejection request results in a team forfeit. There are no refunds for forfeits.

Protests

Umpires generally settle disputes on the field. Umpire judgment calls are not subject to protest. Protests must be declared to the umpire, and the umpire will summon the tournament director. The game clock is not stopped for the protest. The team that lodges the protest must post a \$100 (cash) protest fee. The fee is returned if the protest is ruled in the protesting team's favor. The tournament director rules on all protests, and his or her decision is final.

Roster protests are not permitted after the game has begun except for age violations. Players that have their birth certificates uploaded in the Nations Baseball website cannot be the subject of age protests. No uniform protests are allowed. No protests are allowed after the umpire declares the game over (with the exception of pitching violations before the protested team's next game has begun and before the tournament has ended).

Tournament Refunds

If a team cancels fourteen or more days before the tournament, it receives a full refund. Teams that cancel thirteen to eight days before the tournament receive a 75% refund. A team that cancels seven days or less before the tournament receives a 50% refund. If a replacement team is found, the team receives a refund equal to 100% of the original registration fee, minus a \$50 administration fee.

There are no refunds after the schedule is published except as outlined below.

Teams are guaranteed a certain number of games. If rainouts, lighting failures, or other situations beyond our control cause a team to receive less than their number of guaranteed games, the team receives a refund equal to the registration fee, divided by the number of guaranteed games, times the number of guaranteed games not scored, less an administration fee of \$50.00. These refunds are called rainout refunds. Rainout refunds are not given if a rain date is scheduled for the tournament. There are no refunds for forfeits or disqualifications.

Any team that forfeits a game is immediately disqualified from the remainder of tournament and does not receive a refund.