

2019 ANNAPOLIS OPEN®
OFFICER GRANT TURNER MEMORIAL TOURNAMENT

**Presented by General's Highway Athletic Association in
Partnership with Mid Atlantic Tournament Baseball (MATB)**

Rules of play

Last updated MARCH 18, 2019

All games will be played under National High School Federation rules except for the following:

Rosters:

All teams are required to carry with them at all times a copy of their official roster and waiver, a copy of each player's birth certificates and a copy of their insurance.

In the event of a player's age challenge each team must show the player's birth certificate or valid State-issued ID with birth information. If player is found to be ineligible the player will be removed from tournament, the head coach will be ejected from the remainder of the tournament. There will be NO FORFEITS because of an ineligible player. A sub may replace the ineligible player if one is available, otherwise an automatic out will take place in the same manner as an injured player.

A player may appear on ONLY one roster at a time. Any player found to be participating with more than one team shall result in the second team's disqualification, and suspension of the player for the remainder of the tournament.

Lineups:

All teams have the option of the following lineups:

Teams may bat nine (9), the entire roster or any number in-between. However, once the number of batters is established, it must remain the same throughout the game. A substitute is defined as any player not placed in the original batting line-up to begin the game. As soon as a substitute bats or runs for another player, the substitute and the original starter are locked into that batting line-up slot and either one may bat or run at any time (in that line-up position only). If no substitutes are available, an out will be recorded each time that spot in the line-up is scheduled to bat.

If an injury occurs to a base runner and no substitute is available, the last batted out may take his place on the bases.

Each team must announce their options when exchanging line ups with other team at pregame conference with umpires.

Reentry Rule:

Teams may substitute for defensive positions (except pitcher) as many times as they wish, as long as the batting order remains the same. A player does not have to play the field in order to bat. Conversely, a player does not have to bat to play the field. Once a player has been placed in a slot of the batting order, the player may only bat in that slot.

Time Limit:

9U-12U games will be 6 innings and no new inning will start after 1 hour and 45 minutes.

13U-14U games will be 7 innings and no new inning will start after 1 hour and 50 minutes.

A new inning begins when the last out of the previous inning is made. The tournament directors have right to put in drop dead times if games begin to run behind on any day.

Games call before a full inning is complete because of weather, darkness, or other pertinent matters will revert back to the previous inning for the score. If the game has not reached official game status by reverting back to the previous inning, the coaches will mark their books and the game will be considered a complete game. A game is considered to have reached official status at the completion of 4 innings (3 ½ if home team is leading). Games ending in ties due to darkness, time or weather after 4 innings will remain as ties.

No time limits for championship games only, but mercy rules still apply.

Home/Visitor:

Home team will be determined by coin flip in all pool round/robin play games. Higher seed will have choice for all games on Sunday.

Intentional delays:

The umpire and tournament directors reserve the right to eject any player, coach or fan for intentionally delaying a game. A forfeit may be enforced at the tournament director's discretion.

Protest:

No protest!! Judgment calls are final. A coach may politely ask the umpire who made the call to clarify a rules interpretation. The umpires on the field will make a final decision on the field.

Tiebreakers

Tiebreak rules will apply to determine all seeding after round robin play.

Tiebreak rules will apply for division winners, wild card winners and seeding for playoffs.

Tiebreakers are as followed in this order:

- Win Loss Record
- Head to Head record (if only 2 teams are tied)
- Least amount of total runs allowed
- Lowest single game runs allowed

- 2nd lowest single game runs allowed
- Coin flip (TO BE DONE BY TOURNAMENT DIRECTORS)

Scorebooks:

The home team will be the official scorebook. The visiting team is encouraged to maintain a book also.

Mercy Rule:

9U-12U 15 runs after 3 innings (2 ½ if home team is ahead), 10 runs after 4 innings (3 ½ if home team is ahead).

13U – 14U 15 runs after 3 innings (2 ½ if home team is ahead), 10 runs after 4 innings (3 ½ if home team is ahead).

Pitching:

- Once a pitcher is removed from the mound they may not return to pitch in the same game.
- Each team is allowed 1 balk warning per game for 11U through 12U.
- No Balk warnings for 13U through 14U
- One pitch constitutes a full inning pitched for all pitchers.
- Coaches should use sound judgment in determining who is allowed to pitch each game.

Bats:

Ages 9U through 13U may use BFP 1.15 or USA bat rules.

14 & under ONLY Bats must conform to BBCOR standards set forth in the 2018 NFHS Rule Book.

No artificial or intentional means shall be used to control the temperature of the bat. Heating bats is strictly prohibited. If a coach, parent or player is found to have altered the temperature of a bat the HEAD coach will be immediately ejected for the remainder of the tournament. The bat will be removed for the rest of the tournament. NO EXCEPTIONS!

Courtesy Runners:

A courtesy runner for the pitcher and catcher is allowed at any time. The runner must be a player not in the game or was last out. The same courtesy runner cannot run for the pitcher and catcher in the same inning.

Ejections:

Coaches and fans ejected from a game must exit the park immediately and not return for the rest of that TOURNAMENT. Players may stay with their respective teams but may not participate in rest of that game plus the next scheduled game provided they display a sportsmanlike manner for the duration of the game.

Dugouts:

Teams that are hosting game sites for the tournament have priority when choosing their dugouts for all games in the tournament at their host site. Dugouts are on a first come first serve bases for Friday and Saturday after that. If an agreement cannot be made, then teams should flip a coin to determine who has first choice. On Sunday the higher seed shall pick their dugout unless the other team is hosting a game site at their home field. Exception: A team that played previous game shall have the right to stay in dugout regardless of seeding or hosting home game sites for tournament.

Pregame Infield:

There will be absolutely NO infield warm-ups before any scheduled game. Please allow the field crews to work on the fields between games if they choose to.

Start of game:

All teams are expected to be at fields ready to play ½ hour prior to game time. Please be prepared to start games early if field, umpires and teams are ready to play. Teams must have 9 players to start game NO exceptions. Teams may finish with 8 players (out taken for vacant spot in lineup).

Reporting scores:

WINNING COACHES ARE TO TEXT RESULTS TO AGE GROUP COORDINATOR WITHIN ONE HOUR OF COMPLETION OF GAME. Failure on the part of the winning team to communicate the game result to the Age Group Coordinator within one hour of the completion of a game will result in the game being declared a tie and the runs allowed by the team that won the game on the field will be increased to the same number of runs allowed by the losing team.

TEXT TO AGE GROUP COORDINATOR SHALL LOOK LIKE THIS:

GAME NUMBER 1402

AGE GROUP 14U A

WINNING TEAM 14U A MARYLAND TITANS 7

LOSING TEAM 14U A ONTARIO BLUEJAYS 6

FIELD LOCATION Generals Hwy #2

The Tournament director has the final say on all rules and rules can be changed up and until the start of the first game played.