

Bo Reid Memorial Tournament

Rules & Regulations 2016

1. The players' maximum age will be 8/10/12/15 years old by April 1st of the year the tournament is played. A birth certificate must be produced if a protest is launched. Failure to do so could cause forfeiture.
2. A pitcher is allowed to pitch a maximum of three innings per game. His innings must also be pitched consecutively.
3. A team may bat the entire lineup for the game and freely substitute defensively if coach chooses. If he chooses to do that all players must remain in the lineup. All rosters must be turned in the first day of the tournament. The roster cannot be changed after it is turned in.
4. The field ground rules will be given to each team prior to the start of play.
5. Umpires will be furnished by the tournament committee. Many will be working as Volunteers and will have the full support of the tournament director.
6. Base runners may steal once the pitched ball crosses the plate in 10-under and 12-under.
7. Base runners will receive no warning for leaving early. The first offense is an automatic out in 10-under and 12-under.
8. A run rule will be in effect on all games: 12 runs at the completion of any inning and 10 runs after 4 completed innings.
9. Games will be kept on schedule when able. There will be a time limit set of one hour and 45 minutes once the game has commenced at which time if at least 4 complete innings have been played, the game will be considered over otherwise play will continue until the end of the 4th inning. Time may be added at the discretion of the umpire if he feels that there was a delay during the game such as pitching changes or injury. Only other exception is that the game cannot end in a tie!
10. The tie breakers will be determined as follows:
 1. Head to head competition
 2. Least amount of runs allowed
 3. Most runs scored
 4. Coin flip
11. There is no uniform code.
12. No infield taken after tournament starts.
13. Teams have a 10 minute grace period for the first game only, there after any team that cannot start at the scheduled time will automatically forfeit.

14. Avoid contact on any base. No head first slide, but can slide head first back into a base. Umpires discretion on a violent collision, player will be called out and/or thrown out of a game.
15. No fake tags allowed. Runner receiving a fake tag will be awarded one additional base.
16. Substitution Rule:
A starter that has been pulled for a sub may re-enter the game, but must re-enter in the same batting order as they left the game. A sub that has been pulled for a sub may not re-enter that game. Noted exceptions are:
 1. A pitcher may not re-enter as a pitcher
 2. Player shortage due to injury, etc. (In this case the opposing coach may indicate which sub may re-enter)
17. Courtesy Runner:
A courtesy runner may be used at the coaches discretion for a pitcher or catcher only if there are 2 outs. The courtesy runner must come off the bench and may not be in the present line-up)
18. Every dressed player on your roster must play at least 2 complete defensive innings or have a minimum of 1 at bat, unless that game ends in a run rule. If you do not follow this rule the tournament director has the right to call the game a forfeit if he chooses.
Make sure every kid plays!!!!
19. Absolutely no alcoholic beverages are allowed on the premises.
20. No metal cleats are allowed.
21. There are no bat restrictions except no big barrel bats in 10-under or 12-under.
22. Teams must finish the tournament or all previous games will be considered forfeits.
23. Rain outs will be played at the Tournament Director's discretion without argument.
24. 14-Under Division will follow OHSAA rules.
25. The tournament will play with a maximum of 9 players in the field, you may play with 8 any less will be a forfeit.
26. All players must slide feet first into all bases including home IF there is a play or he will be automatically counted out. A base runner may slide head first back into a base.
27. The tournament director has the right to change or amend any rule.