

Welcome Tournament Participant,

Attached is your tournament packet. In it you will find our tournament rules and guidelines. If there are any questions, please feel free to contact the tournament director. A game schedule will be provided in a separate attachment.

We will use pool play format. Teams will play one weekday game on (Wednesday if need be) Thursday or Friday. Teams will play double headers on Saturday. In age divisions with two (2) pools, the top two teams in each pool will advance to the semifinals and two wildcards from the remaining teams with the best overall record. In a three (3) pool format, the top teams in each pool plus the remaining wildcard team with the best record will move on to the semifinals. In a four (4) pool format, the top team in each pool advances to the semifinals. The semifinals will be at 1:30pm on Sunday. The Championship games will be held Sunday at 4pm. **Weather permitting the games will be moved to 10am and 1pm respectively.**

Included in this packet are roster forms and insurance waivers. ***Please complete the attached team roster form and insurance waiver and return it along with proof of accident and liability insurance no later than July 1.*** Without it, you will be unable to play and will have to forfeit your game. The insurance waiver must be signed.

As always, there will be a Home Run Derby for all age groups. This will be held on ***Saturday (See Schedule once posted)***. Home Run Derby information is enclosed in this packet.

The VFW Fields Complex is located at 100 Elm Street in Stoughton, MA. We will be offering a full concession menu and clean modern facilities.

This packet will also be available on our website at www.stoughtonyouthbaseball.org. We look forward to seeing you!

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**STOUGHTON INVITATIONAL TOURNAMENT
TEAM ROSTER**

Team Name/Age Group _____

Summer League/Division _____

	Player's Name	DOB	Uniform #
1.	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____
5.	_____	_____	_____
6.	_____	_____	_____
7.	_____	_____	_____
8.	_____	_____	_____
9.	_____	_____	_____
10.	_____	_____	_____
11.	_____	_____	_____
12.	_____	_____	_____
13.	_____	_____	_____
14.	_____	_____	_____
15.	_____	_____	_____

Manager _____

Coach _____

Coach _____

As an official representative of _____ (*league name*), I do hereby attest that the date of birth for the players listed on this team roster have been verified and are accurate and true.

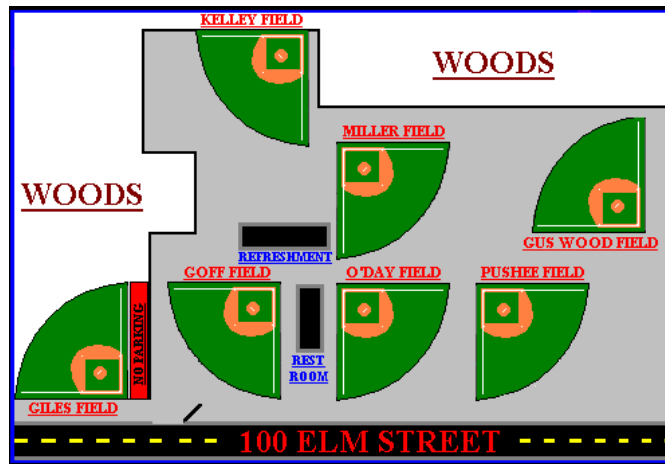
Signature of League Official

Title

Date

WHEN ENTERING THE COMPLEX, PLEASE REFER TO THE MAP FOR YOUR FIELD LOCATION. THERE WILL BE MANY CARS ENTERING AND LEAVING. PLEASE PULL DOWN AS FAR AS YOU CAN TOWARDS YOUR FIELD. THERE IS A STRICT **5 MPH SPEED** LIMIT IN THE COMPLEX.

VFW MEMORIAL FIELDS COMPLEX LOCATED AT 100 ELM STREET, STOUGHTON, MA



Please note the following general rules relating to the complex:

- We will not be using the expanded field option on Pushee Field during tournament play
- NO grills or open fires allowed in the complex.
- No Batting Cages during tournament.
- NO dogs allowed, even if on a leash.
- NO SMOKING anywhere on the premises of the VFW Memorial Fields Complex.
- NO alcohol on the premises

The Tournament does not provide insurance. Each team shall take full responsibility for providing its own insurance.

PLAYOFFS

The top teams from each pool, and in the case of an odd number of pools, plus the remaining team with the best record will advance on to Semi Final and Final game participation. Below is the order of the tie-breakers that will be used.

1. Pool Winner – Win-Loss Record
 - a. The tie breakers are used in order to advance or seed ONE team at a time. Each time a tie is broken to advance one team, leaving a tie between two or more teams, the situation reverts to criterion #2. (Head-to-Head results)
2. Head to head
 - a. Example: Three teams are tied with identical records for the first place at the end of pool play. Teams A, B and C played against each other once in pool play. Team A won all of its games Team B and Team C during pool play. Result – Team A advances, which creates a two-way tie between Team B and Team C. That tie then is broken by reverting to criterion #2.
3. Least runs allowed
 - a. If the results of the head to-head match up(s) of the teams that are involved in the tie cannot break the tie (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie, or because the teams involved in the tie did not play one another during pool play, then the tie is broken using criterion #3. The remaining teams tie is broken by reverting back to criterion #2.

4. Run Differential
 - a. In the event a tie is created by virtue of a forfeited game, and the tie cannot be broken by criterion #2, the order of Criteria #3 and #4 will be reversed and applied to the tie. Since the number of runs which might have been scored during the game may have affected the fewest runs allowed standing (and the awarding of the forfeit gives the "winning team" no additional runs given up), this order will better adjust for that event.
5. Coin flip

Please Note: Least runs allowed is usually a major factor in determining teams that advance to semifinal play.

AWARDS

- Champion and Finalist awards for each age group
- Individual game MVP awards for both teams at *every* game

Concession stand will be available.

STOUGHTON INVITATIONAL GENERAL TOURNAMENT RULES

The Tournament will be played according to the 201~~8~~7 (or latest published) Official Babe Ruth Baseball rulebook, with the following exceptions and clarifications:

1. Maximum number of players on a roster is 15.
2. Adults may coach bases. Maximum number of adults on field is three plus book keeper. If a player coaches a base, s/he **must** wear a helmet.
3. Teams are awarded a 10 minute grace period after the scheduled start of a game to field 9 players. After the 10 minutes expire, the team must forfeit the game.
4. No infield practice before games. The outfield area may be used to warm up.
5. Home team will be designated by flip of a coin during pool play. Dugout choice goes to the team that loses the coin toss. During playoffs, Home team will be higher seed and chooses dugout.
6. Batters and base runners must wear a helmet. Although not mandatory, we highly recommend that players wear helmets with protective face guards. Catchers must wear protective throat guards as well.
7. Any player who warms up a pitcher must wear a helmet with mask.
8. No on-deck hitter allowed on the playing field. There are no on-deck circles in the complex and batters are not allowed to take practice swings outside the fenced-in playing areas or equipment cages.
9. Coaches may remain on the field when on defense but must stand to the outfield side of the dugout opening near the equipment cage.
10. No curve balls or sliders allowed. 1st time is a ball. 2nd time, pitcher will be removed from the mound.
11. Balks are not called.
12. Games with a 10 run differential will be stopped once 4 innings reached or 3½ if home team is leading.
13. A pitcher who hits 3 players by a pitch in a game must be removed from the game as a pitcher only.

14. In the event of inclement weather the Tournament Staff will post cancellation information on the Stoughton Youth Baseball website 1-1/2 hours prior to game time. If the game has not been canceled at that time, teams should proceed to the appropriate field. Every attempt will be made to determine playing conditions prior to the deadline.
15. In the event of cancellation, the tournament schedule will be adjusted to accommodate make up games. Game times and length may be modified if necessary. Cancellations and schedule changes will be listed at stoughtonyouthbaseball.org. Tournament Staff will schedule make-up games due to inclement weather.
16. All protests will be resolved **before** resuming play by the Tournament Staff. If a manager has a protest situation and allows the game to continue before resolving the matter, the protest **shall not** be considered. *Judgment calls by an umpire may not be protested.*
17. All players must slide **or** attempt to avoid the defensive player. Failure to slide or attempt to avoid will result in a player being called out.
18. There will be NO head first sliding into any base. If a player does head first slide into an advancing base, s/he will be called out. **Exception:** Players *may* head first slide back to a base that s/he has already earned.
19. Bunting is allowed, but no slash bunting. (Square to bunt then pulling the bat back and taking a full swing). Batter will be called out--dead ball, no advancement of runners.
20. Infield fly rule is in effect.
21. Base runners shall not leave their base until the ball has been delivered and reached Home plate.
22. Managers are responsible for the conduct of their players, coaches and fans. A game may be forfeited by a team if unruly behavior disrupts the game. This rule is at the discretion of the umpire.
23. All team managers **MUST** check in at the Official Score Keeper's Table near the concession stand before *and* after each game in order to report game scores and pitchers logs. Name and jersey number of the pitchers must be submitted to the official score keeper. This is necessary to insure accuracy of pitching and standings. Standings will be posted on the bulletin board.
24. There will be a firm **two-hour time limit** on all weekend regular pool play games. For weekday games, no NEW inning may start after two hours. Final score reverts back to the last complete inning unless game is stopped in the bottom of the inning with the home team ahead. **Exception:** Game cannot end in a tie and must be played until a winner is determined. Playoff games are played to their entirety.
25. **PITCHING:** A pitcher may pitch a maximum of NINE (9) innings **TOTAL** for the entire tournament and not more than SIX (6) innings in one calendar day. A player that pitches even one official pitch in an inning shall be considered to have pitched an inning. (Although pitching eligibility is based on innings, we do ask that coaches consider the number of pitches thrown by each pitcher to avoid player injury, thank you.)

Finally, the Tournament Staff's main concern is the safety of players and spectators. At the VFW Fields Complex, there may be as many as five games going on at one time. There are many opportunities for balls to enter spectator and waiting areas. We urge you to caution your players and families to be aware of the fields around them. Please be certain to watch small children.

TOURNAMENT RULES SPECIFIC TO 9 YEAR OLDS

1. A six (6) run rule applies per team per inning except for the 6th or last inning. *(revised 6/25/10)*
2. Continuous batting order will be used with full roster.
3. Every player must play at least two (2) defensive innings. Unlimited substitutions allowed.
4. **Stealing is allowed but NO stealing of Home.** *(revised 7/23/09)*
5. Runners can advance up to 3rd base on a passed ball or overthrow. If 3rd base is occupied, the runner cannot advance since the base runner occupying 3rd cannot advance Home

TOURNAMENT RULES SPECIFIC TO 10, 11, & 12 YEAR OLDS

1. Teams will use a continuous batting order of the full roster.
2. Each player (10, 11 & 12 yr. old) on the roster who is present must play at least two (2) defensive innings and bat at least once.
3. Unlimited stealing, including Home, is allowed.



Home Run Derby

10Bs & 12Bs (Time TBD)

9As & 10As (Time TBD)

11As & 12As (Time TBD)

As part of our tournament weekend, we will be having a **HOMERUN DERBY**. This will be held at a time to be determined prior to the Championship games. Your entry fee includes entering a maximum of two FREE players from your tournament roster. An additional 2 players may sign up for a \$10 entry fee.

Home Run Derby Rules

In order to participate the player **MUST** be listed on their tournament roster.

1. Bats can be either wood or composite but must meet Cal Ripken regulations.
2. A hit will be designated a home run as follows:
 - **9 and 10 year olds:** The distance of the hit in flight, without going foul, will be minimum 150'.
 - **11 and 12 year olds:** The distance of the hit in flight, without going foul, must go over the fence.
3. All pitching will be done from the mound by a coach. The distance from the mound to the plate will be 46'
4. The hitter will have 5 outs to hit as many home runs as possible. An out is any attempt to make contact with the ball that does not result in a home run.
5. There will be two rounds of play for each age group. The top 3 players from the first round will continue on to the final round.
6. In the Finals round, the hitter will have 5 outs to hit as many home runs as possible. The player with the most home runs in the final round will be the champion. If there is a tie for first, there will be an additional 3 out tie-breaker round between the tied players to determine the champion.
9. Prizes will be awarded to the top three (3) finalists.
10. All decisions of the tournament Director will be final.