

# HARTFORD ALL-STAR BASEBALL TOURNAMENT OF CHAMPIONS



Tournament Dates: July 11th – July 13th

# 2025 Hartford All-Star Baseball Tournament of Champions General Rules

1. All players may only be on one roster, and rosters are due thirty (30) minutes before your first scheduled game.
2. The age determination will be the player's age as of **April 30<sup>th</sup>, 2025**.
3. Registration fees are non-refundable after your team is accepted into the tournament.
4. All team members must have been participants in summer recreation ball this year, with a minimum of five (5) games played in the participating team's recreation league. **TEAMS IN VIOLATION WILL BE REMOVED FROM THE TOURNAMENT. NO TRAVEL TEAMS WILL BE ALLOWED.**
5. There will be no protested games. All disputes will be resolved as they arise.
6. No smoking is allowed in the ballpark. There are designated areas located just outside of the facility.
7. No coolers are allowed in the ballpark. The only exception to this rule is a team cooler.
8. The only roster personnel allowed in the dugout includes one (1) manager, two (2) coaches, one (1) scorekeeper, one (1) bat person (must be on the roster turned into the Tournament Director) and up to fifteen (15) players.
9. Managers are responsible for their fan's behavior. If you are unable to control unruly fans, the game may be ended by forfeit. Managers are the only bench personnel that may even attempt to question an umpire. Only rules interpretations may be questioned.
10. During pool play, the home team will be determined by a 'flip of the coin' by an umpire or any tournament official and team representatives, as both teams arrive. During bracket play, the higher seed is considered the home team.
11. All equipment must stay in the dugout or designated area.
12. During pool play, dugouts will be first come, first serve. During bracket play, the designated home team will use the third base dugout, while the designated visiting team will use the first base dugout.
13. **LENGTH OF GAMES ARE AS FOLLOWS:**
  - a. Instructional, Minor and Major Divisions – six (6) innings (no new inning after one (1) hour, fifteen (15) minutes)
  - b. Pony Division – six (6) innings (no new inning after one (1) hour, forty (40) minutes)
  - c. In pool play, a game may be declared a tie, if it has become an official game or reaches the time limit. In bracket play, tie games that have gone the full distance, or reached the time limit, will be played out until a winner is decided using the International Tie Breaker (last batter due up that inning placed on second base to start the inning with one (1) out).
14. **A GAME BECOMES OFFICIAL WHEN:**
  - a. Four (4) innings have been completed (3 ½ innings if the home team is ahead).
  - b. Games called before it is deemed 'official' will continue from that point using the same players submitted on the original lineup card. Please check with the official scorekeeper before leaving the ballpark.
15. Starting lineups must be presented fifteen (15) minutes prior to your game to the opposing team. **PLEASE BE PROMPT!** Starting lineups must include the player's full name, uniform number, substitute status, and their fielding position; everything must be written legibly.
16. No infield practice will be provided on the field prior to your games to ensure we stay on time. Extra fields may be available to use for infield if you so choose.
17. You may start with eight (8) players in the Instructional, Minor and Major Divisions, but the ninth (9<sup>th</sup>) position in the lineup will be considered an out. The Pony Division will be playing using High School rules.
18. **MERCY RULES IN EFFECT (FOR ALL DIVISIONS):**
  - a. Twenty (20) runs any time after two (2) innings (1 ½ innings if the home team is ahead)
  - b. Fifteen (15) runs any time after three (3) innings (2 ½ innings if the home team is ahead)
  - c. Ten (10) runs any time after four (4) innings (3 ½ innings if the home team is ahead)
  - d. Eight (8) runs any time after five (5) innings (4 ½ innings if the home team is ahead)
19. Substitutes may not re-enter the game once they have played and have come out of the game. The lone exception to this rule will be due to an injury.
20. **STARTER RE-ENTRY RULE** – participants in the initial starting lineup may re-enter a game, BUT:
  - a. He must bat in his original spot in the batting order.
  - b. His substitute must come out of the game.
  - c. He may play any position, except a pitcher may only return to the pitching mound once, if they have not reached their limit of consecutive outs in a game.
  - d. He may re-enter only one time.
21. Courtesy runners will be allowed for catchers and pitchers to help cut down on delays. Courtesy runners cannot be in the game at the time. If no available player is present, the last out may be used as the courtesy runner. Courtesy runners may be used at any time.
22. All teams must be ready to play thirty (30) minutes before their scheduled game time. If a team is not ready in that time period, the result of the game may be a forfeit. In addition, if games can be started early, we will attempt to do so.
23. In the Major and Pony Divisions, managers may have two trips to the mound. On the third trip, the pitchers must be removed.
24. There will be no appeals, unless an umpire asks for help (example: missing a base will result in a delayed dead ball, and the runner will be called out).

25. Foul, and / or abusive language, and unsportsmanlike conduct, will not be tolerated. It is the umpire's responsibility to remove any player, coach or fan in violation of this rule.
26. **DRESS CODE:** Players must be dressed appropriately, in uniform, including a hat. Jerseys must always be tucked in. Shorts, Bermuda shorts and funny hats will not be allowed. **METAL CLEATS ARE NOT ALLOWED** (lone exception is the Pony Division). Coaches, you are expected to be dressed appropriately, as well. A team shirt is preferred. Dress shorts or pants are acceptable, but no flip flops, sandals, or other shoes exposing the foot are allowed on the field of play.
27. No outside food or drinks are allowed in the ballpark. A concession stand is available to purchase such items.
28. Awards will be presented to First and Second Place teams.
29. **SLIDING RULE:** Players must slide to avoid contact. Failure to do so will result in an out call, and in the umpire's discretion, could result in a player being ejected.
30. A player who intentionally throws a bat after a swing will be warned. This will result in a team warning. Any player that intentionally throws a bat after a team has been warned will be called out.
31. Throwing a bat or helmet in disgust upon being called out may result in an ejection at the umpire's discretion. Anyone that is ejected from a game must leave for the remainder of the current game in question, as well as sit out the next game. Players must stay in the dugout.
32. **BAT RULES:** All bats will be checked prior to each game. **ALL ILLEGAL BATS ARE STRICTLY PROHIBITED AND WILL BE THROWN OUT OF THE GAME.** If any illegal bats are brought back into play, the violating team's player and / or manager will be subject to ejection (umpire's discretion).
  - a. Instructional Division: Any diameter bat up to 2 5/8" may be used. Bats must conform to USA Baseball standards set forth in 2018. The bat must also display the 'USA Baseball' logo on the handle.
  - b. Minor, Major and Pony Divisions: Bat diameters must not exceed 2 3/4". In the Minor and Major Divisions, there are no restrictions on bat drop, if the bat displays the USSSA 1.15 BPF stamp. In the Pony Division, any bat must have no more than minus-8 drop. Bats may be either USA Baseball or USSSA certified.
33. You may be asked to present a birth certificate to the Tournament Director. This must be done within twenty-four (24) hours.
34. Each team is responsible for providing their own insurance, and their own playing equipment, except for game balls.
35. **SLIDING RULES:** In the Instructional and Minor Divisions, no head-first sliding is allowed, except players may slide back into a base head-first. In the Major Division, head-first sliding is allowed except into home plate. Failure to abide to this rule will result in players being called out.
36. Intentional walks may be issued at any time in the Major or Pony Divisions by telling the umpire of your intentions.
37. **SAFETY BASE RULES:**
  - a. Ball hit in the infield – batter / runner must tag the safety bag. A failure to do so will be recorded as an out.
  - b. A first baseman covering the base must tag the white bag on an infield play. Tagging the orange bag will result in an interference call, and the batter / runner will be deemed safe. The lone exception to this rule is on an errant throw pulling the first baseman off the white bag. The fielder may then tag the orange bag in that scenario.
38. Any rule not covered in these general rules will be covered by the 2024 – 25 Michigan High School Athletic Association rule book.
39. Bunting is allowed in every division.
40. **BATTING ORDER PROCEDURES: Each team may bat the entire roster. This decision is up to the manager. The decision needs to be declared prior to the start of the game. If you choose not to bat everyone, then the team will only bat the normal number of players for your respective division, and the rest of the players on the roster will be treated as substitute players. Please remember you must finish how you start the game.**

## **INDIVIDUAL DIVISION RULES**

### **Instructional Division – Pitching Machine:**

1. Pitching machine will be set at 45 miles per hour (64 rpm's) during the entire tournament.
2. There will be ten (10) players on the field at one time. Four must be in the outfield grass when the pitch is delivered.
3. Hash marks will be used between bases. They will determine the location of all runners upon the return of the baseball to the pitching circle.
4. A play is considered dead when the pitcher has control of the ball with both feet inside the pitching circle.
5. Any batted ball striking the pitching machine, or landing under the machine, will be considered a dead ball. Runners will only advance if they are forced.
6. Only two (2) bunts per team, per inning, will be allowed. Additional bunts will result in a dead ball out. No fake bunts are allowed.
7. There is no stealing. If a runner is caught leaving early, he will be sent back to the nearest open base from where he left upon the conclusion of the play on the first offense. This will be considered a team warning. A second, or any additional subsequent offense, will result in the runner being called out. Players shall not leave the base until contact with the ball is made.
8. Coaches will not be allowed on the field during play.

### **Minor Division – Pitching Machine:**

1. Pitching machine will be set at 48 miles per hour (71 rpm's) during the entire tournament.
2. There will be ten (10) players on the field at one time. Four (4) must be in the outfield grass when the pitch is delivered.

3. Pitchers must be on the left side of the pitching machine, and even with it, until the ball is pitched. The pitcher must wear a helmet with a facemask; no exceptions to this rule will be made.
4. After each play, the ball must be returned to the pitcher. The pitcher must have control with two feet in the circle to prevent runners from advancing. That is determined by the hash marks on the field. A runner advancing past the hash marks will be allowed to go to that base at his own risk. The only exception to this rule is if the pitcher makes a play at a base. In that scenario, the ball will be considered live at that point.
5. Any batted ball striking the pitching machine, or landing under the machine, will be considered a dead ball. Runners will only advance if they are forced.
6. The catcher will be allowed two (2) warmup pitches upon entering the game and one every inning after that, at the umpire's discretion.
7. No fake bunts are allowed.
8. Players will be allowed to steal, but only after they hear the 'thump' sound from the pitching machine. If a runner is caught leaving early, he will be sent back to the nearest open base from where he left upon conclusion of the play on the first offense. This will be considered a team warning. A second, or any additional subsequent offense, will result in the runner being called out.
9. The infield fly rule will not be in effect.

#### **Major Division – Live Pitch:**

1. Pitchers are limited to twelve (12) consecutive outs per game. Balks will not be called. Each team will be responsible for tracking innings for each of their pitchers. Managers are reminded to exercise caution regarding innings pitched by their individual pitchers.
2. Upon entering the game, pitchers are allowed four (4) warmup pitches and three (3) pitches between innings, at the umpire's discretion.
3. There will be no leading off. Players will be allowed to steal, but only after the ball is released from the pitcher's hand. If a runner is caught leaving early, he will be sent back to the nearest open base from where he left upon conclusion of the play on the first offense. This will be considered a team warning. A second, or any additional subsequent offense, will result in the runner being called out.
4. The dropped third strike and infield fly rules will be in effect.

#### **Pony Division – Live Pitch:**

1. Pitching distance will be set at 54', and bases will be set at 80'.
2. Pitchers are limited to twelve (12) consecutive outs per game and are limited to twenty-one (21) outs in any back-to-back / consecutive games. Each team will be responsible for tracking innings for each of their pitchers. Managers are reminded to exercise caution regarding innings pitched by their individual pitchers.