

LEIGHTON ACCARDO INVITATIONAL TOURNAMENT RULES

****TD reserves the right to modify and/or change these rules as deemed necessary****

Age Cut-Off

April 30, 2025 is the age cut-off date. That is, whatever age your player is on April 30th will determine what her age is for the tournament. No age exceptions will be granted in 2025.

Bat Restrictions

10U and 12U divisions may use USSSA, USA, BBCOR or Wood Bats.

14U+ divisions may use BBCOR or Wood Bats

**** There are no drop restrictions for 12U and younger divisions, or with wood bats ****

ILLEGAL BATS

- The only illegal bat that may not be used is the Green CF Zen -5.

**** If an illegal bat is used in game, and a coach elects to question the bat and the umpires determine that the bat in question is in fact illegal, the batter will be an automatic out, and any runners on base will be sent back to their original position on the base paths. Time would need to be called, and the bat would need to be verified prior to the next pitch being thrown. ****

Pitching Limitations

10U = 5 innings in a day and 8 in the tournament.

12U = 6 innings in a day and 8 in the tournament.

14U+ = 7 innings in a day and 8 in the tournament.

A player that pitches more than three (3) innings in one day **MUST** rest the next day. One pitch in a new inning is considered a full inning no matter how many outs. Violation of this rule will result in the pitcher being removed from the mound, and will not be allowed to pitch for the remainder of the tournament. If a Team violates this rule a second time in a tournament, that game will be forfeited. Scorecards that are signed by each manager at the end of the game will also be used to determine pitching infractions, make sure when you sign them that the score and pitching is correct. Teams must monitor the opponents pitching and report any violations. Once a pitcher is removed from the mound, that pitcher may not pitch again in that game.

EX 1: If a pitcher throws 2 1/3 innings on Saturday, that will be recorded as 3 innings pitched.

That pitcher would then be eligible to throw 5 innings on Sunday.

EX 2: If a pitcher throws 2 innings on Saturday, they would then be eligible to pitch 6 innings on Sunday.

EX 3: If a pitcher throws 3 1/3 innings on Saturday, that would be recorded as 4 innings, and that pitcher would NOT be eligible to pitch on Sunday.

EX 4: A pitcher could throw 3 innings Friday, 3 Innings Saturday, and then only be eligible to pitch 2 innings on Sunday.

Pitching Distances

10U: 60-foot base paths, 46-foot pitching distance

12U: 70-foot base paths, 50-foot pitching distance

14U: 80-foot base paths, 54-foot pitching distance

16U+: 90-foot base paths, 60'6" foot pitching distance

Coach Visits to the Mound

The pitcher must be removed when the manager makes their second trip to the mound in the same inning. Umpire discretion on trips for injury.

Player Contact/Sliding

All runners must attempt to avoid contact with a fielder on ALL plays. Failure to do so could result in the player being called out and could result in an ejection from the game. The umpire has final say as to whether the runner made sufficient effort to avoid a collision. When in doubt, players should slide.

Substitutions/Extra Hitter

Teams can bat 9, 10(EH) or bat the entire lineup. If teams bat the entire lineup, free substitutions are permitted. The Extra Hitter (EH) can play anywhere on the field.

Players re-entering the game must go back in the same spot in the batting order that they left. Subs cannot re-enter the game.

Protests

No game will be played under protest. The umpires on the field will decide all questions of rule interpretations, with final judgment made by Tournament Official or delegate.

Pre-game

No infield practice before the game is permitted. Teams must be ready to play 15 minutes after completion of previous game. Games are subject to start early to make up time.

UNIFORMS & EQUIPMENT

Shoes

Metal cleats are NOT ALLOWED at any time for 10U-12U divisions. All players must wear molded cleats or sneakers on the field, in the cages, or in other practice areas. 14U+ divisions may wear metal cleats if there is a dirt mound. One of the 14U fields has a portable mound, and metal cleats are not allowed on that mound. You can wear metals as long as your player isn't pitching.

HOME TEAM, GAME TIME, SEEDING, PACE OF PLAY, AND MERCY RULES

Home Team

Home team will be determined via coin flip at the plate meeting prior to each game.

Complete Game

10u: Five Innings (4 ½ if home team is ahead)

12u: Six innings (5 ½ if home team is ahead)

14u-18u: Seven Innings (6 ½ if home team is ahead)

Time Limits

Pool Play

10U – No new inning shall begin at 1 hour 30 minutes.

12U+ - No new inning shall begin after 1 hour and 45 min.

**If the final out is made in the inning, and it's prior to the time limit, a new inning can be played. Umpires will have final say in regards to when time has expired. Games can end in a tie.

Playoff Game

10U – No new inning shall begin at 1 hour 30 minutes.

12U+ - No new inning shall begin after 1 hour and 45 min.

If the score is tied at the end of regulation or reaches its time limit, *one extra inning* will be played using the international tie breaker. See below.

International Tie-Breaker: Extra-Inning Rule

If the game remains tied after the completion of six (10u-12u) or seven innings (14u-18u), the following procedures will be implemented during extra innings:

1. Each team will begin their extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
2. The lineup will continue as in any other inning. For example, if the 7th inning ends with the #8 hitter having the last plate appearance (PA), the 8th inning begins with the #9 hitter at bat and the runner at 2B is the #7 hitter, and 1B runner is the #8 hitter in the lineup.
3. With the exception of beginning the inning with runners on 1B and 2B with no one out, all other Baseball For All rules and regulations will remain in effect during the extra innings required to determine a winner.
4. The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning (if needed) will remain in effect until a winner is determined.

Medal Game

If the score is tied at the end of regulation or reaches its time limit, extra innings will be played using the international tie breaker.

Pitches Between Innings

10u/12u: 5 pitches for the 1st time pitching and 3 pitches for every consecutive warm-up.

14u/16u/18u: 8 pitches for the 1st time pitching and 5 pitches for every consecutive warm-up.

Courtesy Runner: Catchers & Pitchers

When on the base paths, pitchers and catchers may have a courtesy runner. Courtesy runners will be the last batted out if the team at bat is batting their entire lineup. If they have subs, they must use a sub as their courtesy runner.

Mercy Rules

Inning Mercy Rule: Pool Play, Playoffs, Medal Games

10U Division - 5 runs max per inning

NOTE: If a runner is on 2B and 3B with the runner on 3B being the 5th run of the inning, the runner on 2B shall not count even with a batted ball that is put in play which would normally score that run. The ONLY way a team would be able to score more than 5 runs in an inning prior to the last inning is if there is an over the fence home run, in which that team would count all runs that are on base. Unlimited runs are allowed once the last inning has been declared by the umpires. In the event the last inning is NOT declared by the umpires, the 5 run limit will still be in play.

12U Minor Division – 7 runs max per inning

12U Major/14U/16U/18U - No runs per inning limit.

-An offensive coach may concede an inning at any point to keep the game moving.

Run Rules

-12 runs after 3 innings; 8 runs after 4 innings for all divisions

Seeding

1. Best Record
2. Head to Head
3. Runs Allowed
4. Run Differential (Max of 8 per game)
5. Coin Flip

RAIN/LIGHTNING POLICY

If rain and/or lightening occurs during a game, the game will be suspended at the discretion of the Umpire and/or Tournament Director and picked up from that point if the game has not reached official status.

If game has reached official status, see Official Status (Regulation Game) and note below:

1. Official Status (Regulation Game)

For 10u-12u, three full innings have been played or the home team has scored an equal or greater number of runs in two, or two and a fraction, turns at bat than the visiting team has scored in three turns at bat.

For 14u-18u, four full innings have been played or the home team has scored an equal or greater number of runs in three, or three and a fraction, turns at bat than the visiting team has scored in four turns at bat.

If the game is suspended when the teams have not had an equal number of completed times at bat, the score shall be the same as it was at the end of the last completed inning; except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, the final score shall be as recorded when the game is called.

For all divisions, the umpire may suspend a game, but not declare the game complete, in order to hold discussions with BFA tournament officials.

2. In the event of extended inclement weather, at its sole discretion the Tournament Official may deem it necessary to alter the tournament format by shortening either the time limit for games and/or reducing the number of innings that will constitute an official game, or any means necessary to complete the tournament within the published dates.
3. No refund will be given on account of rain or other inclement weather.
4. In the event that bracket play cannot continue due to inclement weather (as determined solely by the Tournament Official), final tournament standings will be determined by taking the remaining non-eliminated teams and choosing final standings based on the seeds prior to the beginning of bracket play.

CONDUCT & RESPONSIBILITIES

Coach Responsibilities

Managers are responsible for the conduct of their team and parents.

Minors who are coaching on the base paths MUST wear a helmet. (Helmets are optional for adult coaches.)

All coaches must agree to the Baseball For All Coach Pledge (see addendum), submit a background check, and complete USA Baseball's online course, Abuse Awareness for Adults.

Participant and Spectator Conduct

Any player, coach, manager, or spectator who acts in an unsportsmanlike manner will be warned once by the umpire or a tournament official. The second time, that person will be removed from the field. If in the judgment of the umpire or tournament official, the offense is of a more serious nature, that person may be ejected from a game without being issued a warning and may be suspended from all further tournament play or participation, subject to the Tournament Official's discretion. In the event of illegal activity, law enforcement will be called.

Any individual who was warned, ejected, or suspended by a tournament official may be subject to additional corrective actions by Baseball For All, and/or law enforcement.

Alcohol & Tobacco Policy

Alcohol is not allowed at tournament events. Violators will be asked to leave the park. A coach, player, participant, or spectator may not use tobacco or tobacco-like products or e-cigarettes within the confines of the field.

Coach Ejections

The first occurrence results in suspension for the rest of the game (removal from game site), as well as the next scheduled game.

The second occurrence results in suspension for the remainder of the tournament, as well as possible further sanctions subject to the review of Baseball For All.

If all coaches listed on the team's tournament roster are ejected during a game, then the team may continue if the players decide to take charge of their team.

DIVISION SPECIFIC RULES

10u Division

1. Players may step off the base when the ball crosses home plate.
2. Stealing of any base is allowed only after the ball crosses the plate or on a passed ball. If a player leaves the base early, it will be a dead ball and the runner may be called out.
3. Runner may not steal home plate.
4. Dropped third strike is not in effect.
5. Infield Fly Rule is not in effect.
6. Runner may not advance to home on a passed ball or wild pitch.
7. If 9 players are not available, teams may play with as few as 7 players.
8. Teams may choose to play with 4 outfielders.
9. Runners may advance to any base if the ball is put in play by the catcher attempting to put out a runner, but may not advance on an overthrow to the pitcher.

12U/14U/16U/18U Division

1. Baserunners can leadoff and steal a base any time the umpire has placed the ball in play.
2. Dropped third strike is in effect.
3. Infield Fly Rule is in effect.
4. To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are to be thrown.
5. 12U Minor: 1 Balk Warning per pitcher
6. 12U Major/14U/16U: No Balk Warnings