

LEBO PRIME SUMMER TOURNAMENT SERIES

13U-14U TOURNAMENT RULES

Field Locations

Clint Seymour Field- 879 Cedar Blvd., Pittsburgh, PA 15228

All Turf Field (NO metal spikes)

Concession Stand and Batting Cages (NO metal spikes) on site.

Parking: There is a parking lot between Dixon and Middle fields, as well as to the right of Clint Seymour Field near the batting cages and along Cedar Blvd.

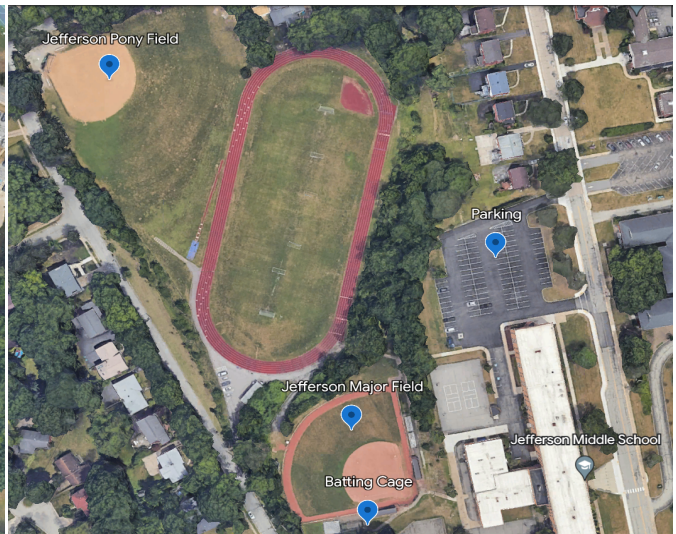
Jefferson Pony Field- 21 Moffett Street, Pittsburgh, PA 15243 (School Parking Lot)

Dirt/Grass Field with Turf mound (NO metal spikes on mound)

Pop-up Concessions on site.

Batting Cage located at Jefferson Major Softball Field directly behind school.

Parking: There is limited on-street parking near field but parking in the Jefferson Middle School parking lot on the hill is recommended (see map). There are stairs leading down to the field from the parking lot.



Mt. Lebanon Recreation Department Turf Rules

Welcome to Mt. Lebanon's Seymour and Middle Fields. Please observe all rules and regulations.

1. Organized use of the fields is by permit only. Permit holders will have priority use of the field.
2. No smoking, tobacco products or flames of any kind.
3. No food or beverages (except water) are permitted on the turf.
4. No chewing gum or sunflower seeds.
5. No glass containers.
6. No domesticated animals.
7. ~~No chairs.~~
8. No metal cleats or sharp objects, including tent that can penetrate the surface of the field.

9. Shoes must be clean/mud-free.
10. No vehicles other than authorized maintenance vehicles.
11. No bicycles, skateboards or skates.
12. No storage of heavy equipment or heavy static loads.
13. Do not drag goals or other equipment on the turf.
14. Golfing, shot put, discuss, javelin or other non-authorized use is prohibited.
15. Snow removal of any kind is prohibited.
16. Do not use chalk, tape or other adhesives on the turf. Use of temporary paint is only permitted with prior authorization from the municipality, and then only by an authorized agent.

1. General

- 1.1. All teams are required to carry their own insurance coverage.
- 1.2. Concession Stand is available during the Tournament (Cash/Card/Venmo accepted).
- 1.3. Mt Lebanon Baseball Association will provide baseballs for all games. Baseball: AD-Starr AD200 or comparable.
- 1.4. Batting Cages are available for use prior to games.
- 1.5. **BATTING CAGE USE:** **Teams may use batting cages at Cedar Fields starting 1 hour prior to game time and must exit after 30 minutes (Example: 6pm Game, use cages for batting practice from 5pm-530pm).
- 1.6. Please have teams warmed up and ready to go at least 15 minutes prior to your listed game time. Games may start early if your scheduled field is open and umpires are ready. Infield practice will only be allowed as time permits.
- 1.7. In all pool play games, a coin flip will determine choice of away/home team. For all bracket games the higher seed will have the choice away/home team.
- 1.8. The home team will have the official book (unless official scorer is available). All line-up changes must be reported to the opponent's scorebook. Each team's scorekeeper should check with the other to confirm the score at the end of every inning.
- 1.9. At the conclusion of each game, both managers must sign the official book with the score of the game, the pitchers used during the game, and the number of innings each pitcher pitched in the game. This information should also be provided to the Tournament Director via text or email.

2. Game Play- Official PONY Baseball Rules and Regulations will be applied unless superseded by local tournament rules below.

- 2.1. **13U-14U Divisions** will be played on 80 foot bases with a 54 foot pitching distance.
- 2.2. No headfirst slides allowed while advancing to a base (only diving back to a base), **Result:** Team warning then runner shall be called out.
- 2.3. Leadoffs / stealing are allowed and dropped third strike and infield fly rule are in effect.
- 2.4. Balks will be called (**NO warning**).
- 2.5. No headfirst slides allowed while advancing to a base (only diving back to a base), **Result:** Team warning then runner shall be called out.
- 2.6. The **"Avoid Contact"** rule is in effect for all bases including home plate. Collisions should be avoided where possible. The umpire's decision shall prevail.

3. Eligibility

- 3.1. Players must be of eligible division age as of **April 30th of current year**.
- 3.2. A player cannot play for more than one team in a division unless the team has obtained written approval by the Tournament Director.
- 3.3. All players are required to wear full uniforms with a number prominently displayed. Players may wear plastic molded or rubber spikes, turf shoes or tennis shoes on our fields. **No metal spikes are permitted ON TURF FIELDS OR TURF MOUNDS.**
- 3.4. A team roster must be provided to Tournament Director prior to the start of the tournament and includes each player's jersey number and date of birth. It is the coaches' responsibility to have proof of player's age in the event it is challenged. A manager has 24 hours to provide a copy of a birth certificate to a Tournament Director if a formal dispute with a player's age arises.
- 3.5. A maximum of 15 players are permitted on the roster, plus one manager, two coaches, and one scorekeeper. These are the only individuals permitted in the bench area or on the field prior to and during a game.
- 3.6. A minimum of 8 players is needed to start a game. Forfeiture is fifteen minutes after the scheduled starting times unless otherwise approved by a Tournament Director.

4. Bat Restrictions

- 4.1. All 13U-14U games will be played with **USABat Standard or BBCOR-certified (-3)** approved bats. All bats must bear the stamp of the USABat licensing mark or BBCOR-certified stamp; Wood bats are permitted.
- 4.2. Use of an illegal bat will result in a dead ball; batter called out and a team warning. Subsequent violations may result in team disqualification at the discretion of the Tournament Director.

5. **Time Limits**
 - 5.1. All games will be seven (7) innings with no new inning after 2 hours of play (pool/bracket), **except Championship games.**
 - 5.2. There is no time limit for Championship Game.
 - 5.3. Game time starts upon completion of the pre-game plate meeting. It is the responsibility of the coaches to get the start time from umpire.
 - 5.4. The new inning starts as soon as the third out from the previous inning has been recorded.
 - 5.5. A game is official after **four (4) complete innings** if called because of bad weather. If called before that, it will be considered a suspended game and play will resume at that point. Tournament director reserve the right to alter the format of the tournament due to weather, darkness, or any other unforeseen circumstances.

6. **Tied Games**
 - 6.1. Pool play games may end in a tie if allotted innings or time limit is reached.
 - 6.2. If a bracket game is tied at the end of the allotted innings or time limit, extra innings will go to a **Shoot-out format.** The last batted out will start on second with one (1) out. This will continue until there is a winner.

7. **Pitching Restrictions**
 - 7.1. A pitcher may pitch a maximum of 4 innings in a game and 10 innings per tournament (based on 3-game guarantee; tournament limit may be adjusted depending on # of potential games). One pitch thrown constitutes an inning pitched. Each team's manager is responsible for following and documenting these pitching rules or be disqualified from the tournament. Also, coaches should make every effort to adhere to **Pitch Smart Guidelines** (located below).
 - 7.2. Once a pitcher is removed from pitching during a game, the player cannot re-enter as a pitcher later during the game.
 - 7.3. A pitcher must be removed upon the second visit of the inning to the mound by a manager or coach.

8. **Mercy Rule**
 - 8.1. 3RD INNING- N/A, 4TH INNING- 15 runs, 5TH INNING- 12 runs
 - 8.2. Mercy rule is **IN EFFECT** for Championship games.

9. **Seeding & Tie Breakers**
 - 9.1. Win/Loss record
 - 9.2. Head to head (only in case of a 2-way tie OR sweep if all tied teams played each other)
 - 9.3. Runs allowed
 - 9.4. Run differential
 - 9.5. Runs scored
 - 9.6. Coin flip

10. **Batting Order & Substitutions**
 - 10.1. **Batting**
 - 10.1.1. Teams may choose to bat a minimum of 9 players, all rostered/uniformed players in attendance or any # of players between 9 and roster limit.
 - 10.1.2. Any player arriving after the first pitch of the game may be inserted at the end of the batting order or used as a substitute.
 - 10.1.3. If a player was listed in the batting order, and his turn comes to bat and is not present, an out shall be immediately recorded unless there is an injury or alternative reason acceptable to a Tournament Director(s).

10.2. **Substitutions (Offensive)**

- 10.2.1. Any player not in the starting lineup (batting order) may be used as an offensive substitute.
- 10.2.2. Any player in the starting lineup (batting order) who has been removed for a substitute may re-enter the game one time. Players must return to the lineup in their original place in the batting order.
- 10.2.3. Substitutions to batting order must be announced to umpire and opposing team prior to the substitution.

10.3. **Free Defensive Substitutions** are permitted throughout the game. Substitutions or position changes **during** an inning are **NOT ALLOWED** except for injury or during pitching changes.

11. **Courtesy Runners** Teams are allowed a courtesy runner for the **Catcher** and only when there are two outs in the inning. Courtesy runner will be the last recorded out.

12. **Sportsmanship**

- 12.1. The umpire's rulings are final. Protests will not be allowed. Please support the umpires.
- 12.2. All players, coaches and fans will be expected to conduct themselves in a sportsmanlike manner at all times. Razzing, heckling, taunting and making disparaging remarks to the opposing team and umpires will not be tolerated.
- 12.3. Any player, coach or fan whose conduct is unbecoming or abusive will be removed from the premises at the discretion of the Tournament Director and umpires. **Any individual** ejected from the game will miss the remainder of the game, plus the next game. If the same person is ejected for a 2nd time, he, or she, is suspended for the remainder of the tournament. Failure to comply will result in forfeiture of the game.

Pitch Smart Guidelines Ages 13-14

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS
13-14	95	1-20	21-35	36-50	51-65	66+