



AT THE GRANGE

2021 TOURNAMENT POLICES, INFORMATION & RULES



Middletown Grange Fairgrounds • 576 Penns Park Road Wrightstown PA 18940 • 267-304-1318

Welcome to PDC Baseball Tournaments at The Grange! It is our mission that every player and family member have a fantastic experience at our beautiful facility on the Middletown Grange Fairgrounds. Our staff is dedicated to making sure your time here is comfortable and enjoyable as you watch the kids play ball and create lasting memories with their teammates.

TOURNAMENT PAYMENT POLICY:

- ❖ A non-refundable deposit of \$350 is required for all tournaments. Deposit due within 14 days of sign up.
 - ❖ A tournament spot is confirmed for a team only after PDC Athletics receives and processes full payment
 - ❖ Full payment for all teams is due 45 days prior to the start of the tournament
 - ❖ A team that registers for a tournament inside of 45 days must pay in full
 - ❖ No Credit if a team drops out of tournament 30 days or less from tournament start date
- * Failure to abide by these policies may result in the forfeiture of a tournament spot

INCLEMENT WEATHER POLICY:

In the event of rain, we will do everything in our power to stay as close to the game schedule as possible but we may be forced to deviate from the original schedule. If we need to adjust the schedule due to weather or extraordinary circumstances the following policies will be in effect:

- ❖ Our first priority is that each team plays its minimum number of games while trying to stay as close to the original schedule as possible
- ❖ We will always attempt to have a championship game; we may eliminate the quarter-final or semi-final round to ensure a championship game
- ❖ Team awards will not be distributed if a championship game is not played

REGULATION/OFFICIAL GAMES POLICY

Games that do not make it to regulation (4 innings for 6-inning games or 5 innings for 7-inning games) due to weather or darkness will be considered a suspended game & will be resumed at the earliest time available. If there is not enough time to resume a suspended game, it will be considered complete & official at the end of the last completed inning.

- ❖ *For Pool Play & Consolation Games: if the game is suspended and there is not enough time to resume – the game would be considered complete at the end of the last complete inning
– if tied at the end of last complete inning, the game would stand as a tie*
- ❖ *For Elimination Games: If one inning has not been completed & there is not enough time to resume, the HIGHER SEED would advance to the next round. If the game is tied at the end of the last complete inning, the HIGHER SEED would advance. If both teams are the same number seed from two divisions then we would refer back to the tie-breaking system in place*

WEATHER RELATED CREDIT/REFUND POLICY

3-Game Minimum Tournaments:

- ❖ 0 Games Played = 100% CREDIT VOUCHER OR 90% REFUND
- ❖ 1 Game started (less than 4 innings) = 70% CREDIT VOUCHER
- ❖ 1 Game (4 or more innings) = 50% CREDIT VOUCHER
- ❖ 2 Games (1 complete/2nd started) = \$100 CREDIT VOUCHER – 2 Complete Games = 0 Credits

TEAM INSURANCE

Each team is required to carry its own insurance and submit a certificate of insurance to PDC Athletics prior to the beginning of the tournament. A team can not play a game until we have the COI and it is verified.

ALL INSURANCE CERTIFICATES MUST HAVE THE FOLLOWING ENTITIES LISTED AS “ADDITIONAL INSURED” IN THE CERTIFICATE HOLDER SECTION OF THE STANDARD CERTIFICATE OF LIABILITY FORM:

1. ***PDC Athletics - 576 Penns Park Road Wrightstown PA 18940***
2. ***Middletown Grange #684 - 576 Penns Park Road Wrightstown PA 18940***
3. ***Wrightstown Friends Meeting - 535 Durham Road Newtown PA 18940***

*** Please include address for each**

This can be obtained by calling your insurance company and asking them to list the above on the certificate. Please note: we are not requesting to be added as a “named insured” on your policy.

ROSTERS

There are no limits on player rosters. Rosters are locked once a team's first game of a tournament begins. Each player may be listed on only ONE roster for each tournament. ALL ROSTERS ARE DUE BEFORE THE TEAM'S FIRST GAME. Up to (4) adults, including a scorekeeper are allowed in the dugout.

AGE VERIFICATION/BIRTH CERTIFICATES:

It is the responsibility of the coaching staff to carry documentation of birth for all players on their roster at all times during the tournament.

- ❖ Birth Certificates, state ID's, passports or any other government issued documents are acceptable (must list full name and D.O.B.)
- ❖ Coaches may protest the age of players on another team, only before or during a game
- ❖ If a coach decides to protest the age of another team's player(s), the coach must provide a **\$150 protest fee** (*cash only*) to the tournament director who will request age verification documentation from the team in question.
Parents cannot protest the ages of other players
- ❖ If the team in question is unable to provide age verification, that team will forfeit the current game with a score of 6-0 (6 inning games) or 7-0 (7 inning games) & will not be permitted to start another game without appropriate documentation
- ❖ In the case of a successful protest, the tournament director will return the protest fee to the protesting coach.
- ❖ In the case of an unsuccessful protest (documentation provided/players are eligible) the protest fee will be lost
- ❖ The Tournament Director may request documentation of a player's age at any time

*If a team is found to be using an illegal player (not age eligible/not registered on official roster) the team will be **EJECTED** from the tournament immediately. All previously played games will be reverted to a forfeit score of 6-0 or 7-0. **NO CREDITS OR REFUNDS WILL BE GIVEN TO THE EJECTED TEAM.**

TOURNAMENT FORMATS

The format of each tournament will depend on the number of teams and the number of tournament days/minimum games. Formats for each tournament will be clearly defined for each tournament

UMPIRES

All Grange Tournament games for 9u & older age groups will have two certified umpires from a professional association. All 8u games will have one umpire with the exception of the championship game, which will have two umpires.

UNIFORMS

All players are required to be in uniform with a number on their jersey. Coaches are not required to be in uniform, however should wear appropriate coaching attire that clearly defines them as a coach of a particular team

DUGOUTS

The HOME team occupies the THIRD BASE dugout on all fields at the Grange. However, in pool play where there is a coin flip for home team, each team will have a dugout designation on their schedule. For elimination rounds the higher seed is the home team and shall occupy the 3rd base dugout EXPECT if a team plays a back to back game and is already occupying a particular dugout.

ADMISSION/CONCESSIONS

Parking & Admission to all baseball events at The Grange are FREE. Please park in designated areas only.

Our concession stand provides fantastic food including healthy selections for all. Concessions will be open 30 minutes prior to the start of the first games of the day and will close at the beginning of the last scheduled games of the day.

BASEBALL EQUIPMENT

Game balls will be provided by PDC Athletics for all games. Teams are to bring their own practice balls and all other baseball & safety equipment. Teams are allowed to bring team coolers

ELECTRIC/GAS/CHARCOAL GRILLS & HEATERS

All grills & electric and or gas heaters are NOT permitted on the Middletown Grange Property

PETS

Pets are not permitted anywhere on the Middletown Grange Property. While we are big fans of dogs/cats & all pets, having many different animals in one location will cause safety issues for everyone. Service animals are welcome on the entire property.

EXPECTED BEHAVIOR

Negative/Inappropriate behavior & bad sportsmanship by players, coaches and family members will not be tolerated at our tournaments. Please remember that the games are for the kids, not the adults, and we expect each adult to set a positive example for the players through their words and actions.

Also, when you are not on the Grange property, your personal behavior is a reflection of your team, your family and PDC Athletics. We expect players, parents, coaches & family members to act in a positive manner at all times & with respect for the people and property throughout our local community

- ❖ Use of noise makers is prohibited during all tournament games at The Grange
- ❖ All individuals (players, coaches, parents & fans) are expected to cheer in a positive manner for their own team and never in a negative manner toward the opposing team, including abusive statements directed at umpires
- ❖ Alcohol & all tobacco products are explicitly prohibited during tournaments at The Grange

EJECTION/SUSPENSION POLICY

- ❖ **Managers/Coaches:** Managers or coaches that are ejected from a game (either by an umpire or a tournament director) must leave the property immediately and will automatically be suspended for 1 (one) additional game. The tournament director may also lengthen the suspension to more games or expulsion from the property for a period of time. If a manager or coach is ejected from a game twice during the same tournament, they will be suspended for the remainder of the tournament.
- ❖ **Players:** If a player is ejected from the game, they must leave the dugout but may stay with family members of the team. Ejected players may face further suspension
- ❖ **Parents/Fans:** If a fan or parent is ejected from a game, either by an umpire or a member of the PDC Athletics staff, they must leave the property immediately and will be suspended for the remainder of the tournament

* Intentional disregard for the stated rule (or the spirit in which those rules exist) as well as obvious unsportsmanlike behavior will not be tolerated and will place the individuals and/or teams involved at risk of possible forfeit or banishment from any future Grange Tournaments & Events. We do hold the right to alter tournament seeds for teams failing to abide by our general fair play and sportsmanship guidelines

TIME LIMIT

We despise time limits in baseball; however, they are a fact of life in tournament play especially if weather becomes a factor. In order to maximize the probability of all games being played to completion, the original schedule for each tournament will space games out accordingly.

POOL GAMES:

- ❖ For 8u-12u age groups the standard time limit is 2 hours from the TIME OF THE FIRST PITCH of the game to the last out of an inning. No new inning may start after the time limit elapses. If the game is tied and the time limit has expired then the game will end in a tie and be recorded as such. Pool games can go into extra innings as long as the time limit has not expired. Please see EXTRA INNING procedures on next page

ELIMINATION GAMES:

- ❖ Depending on the tournament format, elimination games may have a time limit. If so, the details will be placed on the tournament rules. Elimination games that are tied at the end of regulation will follow the EXTRA INNING procedures below

CONSOLATION GAMES: Two-hour time limit, no new inning may start after the time elapses.

INTENTIONAL DELAYS: Intentionally delaying a game to achieve victory through the time limit is considered unsportsmanlike conduct and not be tolerated. The umpires & tournament officials reserve the right to eject a coach or player for intentionally delaying a game and possibly declare a forfeit for that team

EXTRA INNINGS

The international tiebreaker will be in effect for all extra inning tournament games.

- ❖ **Pool Games:** If the score remains tied after regulation play AND the time limit has not been reached, the top of the next inning and each half inning thereafter will start with a runner at second base until there is a winner or the time limit is reached. The batter who leads off an inning shall continue to be the batter who would lead off the inning in absence of this extra innings rule. The runner on second base shall be the player (or sub for such a player) in the batting order immediately preceding the batter who leads off the inning.
THIS RULE ONLY GOES INTO EFFECT IF THE GAME IS TIED **AND** THE TIME LIMIT HAS **NOT** BEEN REACHED. IF THE TIME LIMIT IS REACHED & THE SCORE IS TIED THE GAME WILL END IN A TIE
- ❖ **Elimination Games:** If the score remains tied after regulation play the top of the next inning and each half inning thereafter will start with a runner at second base until there is a winner. The batter who leads off an inning shall continue to be the batter who would lead off the inning in absence of this extra innings rule. The runner on second base shall be the player (or sub for such a player) in the batting order immediately preceding the batter who leads off the inning

INTENTIONAL WALKS

Pitchers do not have to throw four pitches outside of the strike zone to intentionally walk a batter. A signal from the coach to the umpire is all that is required to intentionally walk a batter

AVOID CONTACT RULE

Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgement, there is INTENTIONAL contact, that umpire may call the runner out on that play. If the contact is judged as intentional AND malicious, that umpire may also eject the player from the game.

On force out situations, if the runner slides, they must slide directly into the base. A slide that is not directly into the base is grounds for an interference call (umpire's judgement) and the runner could be declared out. In this instance the batter/runner could also be declared out if the fielder was attempting to make a play on that batter/runner.

IT IS IMPORTANT TO NOTE THAT IF THE RUNNER MAKES A LEGAL SLIDE DIRECTLY INTO THE BASE AND CONTACT IS MADE WITH THE FIELDER, INTERFERENCE WILL NOT BE CALLED

SLASH BUNT – For 8u – 12u age groups the slash bunt is illegal and the player will be called out if this play is attempted. A slash bunt is defined as a player showing bunt at any time during the pitch and then swinging at that same pitch. ***IT IS A LEGAL PLAY FOR 13u AND OLDER AGE GROUPS***

TIE GAMES IN POOL PLAY

Pool play games can end in a tie. A tie game in pool play equals ½ win & ½ lose for both teams toward their record and/or winning percentage. A team with a 2-0-1 record is better than a team with a 2-1-0 record for seeding purposes

PITCHERS EQUIPMENT

Pitchers are allowed to wear a protective helmet or headgear. The helmet/headgear can not be glossy nor have anything else on it that can be deemed distracting to the batter based on the umpire's discretion. It is the umpire & tournament director's discretion to deem whether any other equipment or clothing that the pitcher is wearing is distracting to the opposing batter. This includes but is not limited to: Batting gloves, long sleeves, compression sleeves, athletic tape on wrist/arm, sunglasses and two-toned fielder gloves

JEWELRY

Generally, jewelry is not permitted during game play. Breakaway nylon necklaces are allowed (must be breakaway such as a Phiten necklace). Rubber bracelets that are not distracting are permitted. Jewelry worn for medical reasons is also allowed but must be taped to the body. Any item that is deemed distracting will not be allowed. The team will receive a warning if a player wears improper jewelry during the game and any players found wearing improper jewelry after the team warning will be ejected from the game.

CELL PHONES/ELECTRONIC DEVICES

Cell phones, iPad and other electronic devices are only permitted in the dugout during the game. A coach, manager, scorekeeper or player is not permitted to have them on the field during the game

FORFEITS

- ❖ If a team chooses to forfeit a pool play game, they are not eligible for the playoff rounds and face suspension from future Grange Tournaments & Events. The final score of a forfeited game will be recorded as 6-0 (6 inning game) or 7-0 (7 inning game).
- ❖ If a team chooses to forfeit a consolation, playoff round or championship game they face suspension from future Grange Tournaments & Events
- ❖ We will attempt to replace a forfeited team in elimination games if possible

PROTESTS

It is the responsibility of the manager and/or coach of a team to stop the game at the time of the play and ask for a PDC Tournament Official if they feel that a ruling during a game is incorrect.

- ❖ A game should never be stopped for umpire judgement calls as those cannot be protested. Our staff will do everything possible to resolves issues as they occur.

MOUND VISITS

The pitcher must be removed on the second mound visit in an inning for all age groups. Once a pitcher is removed from pitching in a game he can not return to the mound for the remainder of that game. If the pitcher of record is pinch hit for offensively, they may re-enter the next half inning as long as they remained the pitcher of record (no one else pitched for that team from the time of the offensive substitution).

LINE UPS

8u – 12u Tournaments:

Teams may bat anywhere from 9 batters to their entire roster. We use the XP designation for players in the batting line up over 9. The XP is considered a defensive starter for substitution purposes. Free defensive substitution is allowed for ALL PLAYERS IN THE BATTING ORDER.

For example, if you 13 players on your roster you can bat:

- 9 with 4 subs
- 10 with 3 subs
- 11 with 2 subs
- 12 with 1 sub
- Entire lineup

IF A TEAM DOES NOT BAT THE ENTIRE LINEUP AND SUBSTITUTES ARE AVAILABLE, WE USE THE STANDARD NFHS RE-ENTRY RULE. STARTERS MAY BE RE-ENTERED ONCE AS LONG AS THAT PLAYER OCCUPIES THEIR ORIGINAL POSITION IN THE BATTING ORDER. IF A SUBSTITUTE COMES INTO A GAME AND THEN IS TAKEN OUT THAT PLAYER CAN NOT RE-ENTER.

****IF A PLAYER IS INJURED & NO SUBSTITUTE IS AVAILABLE, THAT SPOT IN THE LINE UP WILL BE SKIPPED WITH NO PENALTY****

****TEAMS MUST HAVE A LEAST 8 PLAYERS TO START & FINISH A GAME, IF NOT FORFEIT RULES APPLY****

PITCHING RECOMMENDATIONS

We do not have specific pitching limitations at our tournaments. We do provide all teams with and encourage you to use the Cal Ripken League/Babe Ruth League pitching recommendations for your time at the tournament and your entire season. This chart is a **recommendation** and is what Cal Ripken & Babe Ruth uses for their National Tournaments

AGE	DAILY MAX (PITCHES IN A DAY)	REST PERIOD		
		0 Days	1 Day	2 Days
7-8	50	1-20	21-35	36+
9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+
13-15	95	1-45	46-75	76+
16-18	105	1-45	46-75	76+

BAT RESTRICTIONS

8u – 12u Tournaments:

Any bat with USA or USSSA 1.15 BPF Certification can be used for our tournaments with the exception of the decertified bats listed below. No other weight or size restrictions for these age groups. Coach pitch bats are not permitted in any age group.

The following baseball bats were properly marked by an authorized USSSA Bat Manufacturer to indicate that they would be allowed in USSSA play, but were subsequently withdrawn by the manufacturer or found by USSSA to be disallowed:

Manufacturer	Model	Comments/SKU
Marucci	Cat5 MCB2 33/30 BBCOR	
Nike	BT0636 CX2	light grey
DeMarini	2017 CF Zen Balanced (-8) 29"/21 oz	WTDXCBR 2129-17
DeMarini	2017 CF Zen Balanced (-8) 30"/22 oz	WTDXCBR 2230-17
DeMarini	2017 CF Zen Balanced (-8) 31"/23 oz	WTDXCBR 2331-17
DeMarini	2017 CF Zen Balanced (-8) 32"/24 oz	WTDXCBR 2432-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 28" /18 oz	WTDXCBZ 1828-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 29" /19 oz	WTDXCBZ 1929-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 30"/20 oz	WTDXCBZ 2030-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 31"/21 oz	WTDXCBZ 2131-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 32"/22 oz	WTDXCBZ 2232-17
DeMarini	2017 CF Zen Zero Dark 2 3/4" (-10) 29"/19 oz	WTDXCBZ 1929-17F1
DeMarini	2017 CF Zen Zero Dark 2 3/4" (-10) 30"/20 oz	WTDXCBZ 2030-17F1
DeMarini	Custom 2017 CF Zen 2 3/4" (-10)	WTDCCBZ17V
DeMarini	Custom 2017 CF Zen Balanced (-8)	WTDCCBR17V
Dirty South	Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)	
Easton	Ghost X (30/20 only) – (USA BASEBALL MARKED)	YBB18GX10 30/20 LL18GHX 30/20 Japanese

Tournaments/Showcases 13u: -3 BBCOR or -5 (Maximum drop) USA or USSSA 1.15 BPF Certification
14u - 18u: Bats must be BBCOR -3 - - - Wood Bat Tournaments are 100% wood, no composites, no bamboo

LEADING/STEALING

8u Tournaments: No stealing. Players only advance from a batted ball put in play, a walk or HBP

9u – 10u Tournaments:

9u-10u must wait until the ball crosses the plate to leave the base (46' 60). First violation is a warning and after that they will be called out.

11u – 18u Tournaments: Regular leading & stealing rules apply

BALKS: *We use the NFHS rules pertaining to what constitutes a balk. Dead Ball. No fake to 3rd throw to 1st.

8u – 10u: Warning ONLY for educational purposes. No penalty

11u: 1 warning per pitcher

12u – 18u: No Warning, book rule

LINE UP CARDS

All teams must provide their own line up cards. A copy should be given to the opposing team and a game official each game.

CLEATS

8u – 12u: Rubber molded cleats only

13u & older: Metal cleats are allowed

COURTESY RUNNERS

There is NO courtesy runner rule for our tournaments. All catchers & pitchers run for themselves unless a substitution is made.

TIME BETWEEN INNINGS

Our expectation is that teams will take two minutes between innings. Pitchers are permitted to throw 8 warm-up pitches in their first inning of work & 6 warm-up pitches every subsequent inning.

****IF A CATCHER IS STILL GETTING DRESSED, A COACH SHOULD BE READY TO WARM UP THE PITCHER****

INFIELD FLY RULE

8u – 10u: NO infield fly rule

11u and older: Infield Fly Rule is in effect

BUNTING

- ❖ Bunting is allowed for all age groups
- ❖ No Suicide Squeeze for 8u Teams – All other age groups may squeeze
- ❖ No Slash Bunts for 12u & younger age groups

PITCHING/BASE DISTANCES

8u – 10u: 46/60

11u – 12u: 50/70

13u – 18u: 60'6"/90

TIE BREAKER SYSTEM

- ❖ **When TWO teams are tied, follow the list below until the tie is broken**
 1. Head to Head
 2. Least number of runs allowed (average per games played)
 3. Highest AVERAGE run differential per games played
 4. Lowest single game runs allowed
 5. Highest single game run differential
 6. Coin Flip

- ❖ **When THREE OR MORE teams are tied with the same record or winning %, we use the following criteria**
 1. Head to head (only applicable if all tied teams played each other) ...however if one team beat all of the other tied teams, they will be the highest seed of the tied teams, even if all tied teams have not played each other.
 2. Least number of runs allowed (average per games played)
 3. Highest AVERAGE run differential per games played
 4. Lowest single game runs allowed
 5. Highest single game run differential
 6. Coin Flip