



2022 MILFORD JUNIOR MAJOR LEAGUE
8U – HARDBALL AT THE HARBOR
LABOR DAY WEEKEND TOURNAMENT
SEPTEMBER 2-5

TOURNAMENT SPECIFICS:

- Before entering the tournament, make sure your team has no other conflicts on the tournament dates. No special game time requests will be accepted! Teams need to be prepared to play as early as 5:00pm on Friday night and 8:00am on the weekend games.
- Fees – In addition to the entrance fee, each team will be responsible for providing a \$35 fee per game for the umpire. One umpire will be used per game. The host will pay for the final championship game.
- Pairings will be posted the Tuesday before the start of the tournament.
- The tournament format will consist of pool play and single elimination bracket with a minimum of 5 games per team. At the completion of pool play, the top 4 teams will advance to a single elimination seeded bracket. Teams will be seeded according to their position in pool play.
 - Tie breakers will be as defined in section 11.05 of the Babe Ruth Rule Book. The number of teams to advance will be included with the pairings.
 - In the case of a pool where each team has not played one another, all levels of tie breakers will only apply to common opponents.
- Teams may be required to play 3 or more games in a day to accommodate the overall number of teams in the tournament.
- Please be aware of the time limit restrictions, innings played, and run rules.
- Tournament will be at Francis and Benard Fields in Milford. Benard Field is closest to the boat ramp. Francis Field is next to Benard Field. Directions to fields are on the JML website – www.jml.org.
- Fields are enclosed with grass infields, 60' bases and 46' pitching distance. Home run distance ranges from 196' to 200' at the foul lines to 200' in center field.
- Both fields have lights and restroom facilities at Francis along with a lightning detection system. A concession stand (CASH ONLY) with reasonable prices is located at Francis.
- Parking for out of town teams is recommended at Benard Field. Local stickers are required in the main parking lot. DO NOT PARK AT THE BOAT RAMP, you will be ticketed.

- Awards will be given to the tournament winner.

DISCLAIMER:

The Tournament will be played in adverse weather conditions. The format may be changed to lesser time limits or fewer innings to complete the tournament. Coaches and players accept these conditions when entering the tournament.

The Tournament Director shall have final decision on all tournament questions.

In the event of weather cancellations, if a team has played or started 1 game there will be no refunds. \$350 will be refunded if no games are played or started. (There are fees associated with running the tournament). All teams accept this policy upon entering.

If games are suspended that have already started they will resume at the point of suspension at a time to be determined by the tournament director. This may require playing beyond 9/5 if necessary.

ROSTERS:

- Roster may contain a maximum of 15 legal players. Players may not be added to any team's roster once the first game begins for that team.
- Players born on or after May 1, 2013 are eligible. Photocopies of birth certificates will be required for each player and must be in the manager's possession for each game. If a protest arises and you cannot produce proof of age, you will lose the protest (penalties vary).

TOURNAMENT RULES:

- T1. Starting time is forfeit time, unless delay is created by Milford Junior Major League. Game time starts at completion of coin toss.
- T2. A protest committee must be selected prior to the start of each game. The committee will be comprised of a person from each team and the Tournament Director. All protests will be settled on the field before play resumes. The decision of the protest committee is FINAL. Only book rules may be protested. There will be no protest of judgement calls by the umpire.
- T3. Max of 4 coaches/managers per team.
- T4. Coaches and managers only are allowed to coach the bases.
- T5. Players shall remain in the designated areas during games.
- T6. Smoking is not permitted anywhere in the park including in the stands. This includes tobacco and/or cigars. No alcohol is permitted.
- T7. No spectators are permitted in the dugouts or behind home plate.

- T8. Player/Coach/Spectator Ejections. All ejections carry a mandatory 1 game suspension regardless of the offense. If a spectator is ejected, they will be removed from the premises and unable to return for the remainder of the event. If a coach gets ejected, they will be sent to the parking lot, and will serve their one game suspension during the next scheduled game for their team. If a player gets ejected from the game, they will serve an additional one game suspension during their next scheduled game. The ejected player may not enter the field of play for any reason until the game is completed. This rule is strictly enforced and will not be waived.
- T9. All teams are encouraged to warm-up as much as possible before game time. PREGAME INFIELD between games may not be allowed based upon time between games.
- T10. Baseballs, Cal Ripken (RCAL1) will be supplied by the tournament host.
- T11. Unique numbers on uniforms are mandatory, matching uniforms recommended. Coaches need not be in uniform.

GAME SPECIFIC RULES:

- G1. Unless noted prior to the tournament, “2022 Babe Ruth League, Inc. Baseball Rules and Regulations & Official Playing Rules (Babe Ruth Rule Book)” will be used with the following exceptions.
- G2. All games with the exception of the final championship game will have a 1 hour 45 minute time limit. No new inning may start after 1 hour 45 minutes. If the home team is up to bat and is winning the game when the time limit expires, the game will end immediately. If an inning is started before the time limit, it must be finished. Time starts at the completion of the coin toss at Ground Rules. The umpire is the only one that keeps the official clock. As soon as the 3rd out is recorded in the bottom half of the inning, the next inning officially starts. If there is still time left when the third out is recorded, the next inning will be played.
- G3. Mercy Rule - 15 runs after 2 ½ or 3, 10 runs after 3 ½ or 4 innings, or 8 runs after 4 ½ or 5 innings. If the visiting team takes the lead by more than 10 runs in the top of the sixth inning, the game shall be over with the visiting team declared the winner. If the home team is trailing by more runs than they have at bats left in the 6th inning plus runners on base, the game shall be over and the visiting team declared the winner. Example – Home team is batting in the bottom of the 6th trailing by 10 runs, as soon as the first out is made, the game will be over since they can only score a maximum of 9 runs in their half of the 6th inning.
- G4. If a game is tied after all innings have been completed (or at the time limit), each team puts the batter who is scheduled to bat last in their offensive half of the inning on second base and plays out a full inning. This happens until the tie is broken and the game is complete. After two complete innings with the runner starting on second base and still no winner, the runner will move from second to third and the inning will be played out.

- G5. Jewelry is prohibited. Player shall not wear jewelry. Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so as to remain visible.
- G6. No metal cleats are allowed.
- G7. Wooden, metal, graphite or ceramic bats manufactured for baseball play, which are round and not more than two and five eighths inches in diameter at the thickest part, are acceptable. Non-wood bats must have the USABat marking. If the marking is illegible in the umpire's opinion, the bat is illegal.

PENALTY

- a. If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.
- b. A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
- c. Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.
- G8. A team can start with a minimum of 9 players but cannot finish with less. An automatic out will occur in the vacated batting position. Should a player show up late, the team may go to 10 players without penalty. If less than 10 players are present to start the game an extra player will not be permitted.

Batting

- G9. The pitching machine supplied by JML will be a Louisville Slugger UPM with a speed setting of 6. Semifinal and championship games will use a speed setting of 8. The back leg of the pitching machine will be placed against the 46' pitching rubber.
- G10.No called strikes or balls.
- G11.No walks.
- G12.No drop third strike.
- G13.No bunting will be permitted.
- G14.No infield fly.
- G15.Each team may choose to bat either a conventional ten (10) man lineup OR their entire roster of players present for the game and have free defensive substitution. This choice must be made prior to the start of the game.

G16. If using a conventional lineup, each team may elect to add an extra player (EP) to the batting order and be treated as any other starter. An out will be recorded if any batting spot is vacated during the course of the game and no eligible substitute is available. An EP is considered a position player and can enter the game defensively at any time, while staying in the same spot in the batting order.

Any of the starting players may withdraw and re-enter once provided such player occupies the same batting position when he is in the lineup. Re-entry of already used players will be allowed if all substitutes have been used and injury occurs, or a player is ejected. Selection of the substitute will be made by the opposing manager. This type of injury substitution can only take place when an injury prevents a player from continuing in the game or a player is ejected. The injured or ejected player, once removed from the game, cannot re-enter.

G17. The designated hitter will not be permitted.

G18. Each player will receive a maximum of five (5) pitches. Three (3) strikes constitute an out. An out will also be recorded after five (5) pitches unless the pitch is fouled off at which time the batter will stay “alive” until putting the ball in play or fouling it off again on subsequent pitches.

G19. A hit ball striking the pitching machine will be treated as umpire interference, with the batter being awarded first base. Runners remain on their base unless forced to advance by the batter being awarded first base.

Base Running

G20. No leading or stealing.

G21. Once a ball is controlled by an infielder and not making a play as determined by the umpire, the ball becomes dead and no further base running will be permitted. If a runner is past the midpoint between bases he shall advance to the next base, otherwise will return to the previous base.

G22. An errant throw back from the catcher to pitcher shall be considered a dead ball with no advancement of runners allowed.

G23. Courtesy runner - The last batted out will run for the Catcher. MANDATORY WITH TWO OUTS!! OPTIONAL otherwise. This rule is intended to speed the game up, please adhere to it.

Defense

G24. Ten (10) players will be used defensively in the field with four (4) players positioned in the outfield. The outfielders shall not play close to the infielders and shall be moved back at the umpire’s discretion.

G25. A half inning shall consist of three (3) outs OR ten (10) batters. If the tenth player comes to bat, the outs shall be adjusted to two (2). The half inning will be over when an out is made on a player or the ball is secured by a player touching home plate.