



# PROSPECT PARK BASEBALL ASSN TOURNAMENT 2026

## KEY TOURNAMENT RULES

*These are general understandings of the Rules. If a dispute arises, the language of the actual rule governs.*

### **PROPER CONDUCT REQUIRED**

Tempers can become excited during a tournament. There will be teams who will win and teams who will lose. There are important lessons in humility, grace and respect to be learned from this experience.

We expect coaches and parents to model and enforce respectful behavior to everyone involved. Only positive rooting is permitted. Heckling, distracting, negative comments and chanting, and physical and verbal threats are unacceptable. Also improper is passive aggressive behavior, such as when a coach yells across the field to his/her team or to a batter that the strike out was the umpire's fault. Informing a team of the umpire's strike zone is completely appropriate, but in private with the players. Otherwise, it raises the temperature of everyone at the field.

Umpires are only to be addressed by the head coach, not assistant coaches, parents, or players.

The umpires have been instructed to ask the head coach to intercede with anyone who cannot respect our rules. A failure by the coach to give such instruction and a failure by the person to follow the coaches or umpire's instruction, after one warning, is ground for ejection of the offending person. Failure of ejected person to completely leave the field to a distance required by the umpire is grounds for the umpire to end the game and award the victory the opponent.

### **SAFETY FIRST**

A Defibrillator is required to be present for all games.

All pitchers must wear head protection.

All players must wear baseball pants (long pants). No shorts are allowed.

Initiating dangerous conduct is grounds for ejection.

### **GAME START TIMES CAN BE DELAYED**

Teams must be ready to play at the scheduled start time.

Delays in the game start times are always possible in the tournament. They can be caused by a tie that sends a prior game on your field into extra innings, a game on another field in extra innings which is being umpired by the same umpire assigned to your game, or on the Saturday when the fields may not be ready for play due to delayed removal of the porta-sans and portable metal barriers from the prior evening's NY Philharmonic concert.

### **CHAMPIONSHIP GAMES THE WEEKEND OF JUNE 20+21:**

Barring a rain delay, the tournament will finish Sunday, June 21. Finishing 18 individual tournaments in less than two weeks requires all teams to adhere to the schedule and yet be flexible for the championship games, particularly since we cannot predict what teams will make it to the finals and some coaches coach two teams. We expect all teams who make it to their championship game to accommodate possible conflicts to make sure that those games are played. We have enough game slots in Prospect Park the weekend of June 20-21 to make that happen.

### **SHORT PLAYERS: ADDING PLAYERS FOR THE TOURNAMENT.**

There may be reasons when some teams find themselves short players during the tournament. For example private schools end before the tournament ends and some players leave for summer camp. Having very limited window in which to play the tournament means we cannot entertain schedule changes to accommodate a loss of players. We therefore have rules that allow teams to add players to their roster for the tournament. However, the conditions are specific and are strictly enforced.

The spirit of these rules is to make sure the players that have played all season are not deprived of playing in the tournament and that they are given preference over added players when the coach sets the playing positions and batting lineup. Adding players to enhance a team's chance of winning is not acceptable; it is to make sure a team does not forfeit for having less than 8 players.

We are therefore releasing the schedule early to allow for teams to have time to assess whether they have at least 8 players through June 21. If not, they will have the opportunity to add a few younger players (Super Subs) and/or Multiple Team players to their rosters.

As a result, we have set a **deadline of June 8 for the Freshmen division and June 10 for all other divisions to add Super Subs and/or Multiple Team players to their roster so they can be posted before their tournament begins. That information must be provided in writing to your organization representative with a copy to presidentppba@gmail.com no later than those dates.**

**Do not attempt to add a player unless you have carefully consulted sections (c)(i), (ii) and (iii) on pages 6-7 of the posted rules for the specific conditions under which players can be added to your team's roster for the tournament.** It is important to understand that no team can have more than 2 players who are either or both Multiple Team players or Super Subs, and that all such added players must have already been registered with the team's organization and must be listed on both teams rosters. It is too late to register a player now to attempt to comply with these rules.

#### **LINEUP CARDS, PLAYING DOWN & SUPER SUB PLAYERS AND BATTING UNIVERSAL**

All head coaches must exchange their lineups with the umpire at the pre-game meeting. Lineup cards must contain each players' first and last name, jersey number and whether he or she are playing down, a multiple team player, a grandfathered-in player, or super-sub, and, for the Freshmen division, whether the team will be batting universal. Those who are approved to play down in age or a Super Sub must bat at the bottom of the batting order and cannot play the following positions: pitcher, catcher, first base and shortstop.

#### **SEEDING AND HOME/AWAY**

Seeding for all divisions was chosen randomly.

Home/Away should be based on a coin flip for all games including championships, except for the Freshmen division championship game where the choice for home or away is at the option of the Winner's bracket team and the choice for home or away in the "If Necessary" game is the winner of a coin toss.

#### **START TIME**

The game must begin at the conclusion of the home plate meeting of the coaches and umpire. The home plate meeting must begin 10 minutes after the last out of the previous game.

The coaches shall immediately come to the home plate meeting when requested by the umpire. Any delay shall be deducted from a non-championship game's 1 hour and 50 minutes.

At the end of the home plate meeting, the umpire shall announce the exact start time and the time when a new inning cannot start except for the Championship and If Necessary games for which there is no time limit.

#### **GAME END TIME**

##### **RUN RULE** (formerly called the Mercy Rule)

All games, including championship games, are subject to the Run Rule:

12 runs after 4 innings (3½ if home team is ahead): Cubs, Bantam, Super Bantam, Mustangs and Broncos

12 runs after 5 innings (4½ if home team is ahead): Grasshopper, Freshmen and Colts

The per inning run limit (five runs in each half inning for the first three innings) shall apply in all Tournament games except for Grasshopper and Freshmen division games.

**TIES GAMES:** No game can end in a tie.

**NON-CHAMPIONSHIP GAMES**

No new inning can start once the game time reaches 1 hour and 50 minutes.

A game is over:

1. any time the home team has a lead at or after 1 hour and 50 minutes
2. any time the visiting team has a lead and there have been equal opportunities on offense for both teams after 1 hour and 50 minutes. That means that if the home team is losing, that inning can be completed upon the home team scoring the winning run or tying the game, in which case the game goes to extra innings. Otherwise, the game ends with the away team as the winner even though it may cause the next game to begin late.

**CHAMPIONSHIP GAMES** are to be played their full allotted innings except the Run Rule shall apply.

Those games are **not** subject to the 1 hour and 50 minutes no new inning rule, the “Official Game” rule, and the extra inning speed up play rule.

**TIES AND EXTRA INNINGS**

If a non-championship game is still tied after the first additional inning, all succeeding half innings shall begin with a runner at second base, one out, and every batter starting with a one ball, one strike count. This shall NOT apply to all Championship and If Necessary games.

For **all** tournament games, every pitcher shall be entitled to pitch one additional inning after the game has reached the inning limit as defined by the rules (i.e. 6 innings for Cubs, Bantam, Mustang, and Broncos and 7 innings for Super Bantam, Grasshopper, Freshmen and Colts games).

**OFFICIAL GAME**

Except for Championship games, a game is official if it has gone 4 innings for Mustangs, Broncos, Cubs, and Bantam, and 5 innings for Super Bantam, Grasshopper, Freshmen, and Colts.

**FORFEIT OR AUTOMATIC OUT DUE TO LACK OF PLAYERS**

The regular season rules regarding having only 8 players present applies: For the Freshman division an out is assessed every time the 9<sup>th</sup> player would come to bat. For all other divisions, an out is assessed only the first time the 9<sup>th</sup> player would come to bat.

Since standings are not kept during the regular season, there are no forfeits and the teams should exchange players so games could be played. It is different for the tournament where forfeits occur if a team has less than 8 players 10 minutes after the start time for weekend games and 15 minutes after the start time for weekday games (start time is determined by the umpire at the home plate meeting).

However, If the 10 or 15 minute grace period has expired and the coach says that the player or players sufficient to total at least 8 for the team are on their way, the opposing team shall automatically become the home team and the first half of the first inning shall begin. For all divisions, in the top of the first inning, the away team will be assessed an out for every player missing under 9 players, but up to no more than 2 outs – all of which shall be assessed after all players present have batted. If the away team still does not have 8 players to take the field after completing the top of the first inning, the game shall be declared a forfeit on behalf of the home team. The teams should still play an exhibition game.

### **LATE PLAYERS ADDED TO BATTING ORDER**

For all divisions, except Freshmen teams not batting universal, late arriving players shall be placed at the bottom of the batting order.

For all divisions, except Freshmen, if a team either starts with 8 players or goes down to 8 players because a player leaves, an automatic out will be assessed only once in the game in the slot of that missing 9<sup>th</sup> player.

For the Freshmen division team not batting universal with only 8 players, the ninth position in the batting order shall be an automatic out each time it is reached. However, if a ninth player comes during the game, that player shall bat in the ninth position and an automatic out will no longer be assessed. If a team starts the game with nine players and one leaves mid-game, that position in the batting order shall become an automatic out every time it arises during a tournament game. However, should a new, ninth player arrive, that player shall assume the position in the batting order left open by the departed player and an automatic out will no longer be assessed.

For all divisions, if a team goes to 8 players due to an injury, no automatic out shall be assessed.

### **PROTESTS**

All protests must be resolved by the umpire when raised. Judgment calls cannot be protested.

The time it takes to resolve the protest shall freeze the game clock and the umpire shall announce to the coaches the revised time when no new inning can begin.

If a protest that a player is not a rostered player or is not a permitted over-aged player is not then resolved, the game shall be played to conclusion. If that protest is upheld, the offending team shall forfeit that game and be disqualified from the balance of the tournament.

If, after the first pitch of the game, the coach acknowledges that the player is ineligible, then the game will be forfeited by that team. If a Freshmen team and the game is in the winners bracket, that team will be assessed a loss and not be disqualified from the tournament.

If the coach acknowledges that the player is ineligible prior to the first pitch of the game, then there shall be no forfeit provided the offending player does not play in the game.