



**Bridgeton Invitational
Semi-Professional Baseball Tournament
Speed-Up Rules**

1. All games shall be seven (7) innings. Should a team lead by 10 or more runs at the end of an official game (4- ½ or 5 innings), if Visitors, inning must be completed. The game would be terminated except the Championship Game. The Championship game will not have a 10-run rule limit. This also applies to rain interrupted games.
2. The pitcher must start his wind-up within 20 seconds after he receives the ball from the catcher or from the fielder. If he doesn't a ball will be called.
3. If, in the opinion of the Tournament Director or the timer, the defensive team is deliberately slowing the game down by holding or fumbling the ball, he will give one warning. After one warning a ball will be called for each stalling maneuver.
4. The pitcher must start his wind up within 10 seconds after a pick-off attempt. Penalty – ball.
5. The pitcher will be allowed only five warm-up pitches between innings. A new pitcher will be allowed six warm-up pitches.
6. Only one throw is permitted after an out. If the out is a strike-out, only the catcher may throw the ball to third. If the out is made by an outfielder, the ball must be returned to an infielder, and then directly to the pitcher. Penalty-start clock if 2nd throw is made.
7. The batter must be in the box within 10 seconds after the clock starts, or a strike will be called against him.
8. Time outs are only permitted in case of emergency and can only be called by an umpire when deemed necessary.
9. Protest can last up to 40 seconds. Penalty after warning – ball or strike.
10. The second trip to the mound by the coach or defensive player will result in the pitcher being removed from the pitching position. All succeeding pitchers will be removed from the pitching position when a trip to the mound is made by a coach or defensive player.
11. Substitute runner cannot actually be in the game at game time. Substitute runner can enter the game as a player. No player who has been in the game can be used as a substitute runner.
12. No argument can last more than 40 seconds. Penalty after warning – ball.
13. If third base is empty, for an automatic walk, the catcher just tells the umpire and the batter is sent to first base.
14. Pitcher takes signals from the rubber.

15. Change of sides has to be made in 90 seconds or a penalty of a ball or strike will be called.
16. The line-up can contain a designated hitter who may hit for either the pitcher or the catcher, but only once in an inning. The man CANNOT enter the game for some other player. He cannot be substituted under any condition. If the designated hitter is injured while running the bases, he must be replaced by the pitcher or catcher he is batting for, unless there are two outs – then the courtesy runner may be used. Another designated hitter cannot be named for that game.
17. The line-up must be in the press box at least 15 minutes before the game and must include first name and number of each player. Penalty of a strike on first batter or ball if the defensive team is at fault. Penalty \$25.00 fine
18. Home team will be decided by the flip of a coin before each game. Home team will occupy third base side. The flip will be 15 minutes before the game: if team captains are not available, the tournament committee will flip for them.
19. When a violation occurs, at the sound of the bell, the ball is dead.
20. The foregoing rules shall be interpreted (if necessary) and enforced by the PROTEST COMMITTEE (announcer, official scorer, clock operator, and one tournament official).

Revised May 2009



Bridgeton Invitational Baseball Tournament General Rules

1. All ex-pros must have written release, presented to committee at least 48 hours in advance of play. Penalty: forfeit of game illegal player performed in, if caught during game. If player is discovered before game, player is removed from tournament.
2. All teams must submit a written roster (up to 25 players) with one revision permitted prior to the start of second game (up to four changes and/or additions permitted).

Alden Field - Bridgeton, New Jersey
“Where Baseball is Played Under the Rules of a Clock”

3. Players can be on as many rosters as possible but can only be counted as a member of that team when they play in a game. Once player appears in a game he cannot play for any other team.
4. Tournament Committee will keep all teams informed on any changes prior to a game (i.e. Game Time, etc...).
5. Teams final roster must be submitted before the team plays their first game with the option to implement Rule 2. Copies should be made available to all tournament teams and Press box crew asap.
6. Enforcement of existing speed-up rules specifically for late line-up infractions and for coin toss to determine home team. 1st violation: \$10.00 fine. After the first violation, \$25.00 for each succeeding violation.
7. After first game is completed (except for final night) there will be a minimum of fifteen minutes between games. Both teams will then be given a revised starting time. From this point, it will determine when line-up must be submitted.
8. Game time: if any team fails to field a team of nine players, a grace period of thirty (30) minutes shall be extended. Failure to produce nine (9) players results in a forfeit.
9. Inclement weather: final decisions are up to the tournament committee.
10. In the event of pending inclement weather each team is responsible to contact the tournament committee directors either at the field or their home.



Bridgeton Invitational Baseball Tournament Tournament Structure and Tie-Breaker Rules

**Alden Field - Bridgeton, New Jersey
"Where Baseball is Played Under the Rules of a Clock"**

In the 2010 Bridgeton Invitational Baseball Tournament, competition will begin with a pool play format. Each of three divisions (Local, South Jersey & Eastern United States) will play a pool play schedule as determined by the Tournament Committee. Each participating team in the Tournament will be guaranteed at least four games. At the end of the pool play schedule, the first-, & second-place teams of each division will advance to the single-elimination competition.

NOTE: The 10-run rule will be in effect during all games in the pool play and single-elimination bracket portions of the Tournament, except for the Championship Game. All games (other than the Championship Game) will be terminated once becoming regulation - 4½ or 5 innings - if either team is ahead by 10 or more runs.

Teams will be seeded at the beginning of the single-elimination competition according to the position they finished in pool play.

Pool play standings will be determined as follows:

1) WIN - LOSS RECORD

If tied:

2) RESULTS OF HEAD-TO-HEAD COMPETITION

If tied:

3) FEWEST RUNS GIVEN UP

Note: In the event of a three way tie, all three teams shall complete criterion #3 to determine seeding. If, after completing criterion #3, the three way tie has been broken and a two way tie still remains (i.e. two teams gave up the same number of runs), the two teams remaining tied will revert back to criterion #2 to break the two-way tie. If all three teams gave up a different number of runs, no tie exists and all teams shall be seeded at criterion#3. If all three teams gave up the same number of runs, proceed to criterion #4.

If tied:

4) RUN DIFFERENTIAL WITH A MAXIMUM OF 10 PER GAME