



MJBL Inner City Classic/Black World Series Tournament Compliance & Rules

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CLASSIC TOURNAMENT COMPLIANCE INSTRUCTIONS

Proof of Age Documentation

All head coaches or managers will be responsible for obtaining and securing original “Proof of Age” documentation for each player. ***May 1 dictates the age of each individual player.** MJBL state commissioners may be available to inspect original “Proof of Age” documentation in advance and/or upon arrival at the Classic. Inspection of original “Proof of Age” documentation by MJBL state commissioners will then only require copies of “Proof of Age” documentation at the Classic. MJBL representatives will also verify all documentation (copies or originals) for each player during the Tournament Check-in process (date and location listed below). “A MJBL compliance member will review proof of Age” documentation to ensure authenticity and that it matches the team’s roster. An MJBL compliance member will issue one stamped roster to the team manager and keep the other. The manager or head coach should bring the stamped approved roster with them to each game.

*Younger players are permitted to play in older divisions based on the determination of the skill level of the player by the head coach with parental permission

Proof of Age Documentation continued.

To participate in the MJBL Inner City Classic: All coaches/managers will be required to go through a check-in process and receive a stamped approved roster to verify the age and identity of each player. The following items are **MANDATORY** at tournament check-in and **NO** team or player will be allowed to check in or participate without providing the following documentation (**NO EXCEPTIONS**):

1. The Head Coach or Manager must **SHOW** one of the following for each player: 12U, 10U, and 8U Divisions

- *Copies of and/or original Government issued Birth Certificate (with seal for applicable states),
- Copies of and/or original of Valid Government issued Passport,
- Copies of and/or original State-issued ID containing player's photo.

19U, 16U, and 14U Divisions

- 19U, regardless of college status
- Copies of and/or originals of State-issued ID or driver's license containing the player's photo,
- Copies of and/or original Valid Government issued Passport
- Copies of and/or original School-issued ID (with player's photo)

AND Original Government Birth Certificate (Only allowed for 14U)

***Original birth certificates can be obtained from the state, county or municipal bureau of vital statistics of the players place of birth.**

Altered “Proof of Age” Documentation

During registration, if a player’s “Proof of Age” documentation is found to have been altered or changed, that player will not be allowed to participate in the Classic. Altering official “Proof of Age” documentation is against the law in most states. The head coach or manager is responsible for attesting to the accurate age of his/her team players and the tournament director will determine if the coach/ manager will be allowed to participate. The head coach or manager is responsible for attesting to the accurate age of his/her team players and the tournament director will determine if the coach/ manager will be allowed to participate.

Ineligible Participation

Any team found to have an ineligible player or roster will face the penalties listed below. Furthermore, MJBL may impose additional penalties as deemed appropriate.

A) Over-age player participation.

Penalty: N/A, once a player is on a team roster and has been certified at check-in by a tournament official, that player is deemed eligible to compete on that team.

B) Player on Two Rosters in Same Division/Separate Divisions.

Penalty: Unless an MJBL compliance official has given this player a waiver, he will be unable to continue playing on two teams. A warning will be given, and the manager will have to identify the player's official team. If the player is caught playing on more than one team after the warning he and the manager from the ineligible team will be disqualified from further competition.

Rosters, Registration Form, Criminal Background Check, Insurance Form and Check-In

Your roster is comprised of each player that registers via the link below. A copy will be provided in advance of your first game. **(Reminder: Your players must register here before your games.**

https://docs.google.com/forms/d/1WcARkeQCGNtTZYgOL815CIRqMS4Dy0Y8O8ym4DQCfqc/viewform?edit_requested=true)

A completed registration form (permission form) provided by MJBL is required for each individual player on your roster. A parent and/or guardian must sign this form for players under the age of 18.

Here is a checklist of the items you must bring to Check-In:

- Hard Copy of Age verification documents for each of your players (*Copies will be returned at conclusion of the Classic)
- Hard Copy of a criminal background check report conducted within 1 year for all coaches/managers.
- Hard Copy of Athletic Liability Insurance with MJBL and City of Richmond and County of Henrico Virginia listed as additional insured effective during the tournament duration
- **Note: All teams must be paid in full before or at check-in**

Classic Tournament Game Rules

All **8U**, **10U** and **12U** games will be played under the **MJBL** rules in the current MJBL Rule Book with some exceptions that are listed below. Base distances and pitching distances vary are in the MJBL Rule Book.

All **14U**, **16U** and **19U** games will be played under the **current National High School Federation (NHSF)** rules with some exceptions that are listed below. Base distances are 90 feet and pitching distance is 60 feet 6 inches.

EXCEPTIONS:

Pitching Rules for All Divisions:

There are no pitching restriction. Coaches are asked to use discretion and caution to monitor their pitchers. The health and safety of all player are of paramount importance.

10U and 12U Divisions

Recommended: A pitcher can pitch a total maximum of 6 innings in 2 calendar days. After the pitcher has pitched 6 innings the pitcher must have a 2 full consecutive days rest period before they are allowed to pitch again. One pitch is considered an inning.

14U, 16U, and 19U Divisions

Coaches are asked to use discretion, with the health and safety of the player being a priority.

Bat Restrictions: Teams must present all bats for inspection by the umpire(s) before the game to determine eligible bats. If a player is caught using an ineligible bat, a warning will be issued the first time. Then if the player is caught a second time, he and the coach will be ejected from the game and permitted to return to the next game.

8U and 10U Divisions

The barrel of the bat must not exceed 2-5/8”.

12U Division

The barrel of the bat must not exceed 2-5/8”. USA Bat certification must be stamped on bat.

14U, 16U and 19U Division

The bat must be BBCOR certified and stamped or be a wood bat. All bats must be a -3 difference to length.

Start Time of Games

All teams are required to be at field at least 1 hour before your scheduled game start

time. No infield/outfield practice is permitted before the game. Outfield foul territory may be available for warmups before games. Games start time will be clocked at the first pitch.

Official Game

8U, 10U, and 12U Divisions

No new inning may start after **1 hour 50 minutes**.

A game called by the umpire shall be considered official after 4 completed innings (3 ½ if the home team is leading)

14U, 16U, and 19U Divisions

No new inning may start after **2 hours**.

A game called by the umpire shall be considered official after 5 completed innings (4 ½ if the home team is leading)

The official game time will begin at the first pitch. The home plate umpire will announce the official game time start and track the official game time. The umpires will do the plate conference with the coaches. The home team is required to take the field immediately after the plate conference occurs.

Games suspended due to act of nature will be resumed at the discretion of the tournament director and the rules/compliance committee.

Pool play games can end in a tie.

Playoff games and Championship games will have no time limit.

Speed Up Rule for Pitchers & Catchers

A reserve player (or last batter out if you have 9 total players) may be used as a

runner for the pitcher and/or catcher that has reached base with less than 2 outs. This is mandatory with two outs. When using a reserve player as a courtesy/speed-up runner, once that player is in the game that player's number and name has to be recorded on the scoresheets and line-up cards and they have to be used as the runner for the designated pitcher or catcher as long as they are a reserve player. The reserve player can run for a pitcher or catcher but not for both in the same inning. Once the reserve player has officially entered the game, they can no longer be used as a courtesy/speed-up runner.

Home Teams

During pool play, home teams will be decided by coin toss by the umpire our tournament representative before the plate conference with the coaches in attendance.

In the Playoff games and Championship Game, the **higher** seed will be home team.

Mercy Rule

10 Runs after 4 ½ innings if the home team is ahead or 5 innings if the visiting team is ahead.

Defensive Substitution

8U, 10U, and 12U Divisions

All players must play at least two consecutive innings defensively and have at least one at bat per game.

Mound Visits

Teams are allowed two (2) pro visits to the mound per pitcher. Upon the second visit, the pitcher must be removed from the mound.

Slide Rule

14U - 19U,

The catcher can't block the plate without the ball in the mitt. Umpires are to enforce this rule.

Uniforms & Dugout

All players and coaches must wear a complete baseball uniform that matches their team, including a jersey, baseball hat, and baseball pants (**Coaches are permitted to wear matching shorts (e.g. khaki style, etc.)**). Players and coaches without complete baseball uniforms are not allowed on the field, but coaches may be permitted in the dugout. Limited exceptions for coaches must be requested and approved by the tournament director in advance.

No player, coach, or manager will be allowed in the dugout unless they are listed on the roster for that specific team and age bracket. You may designate a Non-rostered participant as a scorekeeper. Bat boys or bat girls are allowed, but they must wear a helmet at all times

Second Time: Coaches and/or managers are suspended for that game. MJBL may impose additional penalties as deemed appropriate, including immediate disqualification of the coach and managers.

Extra Hitter and Designated Hitter bat 10

EH and /or DH are permitted at each individual teams' discretion. DH can hit for any defensive player. Removal of EH after the game starts will result in an out at the batting position as it occurs for the duration of the game.

Game Protest and Appeal Procedures

Protest(s) will only be considered for violations of the compliance/playing rules. No protest shall be considered on a decision involving an **umpire's judgment**.

The protest procedure is detailed below:

1. The protesting manager must notify the head umpire immediately before any succeeding play.
2. The head umpire of the game should sign both teams' scorebooks.
3. The protesting team will notify a protest committee member of the protest immediately after the game and pay a fee of \$200.00 in cash before the protest hearing. The protest committee consists of the Tournament Director and compliance/rules committee members.
4. All protest hearings and the subsequent ruling will occur at the host hotel. They will NOT occur during the game or at the field. **All protest rulings are final.**
5. If the protest is upheld, the protesting manager's fee will be refunded immediately. If it is declined, the protesting manager shall forfeit the entire protest fee.

REFUNDS

Refunds for the MJBL Inner City Classic and MJBL-sanctioned events fees are not provided.

Classic Tournament Game Rules-Coach Pitch Divisions 8U

1. Team Roster- Teams must have a minimum of 10 players in their lineup. A team must have a minimum of 9 players to start or finish a game.
2. Managers and Coaches- Only 5 coaches per team are allowed. Coaches will wear the same or similar colored shirts as the team. Sneakers or cleats are the only acceptable footwear. No metal spikes. Coaches can leave the field at the discretion of the umpire. If a Coach leaves the field without permission, he will not be allowed back on the field.
3. Base Runner- If a Coach touches a base runner while the play is in progress, the runner will be called out. A courtesy runner may be used only when a runner is injured and will be the player who made the last out.
4. Time Out- Each team will be allowed 2 defensive and 2 offensive timeouts per inning. A Coach-Pitcher walking off the mound to talk to his batter is considered a timeout. There will be a timeout when a player is injured at the umpire's discretion. The umpire will reset the field when play is resumed. The umpire has the discretion to call time when a player, who is holding the ball ahead of the lead runner, requests time out or if runners are not seeking to advance when time is called.
5. OFFENSIVE RULES (a) each player on the line up sheet must bat. (b) Ten batters per inning or 3 outs. Defensive team only needs ball carrier to touch home plate to end inning on tenth batter. (c) No steals or leadoffs. (d) No infield fly rule. (e) No head first slides unless going back to the base. (f) Must slide at home if there is a play (If the runner does not slide and contact is made, the runner is out. If no contact is made, the runner will be warned). (g) Batters will receive 5 pitches or 3 Swinging strikes. There are no walks or extra pitches. (h) Batters can foul off an indefinite number of pitches. (I) Bunting is allowed. However, once the batter squares to bunt, he must bunt or pull back. He cannot pull the bat back and swing away or he will be called out. (j) One bunt is allowed per inning and only one bunt per player per game. (k) Big Barrel bats are allowed. (l) Coach must pitch from

within the circle. If the Coach-pitcher is hit by the ball, the ball is dead. The game will resume at the status it was prior to the last pitch. (m)The Coach pitcher will make every effort possible to avoid interference. If there is interference, at the umpire's discretion, the ball is dead with the above mentioned dead ball rule in effect.

6. Lineups- Must be submitted to the scorekeeper (if applicable) and opposing team 30 minutes prior to game time.

7. Offensive Coaches- (4) shall include first base, third base, coach-pitcher, and behind the catcher.

8. Defensive Coaches- (2) shall include outfield coaches who will be allowed in foul territory and deeper than the outfielders. Failure to comply will result in forfeiture of this privilege. Managers will receive one warning only.

9. Four (4) Outfielders must be on the grass, 60' from the pitcher's plate, (2) on each side of a line extending from home plate through second base.

10. MJBL rules are in effect unless there are specific coach pitch rules in this document that govern play.

Rules for inclement weather

- (a) In the event of inclement weather and poor field conditions before the Game, The Tournament Director will make a call before any game.
- (b) The umpire-in-chief of a game in progress shall be the sole judge on whether the game can continue. He will coordinate with the age group director and the Classic Director to decide whether safety is the top priority.
- (c) A cancelled game shall be a "NO GAME" and shall be treated in the same manner as a game called before it has become a regulation game.
- (d) If this happens in Tournament play because of in climate weather and we can't play. The Top seed team in all age group will be crowned

champion.



HOME RUN DERBY

RULES 19U

SCHEDULE

- Homerun derby will take place during the MJBL CLASSIC.
- The event will take place at Dorey Park.
- All players are expected to show up on time and bring their own bats, their own pitcher & catcher with full protective gear.
- The Classic will have the L- Screen.

RULES

- Register at <https://forms.gle/TnVBBwZoxJvMQLzL9>
- Each batter will have 10 swings with and must have **their own pitcher**.
- Batters do not have to swing at every pitch.
- A missed swing, foul ball, or tip is counted as a swing.
- A homerun will have to cross the yellow line in the air located in the outfield.
- The top 50% of players will advance to the following rounds.
- Ties will lead to a sudden death round. Each batter will receive 4 swings.
- Batter may select their own pitcher and catcher. However, once a pitcher is selected, you may not switch pitchers.

The top player will be the winner.