



Event Information

Check-In

Coaches must report at least a half-hour prior to their first game of the tournament to check in with the tournament director. Coaches should be prepared to address any questions regarding tournament rules or policies.

Insurance

Each team is required to submit proof of insurance before the start of the tournament. The Insurance certificate must have "LENZ LLC." as the listed certificate holder and Newtown Edgmont Little League as additionally insured. If you are participating in multiple tournaments you will only need to submit proof of insurance at your first tournament of the year.

Rosters

The roster size can be unlimited for the number of players on the team. Teams can add to their roster up to their first game, but not after unless approved by the tournament director. A player can be rostered for two different age groups, but not on multiple teams within a specific age group.

Baseballs/ Equipment

Games balls will be provided by Philadelphia Baseball Tournaments for all games. Teams are required to use their own practice balls, helmets, bats, gloves, catchers gear, first aid, and other equipment that may be needed for your team.

Pre-game/ Batting Cages

Use of the outdoor batting cages will be on a first come first serve basis. We ask that as a courtesy, only twenty minutes per team in the cages. The use of the Flanigan Center (Indoor Facility) will not be permitted unless approved by the tournament director. There is no pre-game infield/outfield.



Game Times

The objective is to start all games early or on time. If a field is running ahead of schedule, please be prepared to start your game 10-15 minutes early. If a field is running behind, please be prepared to start your game late. The Tournament Director will notify the Head Coaches of each team if a game is going to be ahead or behind schedule.

Playoff Communication

Bracket play will vary based on the number of teams registered but will be communicated at the beginning of each tournament. Pool play game scores will be entered into Tourney Machine throughout the weekend as games are completed to ensure the best possible forecast for games on Sunday. You can view how the bracket is broken down by utilizing the Tourney Machine App.

First Aid

There will be first aid equipment on site for all tournament games.

Tournament Awards

Champions of each division will be awarded a Team prize per tournament. Tournaments powered by sponsors may have different tournament awards.

Protests

Protests will be heard and ruled on by the tournament director. The team protesting a playing rule must make a cash payment of \$100 at the time of the protest to the tournament director. If the protest is ruled in the protesting team's favor the \$100 will be refunded. Teams will not be allowed to protest a play on the field if play has already resumed. If a team is protesting illegal equipment and the tournament director rules in your favor, then the equipment in question will be removed immediately and play will continue.



Suspension

Any player or coach that is ejected from a game will be suspended for the team's next game. The player or coach who is ejected will not be permitted in the dugout during the next game.

Age Eligibility

Players will need to abide by the Age Requirement chart below. Any age eligibility protests will be heard by the Tournament Director(s). A team protesting must have convincing evidence that a player is not in compliance. If the committee feels that the evidence is adequate, then they will proceed to the team in question submitted roster. If the player's information is not in compliance with the tournament requirements, then that player will be removed, and all opponents will receive a forfeit win.

Age Requirement: Age cutoff information for all age divisions:

April 30th will be the designated date to determine ages. A player's eligibility of play is determined by their age on April 30th; with additional grade considerations:

7u Division – Player turning 8 prior to May 1 of current year is NOT ELIGIBLE, unless player is in 1st Grade during the spring of the current year.

8u Division – Player turning 9 prior May 1 of current year is NOT ELIGIBLE, unless player is in 2nd Grade during the spring of the current year.

9u Division – Player turning 10 prior May 1 of current year is NOT ELIGIBLE, unless player is in 3rd Grade during the spring of the current year.

10u Division – Player turning 11 prior May 1 of current year is NOT ELIGIBLE, unless player is in 4th Grade during the spring of the current year.

11u Division – Player turning 12 prior May 1 of current year is NOT ELIGIBLE, unless player is in 5th Grade during the spring of the current year.

12u Division – Player turning 13 prior May 1 of current year is NOT ELIGIBLE, unless player is in 6th Grade during the spring of the current year.

13u Division – Player turning 14 prior May 1 of current year is NOT ELIGIBLE, unless player is in 7th Grade during the spring of the current year.



Payment & Refund Policy

Payment Policy

LENZ LLC. requires any team registering for a tournament to pay in full for all events prior to the start of the event. See registration pages for specific details regarding payment.

Refund Policy

LENZ LLC. requires all requests for a refund to be made in writing 30 days prior to the start of the event. Each refund will have a deduction of 3% from the total order.

Tournament Cancellation Policy

There will be no refunds for cancellations within 30 days of the tournament start date.

Inclement Weather

Our policy at LENZ is to do everything in our power to make sure the games get played. All games that are canceled due to weather may not be made up depending on the time constraints of the facility. LENZ will contact teams regarding any weather-related changes via email, text message or call.

Weather-Related Refund Policy

Play 0 games- 100% Credit

Play 1 game - 50% Credit

Play 2 games - 50% credit



LENZ Events Playing Rules

Coaches: Be aware of the rules and rule changes. LENZ LLC. reserves the right to amend these rules at any time for specific tournament play. National Federation High School (NFHS) Baseball Rules will be enforced with the following expectations.

****Rules Committee****

In the event of a protest/rules objection, there is a committee in place by which the situation will be handled and decided by the committee in conjunction with the umpire on the field.

Pool Play Time Limit

All games except the Championship game will be played with a strict one-hour and 45-minute time limit.

- a. No new inning can start after the one-hour and 45-minute time mark.
- b. Official game time will be kept by the umpires. The time will start immediately after the conclusion of the pre-game meeting.
- c. The home team will be determined by a coin flip for each pool play game.
- d. If the home team is ahead when the time expires, the game will be declared final immediately.
- e. The tournament director reserves the right to modify time limits at any time.

Innings

- a. 8U-12U will play 6 inning games
- b. 13-15U will play 7 inning games

Tie Games

All non-playoff games that are tied after the inning or time limit will end as a tie. There are no extra innings in pool play.

Forfeits

All forfeits will be scored 7-0



Mercy Rules

6 INNING GAMES (8U-12U)

- c. 15 runs after 3 innings
- d. 10 runs after 4 innings
- e. 8 runs after 5 innings

7 INNING GAMES (13U & up)

- A. 15 runs after 4 innings
- B. 10 runs after 5 innings
- C. 8 runs after 6 innings

Pitching Restrictions

There are no pitch count restrictions, however, LENZ recommends MLB Pitch Smart Guidelines. A player removed from the pitching position may not return to the pitching position for the remainder of the game.

Trips to the mound

As per NFHS rules, each team is allowed three charged visits to the mound within a game. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the three charged visits are used, every trip to the mound will result in the pitcher being removed. A visit is not “charged” when the manager removes the pitcher from the mound. Remember, charged visits are cumulative for the entire game (visits are not tracked “per pitcher”). No restrictions on visits per inning.

Balks

- a. 8U-10U no balks
- b. 11U-12U One warning per pitcher
- c. 13U-15U Dead ball, no warning.



Catcher Dropped 3rd Strike

- a. 8U-10U, the dropped 3rd strike rule is not in effect unless the bases are empty.
- b. 11U+, standard dropped 3rd strike rule

Starting the Game

A team must start with a minimum of 9 players but can finish with fewer, taking outs in the vacant batting order positions.

Batting Order and Extra Players

- A) Lineup cards must be exchanged at the plate meeting prior to the start of a game. Substitutes must be listed on the lineup card.
- B) Lineup/Batting order: Teams 13U and younger may bat any number of players and retain subs but must remain at the same total number of batters they started with throughout the game: Example 11 batters and 3 subs must finish with 11 batters. Batters not listed defensively will be extra hitters (EP or EH) and may rotate anywhere on the field like any other starter. If a team finishes the game with less players than they started, the team must take outs in the vacant positions (NO EXCEPTIONS).

Re-entry Rule

Starters must re-enter at the same place in the batting order. If a substitute is replaced by a starter then that substitute cannot re-enter.

Courtesy Runner

Courtesy Runners: The team at bat may use a courtesy runner for the pitcher and/or catcher of record from the previous inning on defense, any time after they reach base other than by substitution. The same runner may not be used for both positions in the same inning. Neither the pitcher nor the catcher will be required to leave under such circumstances. The courtesy runner must be a substitute player that has not been in the game. However, if you are batting



the entire roster or do not have any eligible substitute on the bench you may use the last batted out for either player. If the Pitcher or Catcher gets out prior to an out being recorded in the 1st inning, and there are no substitute players the courtesy runner shall be the previous batter not on base. In all other innings, the courtesy runner is the last batted out and if no outs have been recorded, it will be the last out from the previous inning

Intentional Walks

The batter can be awarded first base at the request of the coach. The pitcher is not required to pitch to the batter

Official Game

A game will be considered complete if weather, darkness, or field conditions prevent the game from being completed.

- A. 6 inning games- 3 innings or 2 ½ (if the home team is leading) will constitute completed game.
- B. 7 inning games- 4 innings or 3 ½ (if the home team is leading) will constitute completed game.

Scoring

The official scorer of the game will be the head umpire. He may ask for score clarification from the scoreboard operator. Both coaches must agree at the end of the game on what the final score was.

Bat Restrictions

- A. 13u & Younger: All bats -5 or greater must be stamped BPF 1.15 USSSA or USA stamp. Must be a baseball bat – no restriction on weight or length as long as the bat has “BPF 1.15 or USA” stamp. All -3 bats must be stamped BBCOR. Wood bats allowed.
- B. 14u and Older: -3 weight/length ratio only. All -3 bats must be stamped BBCOR. Wood Bat Rule: To be considered a wood bat, a bat must be made of a single piece of wood. All other bats such as bamboo or two-piece must meet the BBCOR standards and



have the BBCOR stamp. Bat rules apply to the age division you are playing in (not the age of the player or team). Penalties for illegal bats assessed per the NFHS rule book.

Leading/ Stealing

- A. 8U-10U must wait until the ball crosses the plate to leave the base. The first violation will be a warning. Following a warning, the runner will be called out.
- B. 11U-18U, NFHS rules apply.

Not covered in rules

Anything not specifically listed in the “*LENZ Events Playing Rules*”, will be discussed by the tournament directors, or in specific circumstances with the rules committee. Anything not listed, in relation to game play, will fall under the umbrella of the NFHS rules.

Base/ Pitching Dimensions

- A. 8U-10U, 46' pitching, and 60' bases
- B. 11U-12U, 50' pitching, and 70' bases
- C. 13U+, 60'6" pitching, and 90' bases

Playoffs

Pool Play Tie Breaker Rules

1. Pool play overall record
2. If two teams are tied- Head-to-head
3. If three teams are tied and if one team has defeated both teams, that team will advance. If not skip to number 4
4. Total runs allowed in pool play
5. If still tied- Total runs scored in pool play
6. If still tied- Coin flip



Championship Game Play

The higher seed will have the choice to be the Home team for the championship game. There is no time limit for championship games. If teams are tied following 6 or 7 innings (age group dependent), teams will continue to play until a winner has been crowned. Any championship game that enters extra innings will play the tiebreaker format below (these tie-breaking rules apply to all playoff games, unless otherwise noted).

Playoff Game Tie-Breaker Rule

- A. If teams are tied at the end of regulation, the game will go into the tie-breaker rule.
 - 1. Last batted out on second base
 - 2. No outs, no count on the batter
- B. If the teams are still tied after the first tiebreaker inning, base runners will be placed as follows:
 - 1. Bases will be loaded, with the last batted out on third base, the second to last batted out at second base, and the third to last batted out at first base
 - 2. No outs, no count on the batter.

Playoff Time Limit (with exception to championship)

- A. No new inning can start after the one-hour and 50-minute time mark.
- B. In the playoffs, the home team has the choice to either be the home or away team, as well as which dugout to use,
- C. If the home team is ahead when the time expires, the game will be declared final immediately.
- D. If teams are tied at the end of the time limit, the game will go into the tie-breaker rule (see game tie-breaker rule above)
- E. The tournament director reserves the right to modify time limits at any time.