Williamsport Lumber Yards Baseball Tournament Rulebook

2 Rose Street
Williamsport, PA 17701

WLY Complex Policies and Information

- No metal cleats, gum, or seeds are allowed at the complex.
- No pets allowed. Service animals must be leashed at all times. Owners are responsible for waste.
- Parking- All vehicles must be parked in the designated parking spaces. Any vehicle not in the designated space will be towed.
- Smoking of any kind is prohibited
- Grills are prohibited
- No bicycles, scooters, skateboards.
- No outside alcohol, or outside coolers. 1 team cooler is allowed.
- Concessions and restrooms are on-site.

Travel and Lodging

- We will have a list of preferred hotels with discounts on the website.
- There are many nearby attractions including the Little League World Series fields, Liberty Arena, etc.

Payment Policies

- **Credits-** If the tournament is canceled completely due to inclement weather, teams will receive a 100% credit for a future tournament. There will be no refunds for any reason, including weather. Credits must be used within 1 year.
    - 0 games played = 100% credit
    - 1 game played = 50% credit
    - 2 games played= no credit
- All payment are due in full 60 days prior to the start date.
- **Teams deciding to drop out of the tournament do not receive a refund.**
- **The tournament directors have the right to alter the schedule, minimum games played, etc. in the event of inclement weather. Teams are responsible for checking the schedule for changes.**

Rosters/Age Eligibility/Team Documents

Required Documents

- All teams must provide a roster with all player's names, numbers, and date of births and have this available at all times.
- All teams must provide a copy of insurance and have this available at all times. **The insurance certificate must have no less than $2,000,000 General Aggregate and $1,000,000 Each Occurrence.** Additionally insured:

  Williamsport Lumber Yards
  2 Rose St. Williamsport, PA 17701
- This information is to be provided at least 2 weeks before the tournament (via email tournaments@williamsportlumberyards.com)

Age Eligibility

- The age cutoff date is May 1st. The player's age on April 30th determines his age for the season.
- All divisions move up an age group on September 1st for the fall season.

BASEBALL AGE CHART Fall 2026 - Summer 2027

CUTOFF DATE: May 1st (age on April 30th determines your age group)

Jan	Feb	Mar	Apr	May	June	July	Aug	Sep	Oct	Nov	Dec	AGE
2018	2018	2018	2018	2017	2017	2017	2017	2017	2017	2017	2017	**9u**
2017	2017	2017	2017	2016	2016	2016	2016	2016	2016	2016	2016	**10u**
2016	2016	2016	2016	2015	2015	2015	2015	2015	2015	2015	2015	**11u**
2015	2015	2015	2015	2014	2014	2014	2014	2014	2014	2014	2014	**12u**
2014	2014	2014	2014	2013	2013	2013	2013	2013	2013	2013	2013	**13u**
2013	2013	2013	2013	2012	2012	2012	2012	2012	2012	2012	2012	**14u**
2012	2012	2012	2012	2011	2011	2011	2011	2011	2011	2011	2011	**15u**
2011	2011	2011	2011	2010	2010	2010	2010	2010	2010	2010	2010	**16u**
2010	2010	2010	2010	2009	2009	2009	2009	2009	2009	2009	2009	**17u**
2009	2009	2009	2009	2008	2008	2008	2008	2008	2008	2008	2008	**18u**

Playing Rules/Field Dimensions/Time Limits

Age Specific Rules/Dimensions

13U and Above

- 60/90 fields
- NFHS BASE RULEBOOK with modifications
- No balk warning
- No forced slide rule, but avoid contact

11u and 12u

- 50/70 fields
- NFHS BASE RULEBOOK with modifications
- Free leading and stealing.
- Pitcher balks will be called. There is one warning per pitcher.

9u/10u

- 46/60 fields
- Little League based rulebook with modifications
- There is no leading. Players may steal once the ball has crossed the plate. If the runner leaves early the runner is out.
- There are no balks at the 10U level.
- No dropped third strike.
- No infield fly

Time Limits

- All games have a time limit of 1 hour and 40 minutes (finish the inning).
- The championship game has a time limit of 2 hours (finish the inning).
- Consolation games are 1 hour and 45 minutes drop-dead.
- The clock starts immediately following the pre-game meeting.
- If the home team is leading when the time limit hits, the game will finish after the current at-bat (if it has started).

- Teams should be ready to start their game up to 30 minutes before the original start time.

Extra Innings

- The base runners will be placed as follows:
- Last batter from previous inning at 1st Base
- Second to last batter before him in the lineup at 2nd Base
- Third to last before that in the lineup at 3rd Base
- Normal substitution rules apply to these runners.
- The hitting team will start the inning with one out.
- Play continues until one team is ahead at the end of an inning.

Other Playing Rules

- **Innings:** 9-12u will play 6 innings, 13u-18u is 7 innings
- **Official Game:** If a game is called by the umpire/director that cannot be resumed, games are final after 4 innings (or 3 and a half innings if the home team is ahead). Weather is a part of the game. Directors reserve the right to change formats, schedules, etc. The home book is used as the official score.
- **Ties:** All games in pool play that are tied after 6/7 innings or the time limit (and finish the inning if applicable) are final. Bracket games will follow the extra innings rule of bases loaded 1 out. The last 3 batters are on base.
- **Mercy Rules:** 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings
- **Mound Visits:** The 2nd visit of an inning requires the pitcher to be removed. Coaches receive up to 3 charged mound visits per game.
- **Warm-up pitches/pitch count:** Each player receives 8 warm up pitches when entering the game and 5 each subsequent inning. We do not enforce pitch-count limits; however, we strongly suggest using the Little League Baseball pitch count rules and referring to the pitch-smart guidelines. Player safety should be the main priority of all coaches.

- **Intentional Walks:** There is no need to throw a pitch. Coaches can declare an intentional walk.
- **Forfeits:** All forfeits result in a 7-0 victory.
- **Lineups/Courtesy:** All teams may bat 9 or more players. You must start the game with at least 8 players, and a 9th may join the lineup as long as the player was listed on the roster and lineup card. Any spot that is unfilled, out of 9, is an automatic out. If the team starts with 10 or more, an injury that results in a player exiting the game will not be ruled out, unless they go below 9 batters. Courtesy runners are to be the last out, or a substitute from the bench. IF A TEAM HAS SUBS, THEY MUST USE A SUB.
- **Re-entry:** Pitchers may not re-enter the same game. Free substitution on defense applies if all players are in the batting order. For those not batting all of their roster, NFHS re-entry rules apply. Players are locked into their spot in batting order once they enter the lineup. You can re-enter once in the same spot in the lineup. Once a sub is replaced by the original starter, they are no longer eligible to return to the game.

Tiebreaking Criteria

Standings Tie-breakers:

- To determine seeding, a win is worth 1 point and a tie is worth 0.5 points; **HOWEVER**, winning will be valued more than ties. EX:) 1-1 will be ahead of 0-0-2. 2-1 will be ahead of 1-0-2
- If teams have played an uneven amount of games, winning percentage will be used. (2-0 is greater than 1-0).

Two Teams Tied: (win percentage first)

1. Head to head
2. Total runs allowed
3. Total runs scored
4. Highest single game run differential
5. Lowest single-game runs allowed
6. Highest single game runs scored

7. Coin flip

Three Or More Teams Tied:

- USE THE SAME CRITERIA #1-7. The list restarts with remaining teams after a tie is broken. If one team did not defeat the other two teams, then head to head does not apply to the first tiebreaker (move on to #2 runs against).
- **The list restarts each time a tie is broken. See below.**
- EXAMPLE 1: Team A, B, and C are all 1-1. Head to head cannot apply to the first tiebreaker as one team did not beat both of the other two. Team A gave up 10 runs, Team B gave up 8 runs, and Team C gave up 11 runs. Team B wins the three-way tie with the lowest runs against, leaving just Team A and Team C. **The list resets back to tiebreaker #1 if applicable (H2H).** Team C beat Team A head to head. Even though they gave up more runs, they are seeded higher than Team A.
- EXAMPLE 2: Same scenario, but Team A and Team C did not play each other. Team A is seeded higher than Team C due to tiebreaker #2 runs against.

Bats/Equipment

BATS:

- **9U-12U** USA or USSSA
- **13U**- USSSA DROP 5 or BBCOR
- **14u-18u**- BBCOR or WOOD

Cages/Game Balls:

- Cages are first come first serve. Teams must bring their own baseballs for the batting cage. Game balls are provided for every game by the tournament.

Age Protest

- Protests will be heard and ruled on by the tournament committee. The team protesting a playing rule must make a

cash payment of $250 at the time of the protest to the tournament director on-site. If the protest is ruled in the protesting team's favor the $250 will be refunded. The ruling made by the committee will be final. You cannot protest a play on the field if play has already been resumed. If you are protesting illegal equipment and committee rules in your favor, then the equipment in question will be removed immediately and play will continue (any prior game play leading up to that point remains as it was).

Ejections/Forfeits/Suspensions

- There is ZERO tolerance for unprofessional behavior by parents, coaches, and players. Players will be suspended for the rest of the tournament. Coaches and parents that are ejected will be banned from attending the rest of the games that weekend and must leave the complex immediately. If an ejected parent/coach refuses to leave the complex in a timely manner, the team will receive a forfeit loss.
- Coaches must not stall the game at any point. After one warning, the tournament director will have the right to make the game a forfeit.
- Coaches and managers are fully responsible for the behavior of their players, parents, spectators, and team staff.
- Any disrespectful, abusive, or inappropriate behavior directed toward umpires or event staff will result in the immediate ejection of the head coach, with no warnings issued.
- Teams that repeatedly violate this policy may be removed from the event and banned from future Williamsport Lumberyards tournaments. The tournament committee has the right to make decisions on suspensions in extension to these details.

Rules Not Covered

- Any rules that are not covered and need clarification will be decided by the tournament director at that field.