

BPA Summer Celebration – May Classic  
 9u and 10u – May 9<sup>th</sup> and 10<sup>th</sup> – Sprinker Recreation Center  
**Sprinker Recreation Center - 14824 So. "C" Street Tacoma, WA 98444**

<b>Pool A</b>	<b>Pool B</b>
Puyallup Jags	Seattle Select Black
Maple Valley Mud Dogs	NW Krush
MI Thunder 9s	MI Thunder 10s
Maple Valley Rain Devils	MI Lightning 10s
MI Lightning 9s	

Gametime	Field 3	Field 4
9am	Seattle Select v. MI Thunder 10s	NW Krush v. MI Lightning 10s
1115am	Seattle Select v. MI Lightning 10s	NW Krush v. MI Thunder 10s
130pm	Puyallup Jags v. MI Lightning 9s	Mud Dogs v. MI Thunder 9s
345pm	Rain Devils v. MI Thunder 9s	Mud Dogs v. Puyallup Jags
600pm	Rain Devils v. MI Lightning 9s	

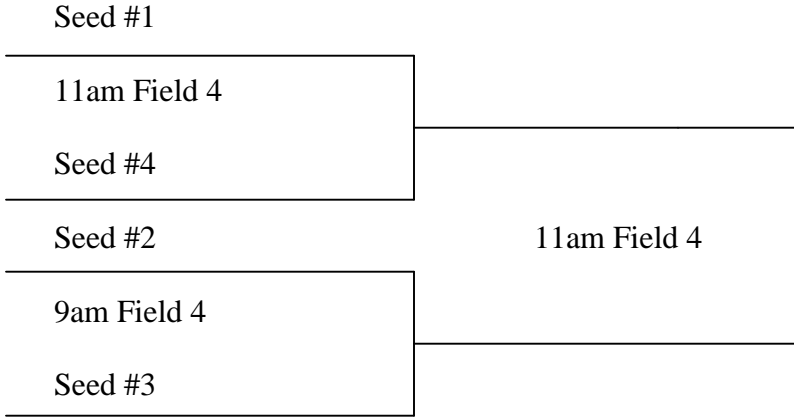
**Please Provide 1 Gameball for Each Game**

\*\*\*Top 2 Teams From Each Pool Advance to “GOLD BRACKET”\*\*\*

\*\*\*Other 5 Teams Advance to “SILVER BRACKET”\*\*\*

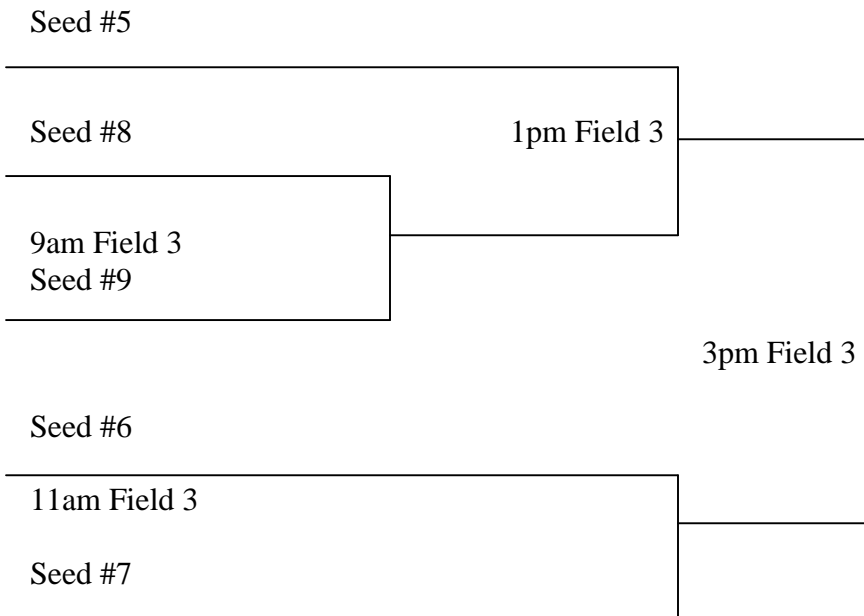
**SUNDAY – SINGLE ELIMINATION**

**Gold Bracket (Seeds 1-4)  
Team Trophy and Shirts for 1<sup>st</sup> and 2<sup>nd</sup>**



**Please Provide 1 Gameball for Each Game**

**“Silver Bracket” (Seeds 5-9)  
Team Trophy and Shirts for 1<sup>st</sup> and 2<sup>nd</sup>**



BPA Summer Celebration – May Classic  
 11u and 12u – May 9<sup>th</sup> and 10<sup>th</sup> – Sprinker Recreation Center  
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Pool A	Pool B	Pool C
Bremerton Stingers	UP Blue Wave	Seattle Select
MI Thunder	West Hills Vipers	Crash Crew 12s
Bothell Pride	MI Lightning	MI Lightning 12s
Montesano Bulldogs	Graham Eagles	

**Please Provide 1 Gameball to the Umpire for Each Game**

Gametime	Field 5	Field 6
9am	UP Blue Wave v. West Hills Vipers	MI Lightning v. Graham Eagles
11am	UP Blue Wave v. MI Lightning	Graham Eagles v. West Hills Vipers
1pm	MI Thunder v. Bothell Pride	Crash Crew 12s v. MI Lightning 12s
330pm	MI Thunder v. Montesano Bulldogs	Crash Crew 12s v. Seattle Select
530pm	Bremerton Stingers v. Bothell Pride	MI Lightning v. Seattle Select
730pm	Bremerton Stingers v. Montesano Bulldogs	

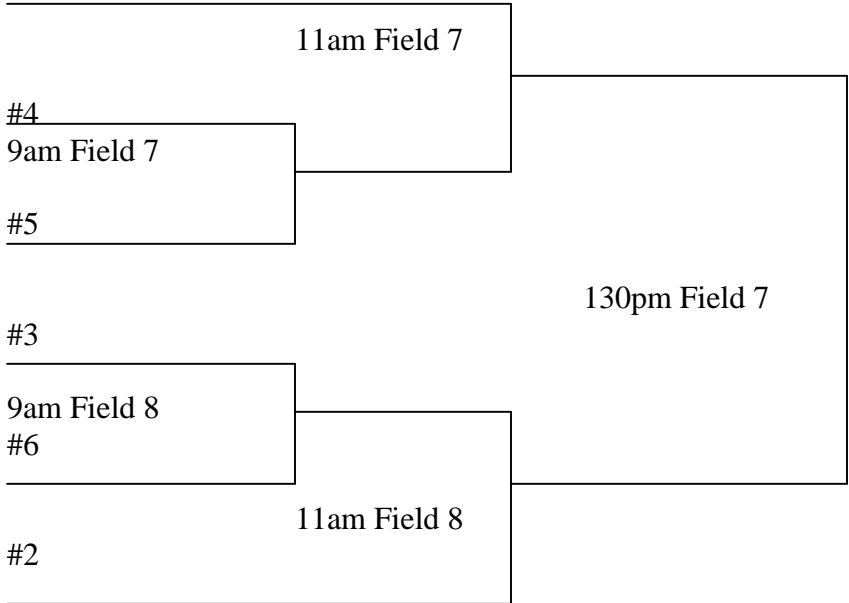
Top 2 from each pool advance to “gold bracket” – Pool Winners are 1-3 seeds  
 Other 5 advance to “silver bracket”

**Sunday – Single Elimination – Please Provide 1 Gameball to the Umpire**

**Gold Bracket**

**Team Trophy and Individual Shirts for 1<sup>st</sup> and 2<sup>nd</sup>**

#1



#4

9am Field 7

#5

11am Field 7

130pm Field 7

#3

9am Field 8

#6

11am Field 8

#2

**Silver Bracket**

**Team Trophy and Individual Shirts for 1<sup>st</sup> and 2<sup>nd</sup>**

#7



#10

9am Field 5

#11

11am Field 5

130pm Field 6

#8

9am Field 6

#9

**9am Silver Bracket Losers Play  
11am Field 6 --- Consolation**

14u BPA – Summer Celebration - May Classic - May 9<sup>th</sup> and 10<sup>th</sup>  
**Sprinker Recreation Center - 14824 So. "C" Street Tacoma, WA 98444**  
**Gonyea Playfields – 13422 10<sup>th</sup> Ave, Tacoma, WA 98444**

<b>16 and Under</b>
Puyallup Power
ESC Tigers
Ninjas
Cardinals
Kitsap Chiefs

Please Provide 2 Gameballs to the Umpire for Each Game

Gametime	Gonyea Field 1
9am	Puyallup Power v. ESC Tigers
1115am	Puyallup Power v. Ninjas
200pm	ESC Tigers v. Cardinals
415pm	Ninjas v. Kitsap Chiefs
800pm	Cardinals v. Kitsap Chiefs <b>This Game Played on Sprinker Field 1</b>

Sunday – Single Elimination – Provide 2 Baseballs per Game

#4 Seed

9am Gonyea #1  
#5 Seed

Individual Shirts and Team Trophy for 1<sup>st</sup>/2<sup>nd</sup>

2pm Gonyea #1

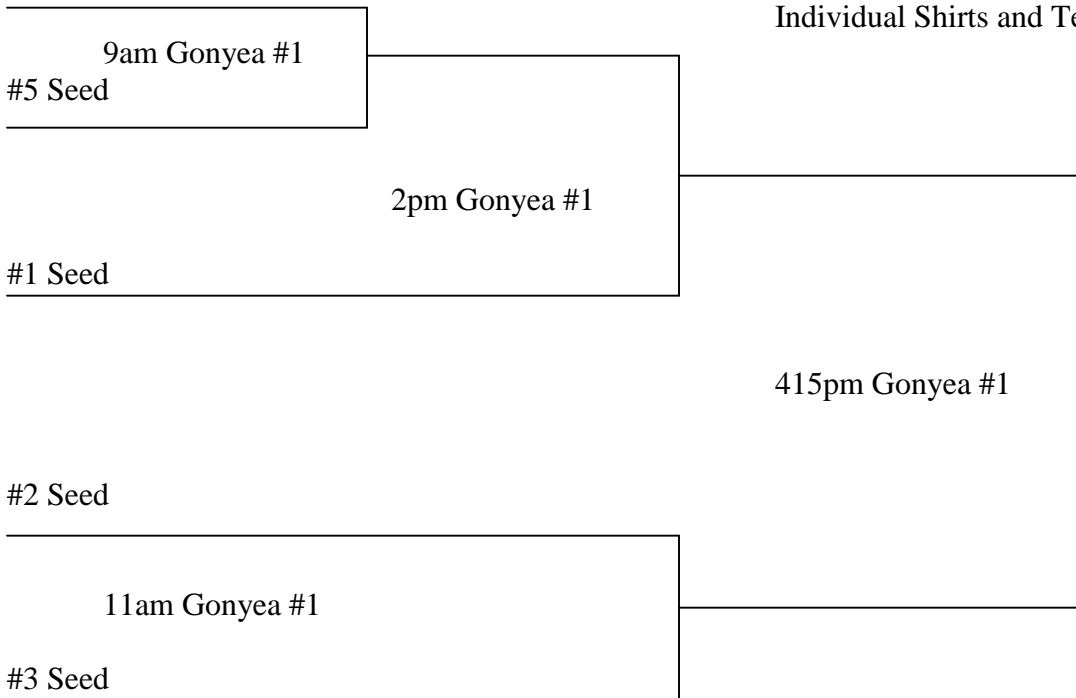
#1 Seed

415pm Gonyea #1

#2 Seed

11am Gonyea #1

#3 Seed



16u BPA – Summer Celebration

May Classic - May 9<sup>th</sup> and 10<sup>th</sup>

**Sprinker Recreation Center - 14824 So. "C" Street Tacoma, WA 98444**

<b>16 and Under</b>
SK Heat
Nighthawks
Woodinville BBC
Seattle Select – Purple
Bremerton Stingers

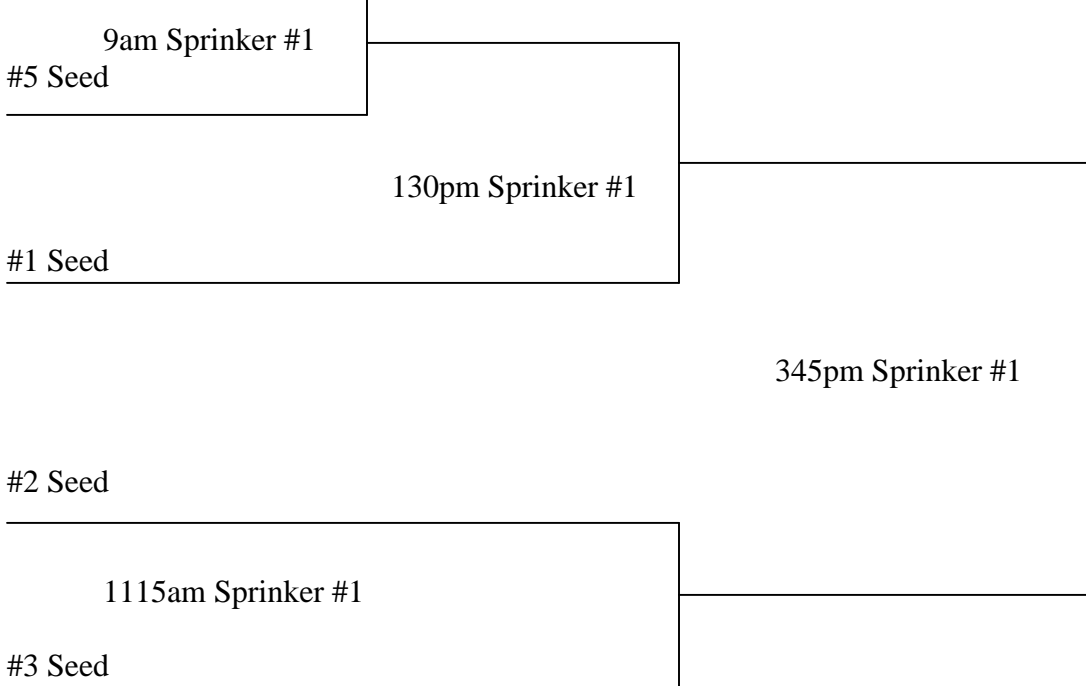
Please Provide 2 Gameballs to the Umpire for Each Game

Gametime	Sprinker Field 1
9am	SK Heat v. Nighthawks
1115am	Nighthawks v. Woodinville BBC
130pm	SK Heat v. Seattle Select
345pm	Woodinville BBC v. Bremerton Stingers
6pm	Seattle Select v. Bremerton Stingers

Sunday – Single Elimination – Provide 2 Baseballs per Game

#4 Seed

Individual Shirts and Team Trophy for 1<sup>st</sup>/2<sup>nd</sup>



## Rules – BPA - Summer Celebration Tournaments

### **EQUIPMENT**

**Bats:** 9u-14u (2 ¾" diameter – no weight restrictions)

16u-18u (2 ¾" diameter with –3 weight ratio)

**Metal Spikes:** Metal spikes are not permitted (10u-12u).

**Batting Helmet:** A full use batting helmet, which covers the top and back of the head and the side of the face, must be worn when at bat and while on the bases.

**Catcher's Gear:** The catcher must wear all appropriate protective gear, which includes a protective helmet/mask that fully covers ears, chest protector, shin guards, protective cup and throat guard.

### **USE OF THE PARK**

Teams may warm-up in the outfield grass before their game if time permits.

Formal infield/outfield is not allowed prior to the game. No soft-toss into the chain link fence is allowed.

### **GAME RULES**

Tournament is governed by BPA rulebook (2009).

High school book and local rule exceptions are stated below or at home plate conference.

Coaches are expected to keep rosters and proof of age for all players listed on their official BPA rosters in case of protest.

#### General Rules

10u will be played on 65-foot bases with a 46 foot pitching distance, with leading off, stealing and dropped 3<sup>rd</sup> strike.

11u-12u will be played on 70-foot bases and 48 foot pitching distance, with leading off, stealing and dropped 3<sup>rd</sup> strike.

13u will be played on 80-foot bases and 54 foot pitching distance, with leading off, stealing and dropped 3<sup>rd</sup> strike.

14u-18u will be played on 90-foot bases and 60'6" pitching distance, with leading off, stealing and dropped 3<sup>rd</sup> strike.

Headfirst slides are not allowed (10u-12u). Runners may dive headfirst when going back to a base. Penalty: The runner is declared out.

If a runner attempting to reach a base intentionally and maliciously runs into a defensive player in the area of that base, he will be called out and ejected from the game. This is a judgment call by the umpire and it is final! Players return to the base last touched at the time of the collision.

Courtesy runners will be allowed for the current pitcher and catcher only (at any time). The last recorded out must be the runner if every player is in the batting order.

An intentional walk may take place by announcement by the coach, catcher and/or pitcher.

### **SEEDING / TIEBREAKERS**

For seeding / tiebreakers.... broken down in the following order:

1. Win / Loss Record
2. Win / Loss vs. like opponents
3. run differential
4. runs allowed
5. runs scored
6. coin toss

### **STARTING AND ENDING THE GAME**

A coin flip between the two managers, prior to the game at pre-game meeting, will determine home team for pool games.

The team traveling the farthest shall call the toss or defer to the opposing manager. There is no distinction between "Home" and "Visitor" dugouts. The choice of dugouts will be on first-come basis. All teams must pick up trash and debris following completion of their game. Higher seeds will have the option of home or visitor in bracket play. When two teams have the same seed, a coin flip will occur. *Pool games can end in a tie if time does expire.*

### **10u-12u Game times:**

All games shall be played 6 innings or 1 hour and 45 minutes. No new inning may be started after time has expired. A new inning starts when the previous inning ends. If time permits, additional innings may be played until time expires.

### **13u-18u Game times:**

All POOL games shall be played 7 innings or 1 hour 45 minutes. Bracket games will be played 7 innings – 2 hours. No new inning may be started after time has expired. A new inning starts when the previous inning ends. If time permits, additional innings may be played until time expires.

A game that is tied at the end of 6 or 7 innings, depending on age, or time has expired, the international tie-breaker system will be used to declare a winner. **Pool games can end in a tie, however.**

A game shall be ruled official and complete if umpire calls it or the Tournament Director due to rain, inclement weather or other reasons beyond our control, provided 3 innings have been completed (4 innings for 13u-18u). If 3 innings have not been completed, the game shall be suspended and resumed from that point when safe play can be resumed.

### **Mercy Rules**

12 runs after 2 ½ or 3 innings

10 runs after 3 ½ or 4 innings

08 runs after 4 ½ or 5 innings

*\*\*\*Flip-Flop Rule. If the run rule becomes applicable, the umpire may “flip-flop” the home and visiting teams to prevent severely lopsided games (ex. Visiting team finishes the top of the 2<sup>nd</sup> inning and is ahead 19-1, home team comes up to bat and goes 1-2-3, home team will stay at bat and need at least 7 runs to keep playing).*

### **SUBSTITUTION**

Free substitution will be in effect for the duration of the tournament for players in lineup.

### **BATTING**

Teams may bat 9 players, 10 players (with extra hitter), or their entire line-up. You may not, for example, bat 11 of your 13 batters. Designated Hitter is also allowed.

### **PITCHING**

10u-12u pitchers are allowed 3 innings per game.

13u pitchers are allowed 4 innings per game.

14u-18u pitchers are not monitored.

One pitch thrown constitutes an inning pitched. A pitcher must be removed from the mound upon the 3rd visit by the coach / manager. If a coach calls time to confer with another player and crosses the foul line, this is considered a trip to the mound for that inning.

*Violation of pitching rules may result in forfeit.*

### **UMPIRES**

The umpires will settle all problems on the field at the time of dispute. Protests must be declared to the Umpire before the next pitch is delivered. No protests will be allowed following the game. The Tournament Director and Umpire-in-Chief will rule on all protests and their decisions are final! *A \$75 cash protest fee will be assessed to all protests and is due at the time the protest is made. Winning protests will be refunded.*

### **SPORTSMANSHIP**

All players, coaches and fans will be expected to conduct themselves in a sportsmanlike manner at all times. Razzing, heckling, taunting and making disparaging remarks to the opposing team and umpires will not be tolerated. Any player, coach or fan whose conduct is unbecoming or abusive will, at a minimum, be removed from the premises at the discretion of the Tournament Director, Umpire-in-Chief and umpires. **Any individual** ejected from the game will miss the remainder of the game, plus the next game. If the same person is ejected for a 2nd time, he, or she, is suspended for the remainder of the tournament. Failure to comply will result in forfeiture of the game.

*\*\*\*Ejection is “out of sight and out of mind!”\*\*\**

**RESPECT THE GAME!!**