



# 2009 Marlboro Labor Day Baseball Classic

Marlboro Baseball Travel Club invites all neighboring Travel Teams to join us in a fun filled weekend of competitive youth baseball ranging in ages from 8 to 15.

- When:** Thursday, September 3 - Monday, September 7  
**Where:** Marlboro Little League Complex  
**Ages:** 8U Coach Pitch, 9U, 10U, 11U, 12U, 13U, 14U, 15U Wooden Bat  
**Format:** Pool Play, top teams in each pool play for the Championship in each age group.  
**Games:** 3 Games guaranteed (weather permitting)  
**Groups:** 8 team limit per age group (max of 14 players on Roster).  
**Availability:** The first 8 PAID teams in an age group will reserve their position. No spots will be held without FULL payment. No refunds within 30 days of Tournament.  
**Weather:** No Games Played (100% Refund), 1 Game Played (50% Refund)  
2 Games Played (0% Refund)  
**Fields:** All games will be played on the fields located in the Marlboro Little League Complex  
**Fee:** \$450 includes baseballs and umpires

### **Additional Tournament Information:**

- Tournament Age is your team's Spring 2010 age
- Ages 8U to 11U Play on 46/60 Fields
- Age 12U Play on 50/70 Fields
- Ages 13U to 15U Play on 60/90 Fields
- Trophies for 1<sup>st</sup> and 2<sup>nd</sup> Place teams

**Open registration ends August 1, 2009 so hurry and register your team.**

Contact Darrin Kleinstein, Tournament Director, at [Marlborobaseballtournaments@gmail.com](mailto:Marlborobaseballtournaments@gmail.com)

All checks payable to: **MBTC (Marlboro Baseball Travel Club)**

All payments and registration/roster form sent to:

**Marlboro Baseball Travel Club**

**Attn: Darrin Kleinstein**

**56 Ottawa Road South**

**Marlboro, NJ 07746**

### **Insurance, Roster, Contact Information:**

- All teams must provide a valid insurance certificate prior to the start of the tournament.
- All teams must provide your team roster to include name, birth date and uniform number. All teams are required to have in their possession at all times, a valid copy of each player's birth certificate. If a birth certificate is not available upon request, the game will result in a forfeit and the player will not be allowed to participate in the tournament.
- All teams must provide Manager and Coach Names, phone numbers and Email information.
- All insurance forms, roster information and team contact information are due by **August 1, 2009.**



# 2009 Marlboro Labor Day Baseball Classic

8U, 9U, 10U, 11U, 12U, 13U, 14U, 15U Wooden Bat

Thursday, September 3 – Monday, September 7, 2009

Tournament Age is your team's Spring 2010 Age.

## TEAM REGISTRATION FORM

TEAM NAME: \_\_\_\_\_

AGE GROUP (circle): 8U, 9U, 10U, 11U, 12U, 13U, 14U, 15U Wooden Bat

### TEAM CONTACTS:

Manager: \_\_\_\_\_ Home #: \_\_\_\_\_

Cell #: \_\_\_\_\_ Email: \_\_\_\_\_

Coach #1: \_\_\_\_\_ Home #: \_\_\_\_\_

Cell #: \_\_\_\_\_ Email: \_\_\_\_\_

Coach #2: \_\_\_\_\_ Home #: \_\_\_\_\_

Cell #: \_\_\_\_\_ Email: \_\_\_\_\_

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## OFFICIAL Team Roster

PLAYER'S NAME	BIRTH DATE	UNIFORM NUMBER
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
13.		
14.		



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## *Tournament Rules:*

1. 9U, 10U, 11U will play on 46/60, 12U will play on 50/70 (with leads) and 13U, 14U, 15U will play on 60/90 (April 30th birthday cutoff date for all age groups)
2. 9U, 10, 11U, 12u -2hr time limit on games. 13U, 14U, 15U 2hr 30 minute time limit on games. No new inning may start after time limit has expired. Games may end in a tie. Extra innings may be played if time limit allows. No time limit in Championship game.
3. Umpires will inform the managers of the official start time of the game.
4. All games for Age 12 and under is 6 innings. Age 13U, 14 and above will play 7 innings.
5. Metal Spikes: 13U, 14U,15U only
6. Coin toss will be used to determine Home Team for all games
7. **NO** Infield pre-game warm-up or batting practice
8. Mercy Rule: Ages 12 and under, 10 runs after 4 innings. Ages 13, 14, 15, 10 runs after 5 innings.
9. Teams may bat entire line up (up to 14 players on the roster) if they choose with free substitutions in the field but the batting order can never change.
10. Or teams may use an offense of 9 starters plus 1 EH (extra hitter) but that player can not play in the field. If a team is batting its entire lineup and its batting order shrinks at any point during the game due to any reason other than an injury, the team will be awarded an out for the lost spot one time.
11. Re-entry in the game for starting players only (excluding pitchers). The starter must re-enter in the original position in the batting order. Once a player is removed from the position of "Pitcher", that player can not re-enter the game as the "Pitcher".
12. Before the start of the game, teams must declare which line up they will be using.
13. Teams must have 9 players to start a game; teams can finish with 8.
14. Courtesy Runner is mandatory for Catcher with 2 Outs. If you are batting the entire lineup, CR must be last batted out. If you are using EH then it must be a player not in the game.
15. Intentional Walks: No pitches are needed.
16. Pitching rules ages 12 and under a pitcher can pitch a total of 6 innings in two consecutive games. Ages 13U, 14U, 15U a pitcher can pitch a total of 7 innings in two consecutive games (Rolling). Once a pitcher is removed, he cannot pitch again in that game.

17. Balks; 11U, 12U there will be one warning per pitcher per game.  
13U, 14U, 15U no warnings will be issued.
18. On the second visit to the mound in the same inning, the pitcher must be removed from the game.
19. Pitcher can not have white sleeves, wristbands or a multi colored glove.
20. Bat rules (a) 9U, 11U the barrel cannot be larger than 2 ¼", NO BIG BARREL BATS; (b) 12U can use down to – 8.5; (c) 13U, 14U can use up to – 8.5; (d) 15U Wooden Bat only
21. Sliding: A player must slide or avoid contact at all times. A player will be called out or ejected for malicious contact. This call will be left to the judgment and discretion of the umpire, his decision is final.
22. Head first slides 9U, 10U, 11U, 12U is not allowed except back to the base. 13U, 14U and 15U head first sliding is allowed except into Home plate.
23. No player is allowed to play on more than one team entered in the tournament in the same age group. If a player is found on two or more team rosters within the same age group then all teams found guilty of this rule infraction will forfeit all games played up until that point.
24. Leads only allowed in 12U, 13U, 14U, and 15U age groups.
25. Ejections: A manager/coach that is ejected from a game for any reason will not be permitted in or near the dugout for the remainder of that game as well as the next consecutive game. Ejected players will not be permitted to sit in the dugout for the remainder of that game and will serve a 1 game suspension beginning with the next consecutive game.
26. Tiebreakers for Seeds: 1) Overall record 2) head to head play 3) least amount of runs against allowed 4) most runs scored 5) coin flip
27. Team Trophies will be awarded to the top 2 teams in each age group.
28. Protests - The protesting manager must notify the umpire of the protest before any pitch or play begins immediately following the protested call. A fifty (\$50.00) dollar cash protest fee must be presented at that time. The field director along with the protesting manager will research and review the rule allegedly broken. If the protest is granted, the protest fee is returned in full. If the protest is denied, the protest fee is forfeited in full. No games will be played under protest. Judgment calls, including balls and strikes, can not be protested.
29. All teams must be on site 30 minutes prior to game time as games will start early if fields become available.
30. Forfeit time is 15 minutes past the official start time.
31. The home team will keep that game's official score book. Both teams should compare scorebooks after each full inning.
32. Jewelry, except for Emergency ID Bracelets, is not permitted during game play.
33. One team warning for throwing bats and helmets. Second incident will result with an out awarded to the defending team. Third incident or any flagrant acts of throwing equipment will result with an ejection of the offender.
34. Any rules not stated above will fall under Little League rules for all age groups.