2026 AYRA All Star Bash
Tournament Rules

Player and Team Information

a) Players age cutoff date is May 1st of the tournament year. Younger players may play up in the higher age bracket.
b) Teams may have no more than 14 players.
c) **A manager/coach must have a copy of the official roster and a copy of EACH player's birth certificate at every game**.
d) All teams must have on hand a Certificate of Insurance listing AYRA as an additional insured.

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Sportsmanship

a) Poor sportsmanship will not be tolerated by any managers, coaches, score keepers, players, parents or spectators. A warning will be issued after the first offense by the umpire. A second offense will result in immediate ejection of the offender from the game.
b) Anyone ejected will be suspended from participating in the next game, and could face possible expulsion from the next, including the Championship Game. All ejections must be immediately reported to Tournament Director for evaluation.
c) Any acts of physical aggression towards any official, player or coach will result in immediate ejection from the premises for the remainder of the tournament.
d) Only the Head Coach from a team is permitted to approach an umpire or league official to discuss ruling calls. Arguing of judgment calls (e.g. balls/strikes, out/safe etc.) will not be tolerated and will be considered poor sportsmanship.
e) Only players and coaches will be permitted on the field of play. The hitting team may provide 1st and 3rd base coaches. At no time can the base coaches coach pass the halfway point towards home plate. All other coaches MUST remain in the dugout unless a time out is granted. Coaches who unlawfully leave the dugout will receive one warning. Subsequent infractions will result in immediate ejection for the remainder of the game.
f) Players, coaches, managers, parents, spectators, and umpires are not permitted to use alcohol, non-prescription drugs of any kind or profanity on AYRA premises. Penalty is ejection from the game.

g) Smoking is NOT permitted anywhere in our parks, including the wooded areas surrounding the fields.
h) The umpire and tournament director reserve the right to eject any player, coach or fan for intentionally delaying a game and a forfeit may be enforced a the tournaments director's discretion.

Playing Conditions and Refunds

a) The Tournament Director (or designee) makes all decisions concerning the conditions of playing fields prior to the game. Teams will be notified as soon as possible if a game needs to be postponed due to inclement weather. Please be advised that we are at the mercy of Howard County Parks and Rec decisions on field closings.
b) Once a game has started, the Tournament Director or umpire may stop a game due to weather conditions or darkness. Lightning and/or thunder will result in an immediate stoppage of all games for a duration of 30 minutes from the time of the most recent detection. For safety reasons, everyone must shelter in a vehicle during lightning/thunder delays.
c) Weather related make-ups or continuations will be rescheduled by the Tournament Director when possible.
d) All teams are expected to be at the fields ready to play a half hour before scheduled start times. Please be prepared to start games early if the field and umpires are ready for play.
e) No infield practice will be allowed prior to a game. Warm-up is permitted in the outfield grass only. Batting cages (where available) are utilized on a first come, first served basis.
f) Return registration fee minus a $150 tournament administration fee if all games are canceled; 50% if one game is played, and no refund if two games are played.

Tournament Rules: General

a) Major League Baseball - American League Official Rules are in effect, unless modified below.
b) All participating teams must wear uniquely numbered uniforms/jerseys.
c) Batters and base runners must wear protective helmets.
d) Umpires will have game balls provided by AYRA.
e) (8u only) Four outfielders are permitted. All outfielders must begin each play in the outfield grass.
f) (8u-12u) Metal cleats are not permitted; (15u) Metal cleats are permitted.
g) Bat restrictions: All bats that meet USSSA, USA Standard or BBCOR will be allowed.

* Barrels must not exceed 2 ¾" (all ages).
* Unlimited drop for 8u – 12u; 15u must use at max -5.
h) Field dimensions (Bases, Mound):
* 8u – 60 feet, 40 feet
* 10u – 60 feet, 46 feet
* 12u – 70 feet, 50 feet
* 14u – 90 feet, 60 feet 6 inches
i) (8u-12u) Regulation game is six innings; (15u only) Regulation game is seven innings.

Tournament Rules: Games

a) Home team for pool play games will be determined by pre-game coin flip. Winner of flip has option of home or away. The higher seed will have the choice of home or away for all elimination and Championship games.
b) Dugout assignment will be on a first come, first served basis.
c) Teams must have at least eight players to start a game. If at any point during the game a team has less than eight players a forfeit will be declared. In the case of a forfeit, the winning team will be awarded one run per inning.

Tournament Rules: Seeding for Bracket Play

a) Best record
b) Winning percentage
c) Head to head competition (two teams only)
d) Runs allowed
e) Runs scored
f) Coin flip

Tournament Rules: Reporting Game Results

a) The home teams scorebook will be the offical book of record.
b) The winning team shall send a group text message to both (301) 537-3972 & (240) 695-3473. Please confirm final score with opposing coach before texting.

Tournament Rules: Time Limit

a) The head umpire's watch is the official game clock.
b) Games longer than two hours will constitute an official game regardless of the innings played.
c) No new inning may begin after one hour and forty-five minutes.
d) A new inning begins the moment the previous inning ends.
e) An inning started must be completed unless the home team is leading or takes the lead during its final at bat.
f) A game halted in progress due to inclement weather shall be official after four innings (3 ½ innings if the home team is leading).
g) An official pool play game that has a tie score at the end of the last completed inning shall be recorded as a tie game. For the purpose of tiebreaker and seeding rules, a tie game is considered ½ win and ½ win (i.e., a team with an 0-1-1 record in pool play will be seeded behind a 1-1 team, but ahead of an 0-2 team).
h) If a game is stopped for any reason (e.g., inclement weather) BEFORE it becomes official, the game will be considered suspended and will be resumed from the point of curtailment at a time scheduled by the Tournament Director. The elapsed time will be recorded at the time of curtailment, and the resumed game will be given the balance of the one hour forty-five mintues less the recorded elapsed time.
i) In an elimination game, when the time limit has been reached and the score is tied at the end of an inning, the game will continue one inning at a time until a winner is determined. International rules will take effect and a runner will be placed on second base.
j) Championship games will have a no new inning after two hours.
k) At the discretion of the Tournament Director, any game may be shortened due to inclement weather, including excessive heat. All attempts will be made to ensure that semi-final and championship games are played to completion.
l) Mercy rule will remain in effect for all games, including championship

Tournament Rules: Run Limits / Mercy Rule

a) (8u only) A team can score a maximum of five runs in one inning; this limit is waived for sixth or declared final inning and beyond.
b) (10u only) A team can score a maximum of eight runs in one inning; this limit is waived for sixth inning or declared final inning and beyound.

c) Mercy Rule:

* (8u-12u) 15 runs after 3 innings, 12 runs after 4 innings, 10 runs after five.
* (15u) 15 runs after 4 innings, 12 runs after 5 innings, 10 runs after six.

NOTE: Home team does not bat if mercy rule has been reached after completion of top of the inning. Home team stops batting if mercy rule is reached while batting in bottom of the inning.

Tournament Rules: Pitching

a) Intentional walks may be declared before the first pitch is thrown, without having to throw four balls.
b) (8u-10u) – No balks will be called. (12u-15u) Balks will be called, with one warning per pitcher.
c) A player who is removed from the pitcher position may not return to the pitcher position during that game.
d) A manager/coach is allowed one conference per pitcher per inning to confer with his pitcher. The pitcher must be replaced after the 2nd conference in the same inning. If at any time a player, including the catcher, goes first to the dugout and then immediately to the mound, this will be considered a conference by the manager/coach.
e) One pitch constitutes one inning pitched.
f) Pitching Limits:
* 8u / 10u – 3 IP per game.
* 12u / 15u – 4 IP per game
* one pitched ball constitutes an inning

Tournament Rules: Runners

a) (8U Only) Leading is not permitted. Stealing is not permitted. Advancing bases is only permitted as a result of a batted ball or a walk. Play will stop and the umpire will call time when, in the umpire's judgment, an infielder has stopped the advancement of the runner.
b) (10U Only) Leading is not permitted. Stealing is permitted after the pitch crosses home plate. If a base runner leaves a base early, the play will continue until the umpire calls time. The defensive team will have the option to accept the outcome of the play or to replay the pitch (i.e. deem the pitch a no-pitch). First offense is a team warning, and for any subsequent offense(s), the base runner is out; all other base runners must return to the base previously occupied; and a batter/runner must return to batter's box.
c) (12U-15U) Leading and stealing are permitted any time the ball is in play.

d) A courtesy runner may be used for the pitcher and catcher of record at any time during an inning. A courtesy runner is strongly encouraged, but not required to be used for the catcher when there are two outs. Courtesy runners are the player(s) who made the last batted out.

e) There is no must slide rule. However, a runner MUST attempt to avoid contact when a play is being made at a base or home plate. A runner will be called out if a collision occurs with a defensive player on a close play when a runner does not slide, or if in the opinion of the umpire, such action is an attempt to deliberately interfere with a play being made.
f) Head first slides are NOT permitted and the player will be declared out. A runner diving back to a base is not considered a head first slide.

Tournament Rules: Injuries

a) If a player is injured, that spot in the lineup will be skipped with no penalty of an out.
b) Once a player misses an entire at bat due to an injury, that player is not eligible to return to the game in any capacity.
c) If an injury occurs during an at-bat and the player cannot continue the at-bat, the next batter will take over that at-bat and assume the count. If an injury occurs while on the base paths, the player that made the last recorded out will take the place of the injured player on the bases.

Tournament Rules: Age-Specific

a) Dropped Third Strike
* 8u – 10u: NO
* 12u – 15u: YES
b) Infield Fly
* 8u: NO
* 10u – 15u: YES
c) Bunting:
* 8u: NO (batter is called out, no runners may advance)
* 10u – 12u: YES, but no slash bunting (on a slash, batter is called out and no runners may advance)
* 15u: YES

Tournament Rules: Batting Lineup

For all age groups: All rostered players in attendance must be placed in the batting order.

Tournament Rules: Protests

a) NO protests will be permitted on any umpire judgment calls.
b) All disputed rules shall be resolved immediately before play continues.
c) If there is a valid dispute over a rules issue, the decision of the Tournament Director (or designee) will be final.
d) If a manager/coach questions the eligibility of a particular player(s), he may do so privately with the Tournament Director (or designee). All such inquiries will be investigated and eligibility questions resolved immediately.

Tournament Rules: Ineligible Player

a) In the event of an age challenge, the tournament director will be notified immediately. There will be a $100 cash challenge fee imposed on the challenging team; money will be returned if the challenge is upheld; if not, the money will be placed into the general tournament fund. In the event of a player's age challenge, game will halt and the manager of that player must present proof of age to the umpire. If a player is found to be ineligible the player will be removed from the tournament and the team would forfeit all games that the ineligible player played in.

If it is determined that a winning team used an ineligible player(s), the score for the opposing team will be one run per scheduled inning. The offending team will record a score of zero for any such game(s).

A pitcher that continues to pitch beyond their game limit will be considered an ineligible player.