



Welcome to the 2025 Home Run for Heroes Tournament.
Thank you for participating!

TOURNAMENT INFORMATION

Questions

- If you have any questions, please contact the tournament director Sean Henderson at 267-777-1909 or gvaatournament@gmail.com.

Code of Conduct

- Any player or coach ejected from a game will NOT be allowed to play/coach in the next game and must relocate themselves to the outfield away from the game. No further interference will be tolerated. If the same player/coach is ejected twice he/she will not be permitted to play/coach/spectate for the remainder of the tournament and must leave the premises. Failure to do so will result in a team forfeiture. Any parent ejected from a game will not be permitted to return and must vacate the premises for the remainder of the tournament. While we do not anticipate any issues, the police will be called for continued misconduct, threats or excessive behavior that takes place on any of the properties.
- Any team or their supporters that initiate, causes, or continue any problems will cause that team to be expelled from the tournament without refund of the entrance fee.

Schedule/Scores

- The tournament schedule will be published in the SportsEngine Tourney app.
- The winning team must email final scores to gvaatournament@gmail.com immediately after a game. Include division and team names in the email.

Tournament shirts

- Tournament shirts will be available for pickup at GVAA's Rabinowitz Field starting on Saturday 5/24 at 9am. We will have a tent set up near the Majors field. There will be a limited quantity of shirts available on site.

Parking

- Please be considerate of others by not double parking at any of the complexes. Details on our locations are included in this packet.

Bat Raffle

- Our 12U District Team will be selling raffle tickets for the chance of winning a new bat.

Snack stands

will be open at all locations.

Rabinowitz Complex Turf Fields (Babe Ruth & Major Fields)

!!!!No Metal Cleats Allowed. Absolutely no exceptions!!!!

Refund Policy

Any team that cancels its registration less than 30 days prior to the tournament start date will give up their entire entry fee.

- Full refund if no games are played due to the weather.
- 1/2 returned if only one game is played due to weather.
- No refund after two games.

GVAA reserves the right to change the tournament format based on weather or other conditions. There will be no refund of entry fees due to changes in the tournament format.

Player Age

- Age cutoff for all divisions is as of April 30 of the current year.
- We do not collect birth certificates. Coaches should have a copy of birth certificates.

Rosters

- Rosters need to be submitted to the tournament director prior to the start of the tournament.
- A player may only be on the roster of a maximum of 2 teams from the same organization participating in the tournament if they are age compliant.
- A player cannot appear on two rosters from different organizations even if they are in different age groups.

Insurance

- Insurance coverage is the responsibility of the individual teams entered into the tournament. A copy of the insurance policy must be maintained together with the team roster and must list GVAA and its Board of Directors.

Tournament Format

- The format of the tournament is 2 games of pool play resulting in seeding for single elimination bracket play. Some teams will only qualify for a consolation game.
- There are 3 games guaranteed.
- GVAA Reserves the right to change the format of the tournament due to weather or some other circumstance.

8U-12U RULES

Time Limits and Innings

- 8U through 12U games are designed to go 6 innings, however, no new inning may begin after 1 hour 40 minutes from the start time.
- The drop-dead time is 1 hour 55 minutes (time kept by the umpire).
- The game is official if the losing team has batted 4 times.
- If the drop-dead time is reached and the home team is ahead the game ends with that score recorded as final. If the drop-dead time is reached, and the home team is behind, the game ends with the last completed inning as the final score.
- If the game is tied after 6 innings AND the time limit has not been reached the game may continue into extra inning(s). However, after playing extra inning(s), if the time limit has been reached, and the game is still tied, no new inning may be started, and the game shall end in a tie.
- Bracket games and championship – must end with a winner.
- Time limit applies for all bracket games, except championship games where there is no time limit.
- In extra innings a runner will be placed at second base (last batted out) at the start of the inning.

Home Team

- The home and visiting teams, during pool play, will be determined before each game by a coin flip. One exception: GVAA will be the home team in their first pool play game in all divisions.
- In playoff bracket games the higher seed will be the home team.

Playing Rules

- Play shall be in accordance with current Cal Ripken/Babe Ruth Tournament Rules with the following modifications:
- **Metal cleats are not permitted for ages 8-12u. 13u and up they are permitted except on GVAA Babe Ruth turf field. This rule will be strictly enforced by tournament umpires. The Player will have to remove the metal cleats.**

Protests

- There are no protests permitted. The ruling of the umpire, once stated, is final and play must resume immediately. Failure to resume the game immediately will result in a forfeit.

Pitching Restrictions

- 8U pitchers can only pitch in 2 consecutive innings per game with a maximum of 4 innings per day.
- 9U-12U pitchers can only pitch in 3 consecutive innings per game with a maximum of 6 innings per day.
- One pitch to a batter in an inning is considered an inning pitched.
- A pitcher's innings must be consecutive.
- On the second trip to the mound in the same inning, the pitcher must be removed.
- Once a pitcher is removed, the pitcher cannot return as a pitcher in that game.
- If an illegal pitcher is used the game is forfeited.
- It is strongly recommended that pitchers follow Cal Ripken pitch count guidelines found here <https://www.baberuthleague.org/media/299460/Pitch%20Count%20Sheet%20CR.pdf>

Batting Order

- No maximum player restriction to length of lineup.
- Teams must bat a universal lineup. Meaning every kid bats (all your kids). You cannot substitute a kid in and out of lineup for 8u through 12u.
- Players arriving late may be added to the end of the lineup. This must be discussed during ground rules.

Defensive Substitution

- Unlimited defensive substitutions.
- Once a pitcher is removed as the pitcher, he/she is not allowed to return to the game as a pitcher. They may return defensively anywhere else on the field.

Baserunning/Courtesy Runner

- Slide or surrender rule is in effect. If a runner makes malicious contact with a fielder, the runner is out.
- A courtesy runner can be used for the catcher at any time. The courtesy runner will be the player who made the last out.
- 8U-10U no headfirst sliding.
- 8U-10U baserunner must stay on the bag until the ball crosses the plate.

Mercy Rule

- 15 runs after the third inning. If the losing team is losing by 15 or more runs after their at bat in the 3rd inning the game is over.
- 10 runs after 4 innings. If the losing team is losing by ten or more runs after their at bats in the fourth inning the game is over.

Overthrow Definition

- Should an errant throw go past a fielder and stay within playable territory, the ball is live and runners are free to advance at will.
- An overthrow is a ball that goes “out of play” as discussed in the ground rules.

Bat Restrictions

- USA Bats or wood only.
- Anyone using an illegal bat and reaches base will be recorded as an out, second altercation results in team forfeit.

Rules Specific to 9U-10U

- Stealing of home is permitted and not limited.
- Bunting is allowed. No fake bunt/slashing (batter is out if they pull back a bunt and swing).
- No dropped third strike.
- No infield fly.

Applies to 8u kid pitch only

- 5 runs per 1/2 inning, unlimited 6th inning (Must be declared by the umpire prior to the start of the inning).
- Runner may **NOT** advance home on wild pitch/passed ball. Runners may only advance from third on a batted ball or bases loaded walk.
- Stealing is permitted other than home (NO stealing of home). Should an attempted throw from the catcher go into the outfield, the baserunner is permitted to advance to third base however, this is a live play, and the defense is permitted to make a play in an attempt to create an out. The runner may not advance home on a second errant throw.
- Bunting is allowed at 8U. No fake bunting/slashing (batter is out if they pull back a bunt and swing).
- Pitchers can pitch 2 innings per game max (must be consecutive innings).
- No dropped third strike (catcher does not have to catch a third strike to record the out).
- No infield fly.

Game Start Times

- Games will start at their scheduled times or 10 minutes after the game in front ends if later than the scheduled starting time.

Intentional Delaying of Game

- Any attempt to intentionally delay a game by the coach or players may result in a forfeit. It is at the discretion of the Umpire to make the determination. Examples of intentional delays include but are not limited to excessive pick-off attempts, switching multiple pitchers or catchers in any one given inning, delaying time in between innings. If the umpire deems the delay of game is intentional, he can add additional time on clock for the delay time.

Tiebreakers

Tiebreakers, in order, are as follows:

1. Overall record (winning percentage)
2. Head-to-Head
3. Least runs allowed
4. Total Net Run Differential
5. Most Runs Scored
6. Coin Flip

13U-14U RULES

Time Limits and Innings

- 13U-16U games are designed to go 7 innings.
- No new inning after 2 hours.
- The drop-dead time is 2 hours 10 mins from the start of the game.
- The game is official if the losing team has batted 4 times.
- If the teams reach the drop-dead time and the home team is ahead the game is official with that score recorded. If the home team is behind and the drop-dead time is reached the last completed inning will be the final score.
- In the event of weather conditions additional speed-up rules may be put in place.
- If the game is tied after 7 innings AND the time limit has not been reached the game may continue into extra inning(s). However, after playing extra inning(s), if the time limit has been reached, and the game is still tied, no new inning may be started, and the game shall end in a tie. Bracket & Championship games must end with a winner.
- A runner shall be placed on second base at the start of each team's at bats in extra innings.
- Time limits apply in pool and bracket games. No time limits are in place for championship games.
- GVAA tournament officials may terminate a game due to conduct that is deemed to be inappropriate.

Protests

- There are no protests permitted. The ruling of the umpire, once stated, is final and play must resume immediately. Failure to resume the game immediately will result in a forfeit.

Home Team

- The home and visiting team in pool games will be determined by a coin flip. The only exception will be GVAA's first game of the tournament is always a home game. In bracket and championship games the higher seed is the home team.

Playing Rules

- Play shall be in accordance with current Babe Ruth Tournament Rules with the following changes: Metal cleats not permitted on GVAA Babe Ruth turf field. Any player wearing metal cleats and reaches base will be declared out. This rule will be strictly enforced by tournament umpires.

Pitching Restrictions

- A pitcher may not pitch more than seven innings in any two consecutive games. 7-0-7

Mound Visits

- The pitcher must be removed on the second mound visit in an inning for all age groups.

Batting Order

- Teams may bat 9 players or 10 with an extra player (EP) or may bat universal at their option.

Defensive Substitution

- Defensive substitutions shall be free except no removed pitcher may return to pitch in the same game.

Courtesy Runner

- A courtesy runner may be used for the catcher with two outs. The courtesy runner will be the player who made the last out or any player not currently in the team's batting order.

10-Run Mercy Rule

- The 10-run rule takes effect after 5 innings. The losing team must bat 4 times. Championship included.

Bat Restrictions

- The bat may not exceed 34" in length, and the bat barrel may not exceed 2 5/8" in diameter. **All bats must be certified USA Approved or BBCOR.50 only.** No other bats will be allowed. Anyone using an illegal bat and reaches base will be recorded as an out, second altercation results in team forfeit. A player may use a wood bat if they choose to do so.

Game Start Times

- Games will start at their scheduled times or 10 minutes after the game in front ends if later than the scheduled starting time.

Intentional Delaying of Game

- If umpire deems delay of game is intentional, he can add additional time on clock for the delay time.

Tiebreakers

Tiebreakers, in order, are as follows:

1. Overall record (winning percentage)

2. Head-to-Head record.
3. Least runs allowed.
4. Total Net Run Differential.
5. Most Runs Scored.
6. Coin Flip.

LOCATION INFORMATION

Rabinowitz Field

320 Kresson Rd, Voorhees Township, NJ 08043

4 batting cages. 20 Min Max per team. Vikings Grill Snack Stand

Fields:

- Babe Ruth – 60/90 Turf infield – NO METAL CLEATS
- Majors – 50/70 Turf infield – NO METAL CLEATS
- AAA – 46/60
- AA – 46/60



Lindenwold Park

1000 United States Ave. Lindenwold, NJ 08043

No batting cages. Snack Stand will be open.

Fields

- Field 1 – 50/70
- Field 3 – 46/60
- Field 4 – 46/40
- Field 5 – 60/90



Garden State Rotary Complex

470 E Evesham Rd, Cherry Hill Township, NJ 08003

Snack Stand should be open. Multiple batting cages. Be considerate with 20 min max in the cage.

Fields:

- Majors – 50/70
- AAA – 46/60
- AA – 46/60
- BR – 60/90

