

## RCBA BASEBALL 2011 Tournament Rules

**Entry Fees:** All entry fees must be paid before your team will be allowed to participate in a Tournament. If a team withdraws from a Tournament once the bracket has been drawn, they will be responsible for paying the entry fee anyway.

**Gate Fees:** Gate fees will be \$4 for adults and \$3 for children 5-12 yrs. Children under 5 are free. Any team with any fan not paying gate fee will be subject to forfeiture of a game. Please be sure your parents are aware of the fees and the penalty for not paying them.

**Refunds:** If rain or inclement weather forces a Tournament cancellation, credits will be given based on # of games played. If 1 game has been played, teams will receive credit for 1/2 their entry fee and if 2 games have been played no credit. Any game not officially completed because of inclement weather or other unforeseen developments shall be resumed from the point of suspension. (See official Baseball rules for definition of suspended game) All ages - 4 full innings or 3 ½ with the home team ahead will be considered a complete game.

**Baseballs:** Each team will provide 2 - "DOLA" or equivalent baseballs per game. It is up to each team to retrieve baseballs when they are out of play.

**Home Team:** Home team will be determined by coin flip during pool play. Team on top of bracket or listed first in pool play will occupy third base dugout. Highest seed in bracket play is home. Flip for home in the championship game. The home team is responsible for the official score sheet. The full names and numbers of all players appearing in the game should be recorded and standard-scoring procedures used. The names of players who pitched in the game with the number of outs pitched should be verified with the umpires, as their card is the official pitching record. (See Tournament Pitching Rules).

**Time Limits:** Coach Pitch: 6 innings or 1 hour 15min **1 hour 30 minute time limit in Championship games**; 9 - 12 yr olds: 6 innings or 1hr 30 min 13 - 16 yr olds: 7 innings or 1hr 30 min **2 Hour time limit in Championship games.** Pool play games may end in a tie. Game times and format may be adjusted at the discretion of the tournament director, based on field space, # of teams, weather etc.

**Roster:** All teams shall provide a copy of their roster before playing their first game. No player may be added after a team has started their first game. **PLAYING AN ILLEGAL PLAYER WILL RESULT IN FORFEITURE OF ALL GAMES THE ILLEGAL PLAYER PARTICIPATED IN.** Coaches must have copies of birth certificates for each player listed on the official roster in the event a player is challenged. May 1 will be the birthday cut off date for all age groups. No player may play on 2 teams in the same tournament.

**Batting order:** A team may elect to bat their entire roster, but the number of batters you start with on your line up card you must finish with. Extra Hitter (EH): In all age divisions an extra hitter will be allowed. This will give a team a 10 player line-up which must be used the remainder of the game. If a team is unable to continue a 10 player line-up for any reason, that slot will be an out. The player in the EH position, while not actually playing a defensive position, will be treated as though they are they are for substitution purposes. The re-entry rule applies for the EH. All players can move freely in defensive positions, the EH is considered a defensive position.

**Run Rule:** 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings or more

**Mercy Rule - All Ages:** When the score separation is 20 runs or more, the game will be called unless it's the first inning and the home team has not batted, in which case the teams will change sides giving the home team a chance to decrease the score margin before the game is called.

**Tie Breakers:** win/loss record, head-to-head (2 teams only), runs allowed, runs scored, coin toss.

**Courtesy Runner:** A courtesy runner maybe used for the catcher or the pitcher anytime he gets on base. A courtesy runner must be someone who is currently not in the game and may appear only once in an inning. If a courtesy runner is determined to be illegal, a legal replacement (if available) will be substituted. For Teams using a continuous line-up, the courtesy runner shall be the player that recorded the most previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base.

**Protest:** All protests will be resolved by the Tournament Director. No protests will be allowed on judgment calls. The umpire must be notified before the next pitch is thrown. The manager protesting must present a \$100 cash protest fee, before the protest will be accepted. If you win your protest, the full fee will be refunded. If your protest is not upheld, you will forfeit the protest fee.

**Ejections:** Any coach or parent ejected from a game must leave the complex immediately for the rest of the game. They may return for any remaining games. If they are ejected after a game has completed, they must sit out the next game. If a player is ejected from a game, they must return to the bench and remain in the dugout. They may return for the next game unless the ejection occurred after the game has been completed. In that case, they must sit out the next scheduled game. **FAILURE TO COMPLY WITH THIS RULE MAY RESULT IN FORFEITURE OF THE GAME.**

**Cleats:** Metal spikes are allowed in age 13 and up.

**Warm up:** No infield practice allowed. Teams may warm up in the outfield. There is no batting practice allowed on the field and no soft toss into the fences. You may hit plastic balls into your own net.

**Rough Play:** No running over, lowering shoulder or knocking down opposing players at the plate or bases. Penalty: Runner will be called out and may be ejected from the game. No unnecessary rough tags by catcher or basemen. Penalty: Runner will be allowed next bag. No base blocking. Penalty: Runner will be allowed next base. Note: Ejection of any player for rough play is at the discretion of the umpire.

## **PARK CONDUCT RULES**

Managers will not allow their fans or players to razz, chant or cast slurring remarks about players of the opposing team. Heckling of opposing team in any manner is prohibited. **MANAGERS WILL BE HELD RESPONSIBLE FOR THEIR FANS.**

No bicycles, skate boards, skates or scooters are allowed inside the baseball complex..

No Pets or animals are allowed in the baseball complex. Any fan in violation may cause their team to forfeit their game.

No fire arms except for a uniformed Police officer and then they are not allowed on the playing field or in the dugout with a fire arm on.

No alcoholic beverages are allowed in the in the complex, this includes the parking lots.

No individual outside ice chests or coolers are permitted. A team water jug in the dugout is permitted.

Tobacco product usage in the baseball complex is permitted only in designated areas. Absolutely no tobacco products are to be used on the playing field or in the dugouts.

Parents need to keep an eye on their little ones. The following are against the park rules. Playing on a field we are using during a tournament until all games that day have been completed on that field. No climbing on bleachers, fences or dugouts walls or poles. Throwing balls or swinging bats in areas other than designated warm up areas. This includes throwing balls against the buildings.

## **TOURNAMENT PITCHING RULES**

**(Chart P-1)** The end of the day for the pitching limitation rules is the time of day or night when the ballpark is shutdown and the teams go home for the night break. Games that for any reason extend past midnight (12:00 AM) or start late at night, past midnight (12:00 AM) and are completed before the teams take the night break, will count as being played on the scheduled day. A game not completed before the night break, shall be a suspended game. Suspended games, when resumed (the next day or another day), shall count as being played on two different days. The outs recorded during the part of the game played before suspension shall count as being played on the regularly scheduled day. The outs recorded during the part of the game played once resumed, shall count as being played on the resumed day.

Chart P-1

Age	Column A	Column B
9U-12U	6	9
13U – 14U	7	10

Column A: The maximum number of innings a player can pitch in one (1) day.

Column B: The maximum number of innings a player can pitch in three (3) consecutive days.

**Comment:** For age divisions 9U – 12U, this is to be interpreted as a player can pitch any combination of innings that equals nine (9) as long as he doesn't pitch more than six (6) innings in one day and 9 innings in 3 days.

**Comment:** For age divisions 13U – 14U, this is to be interpreted as a player can pitch any combination of innings that equals ten (10) as long as he doesn't pitch more than seven (7) innings in one day and 10 innings in 3 days.

In age divisions 9U – 14U, any player that pitches three (3) consecutive days must rest the next two (2) consecutive days.

Please Keep accurate records to avoid forfeit of games due to pitching violations. Record pitchers and outs for each game. Verify with the umpire the outs he has recorded for your game as his record is the official pitching record.

## **Coach Pitch Rules**

1. Fair Ball Arc: There will be a twenty (20) foot arc drawn from First (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
2. Safety Arc: There will be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
3. Pitching Circle: There will be a ten (10) foot diameter circle surrounding the pitching rubber which is located forty (40) feet from the tip of home plate. The pitching coach must be in contact with the rubber when delivering a pitch to the batter. The pitching coach cannot coach while he is in the pitching position, either verbally or physically and once the ball has been hit, must position himself as not to be an obstruction to the defensive team on any possible play. **Penalty:** If a coach violates this rule after the ball is pitched, then the obstruction will be called. If a coach violates this rule before the ball is pitched, he will be warned. On his second offense, he will be removed from the pitching coach for the remainder of the game.
4. Ten (10) defensive players will play in the field with four (4) outfielders which must stay behind the baselines
5. No lead off or stealing. No bunting. No infield fly rule is ever in effect. Teams will use 9" baseballs.
6. Free substitution on the defense.
7. Teams will bat their roster and the batting order will remain the same throughout the game. Late comers will be added to the bottom of the lineup.
8. A player may only be intentionally walked once per game by announcement from the defensive game.
9. Umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
10. Pitching rules: Coach Pitch - 6 pitches or 3 swinging strikes. Batter will continue batting if his last strike is fouled off. The offensive side is retired when either 3 outs or 7 runs are scored.
11. The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit. **Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch. If a player violates this rule on his first offense he will be warned. On his second offense he will be removed from the pitching position for the remainder of the game.
12. A team may use a courtesy runner for the catcher anytime he gets on base. The courtesy runner must be the player who made the last out. If no outs, the courtesy runner shall be the last batter who is not on base.
13. When a batted ball hits the Pitching Coach, the following rules will apply. If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance. If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and no-pitch is declared.
14. A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs
15. Have fun and remember these are just little boys.

## **6U Specific Rules:**

1. Games will be 5 innings or 1 hour 15 minutes in length.
2. If a batter has not hit the ball after 5 pitches or 3 swings, whichever occurs first, he will get 1 swing using a batting tee.
3. A runner may advance only 1 base on an overthrow regardless of the base being thrown to. For example if the ball is thrown to first base and gets passed the first baseman, the runner going to first base may only advance to second base (all other runners may also advance 1 base); If the ball is thrown to second base and goes into the outfield, the runner on second may only advance to third base (all other runners may also advance 1 base); etc.
4. Batters may not be intentionally walked at any time.
5. Have fun and remember these are just little boys. Sportsmanship is expected and required from all fans.