

# EARL STONE CLASSIC – 7U RULES

**CVLL reserves the right to disqualify any player, manager, coach, team or spectator deemed to be a detriment to the tournament. No Alcoholic beverages or smoking on the premises.**

## **A. Team Roster**

1. *May consist of up to 14 players, one manager and three adult coaches in dugout during the game.*
2. *Official Team Roster/ Medical waiver form, payment in full and insurance must be turned into the tournament director prior to your first game.*
3. *No changes or additions can be made to the player roster after your first game and a player must have played in a pool/elimination game in order to play in the Championship game.*

## **B. Player Eligibility**

1. The cutoff age is August 31. If you elect to play up, you may do so.
2. If a players' age is challenged, official Birth Certificates will be required to show proof of age. If challenged, all proof must be shown prior to the start of your next game. If an illegal player is used, the team will be subject to forfeiture or disqualification from the tournament.
3. A player **MUST** have played in a Pool game in order to play in the Semi / Championship Game.

## **C. Game Format**

1. Play in all divisions is conducted on a pool basis with all teams advancing to a single elimination round.
2. Double-headers are permissible
3. The starting time will be adhered to and in some cases games may begin early. Because of this, teams should arrive one hour prior to the scheduled start of their game.
4. A new inning begins when the 3<sup>rd</sup> out is made in the previous inning. The new inning does not begin when the defensive team takes the field
5. A ten-minute grace period will be given if a team is unable to field at least eight players. A team may start the game with eight players. In the event that a team cannot field eight players, the game will be a forfeit resulting in a 7-0 score.
6. A forfeit score is 7-0.
7. A 15-run mercy rule will be in effect after 3 innings, with a 10-run mercy rule in effect after 4 Innings, and an 8-run mercy rule in effect after 5 innings.
8. **All players must slide or attempt to avoid contact when running the bases.** It will be to the discretion of the umpire if contact is made whether the runner will be out or, if done maliciously, will be ejected from the game.
9. Tournament will be played under Little League Baseball rules with the following exceptions:

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- a. The team must bat around.
  - b. Free substitution on defense. “10” defensive players may be used.
  - c. Time outs will be limited to three defensive timeouts per game and one offensive timeout per inning.
  - d. Games are 6 innings. A five-run rule will be in affect for the first five innings. Once a team scores five runs it will be considered three outs. The sixth inning will be unlimited.
  - e. MERCY RULE: 15 runs after 3 innings, 10 runs after 4 inn. 8 runs after 5 inn.
  - f. Pitching will be from a “catapult-style” pitching machine set at speed “6”. Each batter will receive 5 hittable pitches or until the ball is put in play or the batter swings and misses a third strike.
  - g. It will be the job of the feeder to protect the pitcher from the pitching machine. Please be sure the operator for the ½ inning keeps the pitcher parallel with the rubber. Players are not to be in front of the rubber or more than 2 feet from the side of the rubber as the pitch is delivered.
  - h. No walks or hit batters.
  - i. A batted ball that hits the pitching machine or feeder is a dead ball. Batter will be awarded a single and the runners shall advance one base.
  - j. The circle around the pitching machine is off limits to players except for the pitcher when the ball is returned to him to end play. The ball must in “possession” of the pitcher within the 10’ circle in order for play to stop.
  - k. The team on offense will feed their own balls into the pitching machine. Time out may be called by the feeder to make minor adjustments to the pitching machine. The feeder will be allowed three balls to the machine for adjustments per inning.
  - l. No steals allowed.
  - m. Hard baseballs will be used.
10. A coin flip will be made by a tournament official prior to each game in pool play. Do not occupy a dugout until home team has been established. Top seed will have choice of home/visitor during semifinal round(s) and championship game.
11. **Pool Play will be six innings or no new inning after** All Games are 6 innings. In pool play only, no new inning can begin after 1 hour and 30 minutes from actual start time. There is **no drop-dead time limit**. If at the conclusion of 6 innings or after No new inning has not been called and the game is tied we will end in a tie. Pool play games may end in a tie.
12. A new inning begins when the 3<sup>rd</sup> out is made in the previous inning. The new inning does not begin when the defensive team takes the field.
13. **Bracket games will be played until a winner is determined.** There will still be NO new inning after 1:30. If the game ends with a tie, we will settle the tie using a California tie breaker. Starting the new inning in overtime a runner (last out) will be placed at second base (with 1 out) and full innings will be played until a winner is determined.
14. Championship game has no time limit.

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15. If a game is called due to darkness or other unforeseen circumstance, and the inning has not been completed, it will revert back to the previously completed inning. A game is considered “official” after 3½ innings if the home team is ahead.
16. Home Team shall keep score in the official scorebook/tournament book and visiting team will run the electronic scoreboard. Only one representative from home/visitor shall be allowed in the score keeper area.
17. Tie Breaker: Head to Head (if only 2 teams are tied); Least Runs Allowed; Most Runs Scored; Coin Flip
18. In the event a rule or circumstance is not outlined in the Earl Stone Classic Tournament rules package, the Tournament director will defer to the Little League rules and regulation/CVLL Rules. All decisions will be made without bias and in an effort to maintain the integrity of the game and ultimately the Tournament.

## **E. Playing Equipment**

1. All players must wear approved helmets when batting, running, on deck, or coaching a base.
2. The catcher must wear full helmet, mask, throat protector, supporter with cup, shin guards, and chest protector and use a catcher’s mitt.
3. All players must wear a uniform with a number.
4. All players must wear a cup and supporter.
5. Only USA approved bats are allowed.
6. If a player is found to be using an illegal bat, the bat will be replaced by a legal bat, so long as the player has NOT reached base safely. If the player has any balls, it shall be deemed a strike. If the player has no strikes and only balls, then the player shall be assessed only one strike, and the at bat shall continue. If the player has two strikes and the pitch where the illegal bat has been challenged is a ball, the call shall be a strike and the player shall have struck out. If the player reaches base safely, then the player shall be automatically out.

## **F. Field Decorum**

1. Only uniformed players, managers, coaches and umpires are permitted within the confines of the playing field prior to, during and after the game. Subject to advance tournament official approval. Cell Phones are NOT allowed on the fields.
2. Teams may have four adults (a manager and three coaches) who are restricted to the dugouts or coaching boxes.
3. Two adult base coaches are allowed as long as one adult remains in the dugout at all times. Adult base coaches must remain at one location for the duration of the teams’ time at bat for that inning. Coaches shall be at their chosen box prior to the first batter entering the batter’s box or remain in the dugout until there is a break in the action. If adults are not available, base coaches can be uniformed players wearing approved helmets.
4. Game participants are not permitted to mingle with the spectators or sit in the stands during the game in which they are engaged.
5. Each manager is responsible for the behavior of himself, his team, coaches and SPECTATORS.

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6. The use of any artificial noisemakers is prohibited.
7. There will be no harassment or taunting by teams or fans. This includes calling opposing players by name or making derogatory remarks. After a warning by the umpire, if the guilty team fails to comply, the manager will be ejected from the game.
8. Only the manager or coach from either team may enter the playing field during time-outs. The defense may call time-out to talk with the pitcher, catcher and infielders. The offense may call only **one** time-out per inning to talk to the batter.
9. Discussions with an umpire will be conducted in an orderly manner and **ONLY** by the manager.
10. Any manager, coach, or player ejected from the game by an umpire must leave the playing field; the individual may remain as a spectator, if he/she is maintaining proper behavior. Managers or coaches ejected will not be allowed on the playing field for the remainder of that game.
11. After each game, players will congratulate each other by lining up at home plate along their respective base lines and walk by each other with the coaches' supervision.
12. It is an opposing manager's responsibility to inform the umpire that a player is batting out of turn. Coaches should always get and report line-up changes to the home plate umpire.
13. No batting practice is permitted on the fields. Baseballs cannot be hit against any fence in the complex. Batting cages are available for use, but adult supervision is a must. Field 2 will use cage 1 and field 3 will use cage 2. Each team will be given 20 minutes in the cage. Soft toss into collapsible nets done safely is permissible.
14. On-deck batters are allowed in on-deck fenced area next to dugout.

## **G. Protest rule**

1. If a protest is filed a \$100 protest fee must be paid at the time of the protest, this is to eliminate false protest to stall game. If protest is granted in your favor the fee will be returned. The game will be stopped at that point and ruled upon by the tournament director. Rulings will be made in the best interest of baseball and players at the time of protest or infraction. A protest stops the game until resolved, but clock continues to run as if the game is played or game has timed out.

## **H. Awards**

1. Awards, when applicable, will be presented immediately following the game.

\*\*\* All challenges to any of these rules will be handled by the tournament director or league President, in that order. Their decision will be final in the event such challenges are made.\*\*\*