

Belmont Blasters Coach Pitch Classic Tournament Rules

1. TEAMS

- a. Team roster and birth certificates are to be present at all times during the tournament. Each team must turn in a copy of their Liability Insurance certificate before the start of their first game.
- b. Check in located at Belmont Sports Complex
- c. All teams must submit a 10 – 15 player roster. Roster should include
 - i. Player's uniform number and birthdate. Only those players submitted on the roster will be eligible to participate in the tournament.
- d. A team must have a minimum of 10 players at each game. If a team will have less than 10 players at the start of any game, permission must be granted by the Tournament Director before hand.
- e. All coaches and managers will be adults (minimum 18 years old). A maximum of three coaches and one manager will be allowed for each team.
- f. All teams must report for the coin toss (1) hour before their start time.
- g. Tournament officials will be empowered to move start times up thirty (30) minutes if it can be warranted.
- h. Each team is to be at the field one (1) hour before the schedule start time.
- i. All ages must comply with the birthdate cutoff of August 31 unless approved by the tournament organizer.
- j. No noisemakers allowed by teams or spectators.
- k. Managers are responsible for the conduct of their team and parents.

2. Regulation Game

- a. All games will be six (6) innings.
- b. The (10) run rule is in effect. After a legal game, the team that is ahead by (10) or more runs will be declared the winner after 5 innings or 4 and a half if the home team is ahead. (The game will end in the middle of the 5th inning).
- c. FIVE RUN RULE: The team at bat may score:
 - i. A total of five (5) runs if the team at bat begins the inning ahead in the score; or
 - ii. A total of five (5) runs if the team at bat begins the inning behind by less than five (5) runs or;
 - iii. Can score as many runs needed to tie the opposing team's score if the team at bat begins the inning behind by five (5) or more runs.
 - iv. Note: the five run-rule shall not apply in the 6th inning or later (i.e., unlimited runs may be scored) or in what the umpire deems will be the last complete inning of the game (i.e., both the top and bottom halves of the inning). (This would probably occur in the fifth or sixth innings.) If the inning turns out not to be the last inning the next inning will be played at the last inning and unlimited runs may be scored by either team.

- d. Time Limit: No inning may be started after 1 hour 30 minutes from game start time. Time is calculated from the last out of the prior inning not when a team re-takes the field. Yes, there can be a tie games in pool play! If 6 innings have been completed prior to the 1 hour 30 minutes time limit and the game is tied, extra innings may be played, till the 1 hour and 30 minute limit is reached, in which case no more innings may be started. No time limit for playoff games. No time limit for Sunday playoff games.
- e. In Pool Play, home team determined by a coin toss prior to the game. Winner of coin toss has choice of being "home" team or choosing dugout. For Playoffs, the higher seed will be the home team and will occupy the 1st base dugout. If teams have a back to back game, just remain in the same dugout as the prior game.
- f. Home team shall keep the Official scorebook for the game.

3. Playing Rules

- a. Little League Rules shall govern play on issues not covered below.
- b. Little League Approved Bats Only
- c. This will be a coach pitch tournament.
- d. Coaches or manager will pitch to their own team from inside the (10) foot radius pitching circle. Inside means neither foot extending over the line at any time. A violation will cause an immediate dead ball. First offense will result in a warning. All further offenses will result in a declared pitch to the batter. If the declared pitch is the fifth (5), the batter is out
- e. Pitcher/coach may not instruct/coach from the pitching circle.
- f. Each batter shall receive 5 pitches from the coach/manager pitcher. Batter is out if the ball is not put in play within 5 pitches except for a foul ball 5th pitch batter stays alive. Batter stays alive on foul balls after the 5th pitch.
 - i. For 8UA division there will be a 3 strikes and you are out rule.
 - ii. For 8UB division there will be 5 pitches total and then the batter is out, unless pitch 5 is fouled off.
- g. Defensive pitcher shall stand with both feet inside the circle and behind the coach pitcher, until the pitched ball has crossed Home Plate.
- h. Outfielders must be on the outfield grass during every pitch until the ball has been delivered and has reached the batter.
- i. The play stops when the ball is returned to the defensive pitcher with both feet inside the 10 foot pitching circle and has control of the ball. If the runner is more than half way between the bases the runner is awarded the base he is going to. If not, the runner goes back.
- j. No Bunting
- k. There is no stealing or leading off.
- l. The runner may leave their base after the pitch crosses the plate. If the runner leaves early he should be called out and the result of the play stands for the batter.
- m. No sitting on buckets on the field on play during a game.

- n. No metal cleats.
- o. No seeds or gum are allowed on the field or in the dugouts.
- p. No "on deck" batter.
- q. No infield fly rule.
- r. No pinch runner.
- s. A courtesy runner may be substituted for a catcher with (2) outs so the catcher will be ready to resume his duties as soon as the side is retired. The courtesy runner shall be the player who made the second out in the inning.
- t. Every player must play a minimum of (3) defensive innings.
 - i. EXCEPTIONS: if the game ends after (5) innings each player must have played a minimum of (2) defensive inning.
- u. Open substitution will apply.
- v. Continuous batting order will be used. Bat through the entire roster.
- w. No Game will be played under protest. The umpires on the field and the final judgment being made by the Tournament Director or his delegate will settle all questions of the rule interpretation.
- x. Any of the players, coaches, managers or spectators who acts in an unsportsmanlike manner may be warned once by the umpire. The second time, that person will be removed from the field. If in the judgment of the umpire or tournament officials the offense is of a serious enough nature, that person may be ejected without warning.
- y. Any player, coach, manager, or spectator ejected from a game may be suspended from further tournament play or participation.
- z. Runner must attempt to avoid contact with a fielder on ALL plays. Failure to do so will result in the player being called out and could result in ejection from the game. The umpire has the final say as to whether the runner made sufficient effort to avoid a collision. When in doubt SLIDE.
- aa. Defensive team is free to make plays on the runners but once the ball reaches the defensive pitcher inside the circle (except on a ball hit to the defensive pitcher), play is dead no matter what. So, if you want to make a play on the runner, don't throw the ball to the defensive pitcher inside the circle. Batted ball that hits the pitching coach is a dead ball/no pitch. If the umpire deems the coach did not make an appropriate attempt to avoid the ball, the batter may be ruled out and all runners will be sent back
- bb. Youth and adult umpires will be used. Mistakes will be made and they should be taken as part of the game.
- cc. There is a Zero Tolerance for Bad Behavior. The penalty for any Coach, Player or Spectator of a team that excessively objects to an Umpire decision or shows an unsportsmanlike conduct or language will be ejection from the playing field. In addition the Manager of that team will also be ejected from the playing field.

4. Playoffs:

Seeding for Sunday will be based on pool play as follows:

1. Overall record
2. Head to Head
3. Run allowed
4. Run differential
5. Coin Flip (done by tournament director, teams need not be present)

5. EQUIPMENT:

- a. All players are required to wear protective cups.
- b. All Catchers Masks must have a throat protector

GOOD LUCK AND THANK YOU FOR PLAYING IN THE BELMONT BLASTERS COACH
PITCH CLASSIC!