

2019 BASEBALL SUMMER KICK OFF and DAIRY DAYS TOURNAMENT RULES (9u-12u 70' divisions)

1. Teams: A total of 14 players (maximum) on the roster. A roster complete with birth dates is required to be with the team at all games. Birth certificates must be furnished upon request to the Tournament Director to confirm eligibility of a player. Player's ages are based on their ages as of May 1, 2019. Teams forfeit if they fail to field 9 players from their roster during the entire game.

2. 2019 Cal Ripken Official Regulations and Play Rules will govern the conduct and operation of the tournament with the exceptions listed below.

3. Home team determination: Coin toss before start time will determine the home team in pool play. Team that traveled farthest to the game site will call the toss. **Home team will be responsible to keep the official book, official book will be provided at each field location.** The higher seeded team is the home team in bracket play.

4. Visits to the mound: A second visit to the mound per pitcher, at any time during the game (not just an inning), constitutes removing the pitcher from the game as a pitcher only.

5. Time Limits:

- Six (6) inning games and no inning will be started after 1 hour and 30 minutes of play.
- Pool Play: Drop-Dead will be in effect and will be enforced at 1 hour 45 minutes after the official start time. If the inning is not completed after the 1-hour 45-minute time limit, the score will revert back to the last fully completed inning.
- Bracket Play: Drop-Dead will be in effect in all games except the championship game, which will have no time limit. In Bracket Play, drop-dead will be 2 hours. If time expires, the score will revert back to the last complete inning in which there was a score differential.
- 15 run rule is in effect after 3 innings and 10 run-rule after 4 innings of play in all games.
- Extra-innings will not be played to decide a winner, except in bracket play and under the drop-dead time.
- Intentionally delaying a game to achieve a victory through the time limit is considered unsportsmanlike. The umpire and/or tournament director reserve the right to eject a coach or player for intentionally delaying a game and possibly declare a forfeit for that team.

6. Pitcher: Pitcher may pitch no more than three (3) innings in a game and no more than eight (8) innings for the tournament. Delivery of a single pitch to a batter constitutes having pitched an inning. **Each coach must have a copy of the pitching affidavit and it must be signed by the opposing team's manager upon completion of the game. Failure to provide the document for the previous game will result in a forfeit.**

7. Delay of Game: Each team will have a 10-minute grace period prior to forfeiture, unless preceding games necessitate delay.

8. Pre-game Warm-ups: No infield will be taken prior to ANY game, nor the use of the on-field pitcher's mound.

9. Base Runners: Runners cannot leave the base until the pitched ball reaches the plate. Upon violation, the runner will be required to return to the original base. (NOTE: Does not apply to the 70-foot division) There is no mandatory slide rule except at home when there is a play at the plate. A runner MUST avoid initiating malicious contact with any defensive player at all times. The umpire reserves the right to call a runner out or eject the player for malicious contact.

Cal Ripken rules for 60s (Does not apply to 70s) include a provision that once a catcher has secured the ball, and the runner has stopped their forward progress, they can no longer advance to the next base unless a play is made

on any runner. We will follow this rule with **one exception** – if the pitcher is unable to secure the baseball on the throw back from the catcher (i.e. dropped or overthrown), the runner may once again begin their forward progress. Once that progress is stopped and the pitcher secures the ball, that runner again can no longer advance to the next base.

10. **Bat Rule** – 12U and younger. All bats -5 or greater must be stamped USA Baseball or USSSA BPF 1.15. Must be a baseball bat – no restriction on weight or length as long as bat has “BPF 1.15” stamp. Umpires reserve the right to remove any bat during a game if deemed illegal.

11. **Player/Coaches on the field:** For the batting team, the batboy is only allowed on the field to retrieve the bat and MUST wear a helmet at all times. All other team members except for the batter and on-deck hitter MUST remain in the dugout. Each team will be allowed no more than 4 coaches in the dugout.

12. **Miscellaneous rules:**

- A team is allowed to **bat the entire lineup**, allowing for free substitution. If a player is removed due to injury, no out is recorded in that batting spot. If a player is ejected then an out is recorded in that spot.
- **Courtesy runners:** A courtesy runner can be used for the catcher if there are 2 outs in the inning. The player that made the previous out will be the courtesy runner.
- **Blood rule:** No player is allowed to participate with open bleeding wounds.

13. **Protests:** All protests must be filed with the home plate umpire. Judgment decisions are final and NOT eligible for protest. The protest/rules committee will be comprised of the Umpire in Charge, the Tournament Director, and the plate umpire on the field. Protesting coach will be charged \$100 which will be non-refundable.

14. Zero Tolerance Policy: Any coach, player or fan demonstrating rude, abusive or harassing behavior toward any umpire, coach, player or other official will be removed from the premises immediately. A repeat offense by any team will result in removal of the team from the tournament and forfeiture of any remaining games without refund.

15. **Tiebreakers to determine seeding:**

- Record in Pool Play
- Head to head record in pool play
- Runs Allowed
- Run differential (10 runs maximum per game)
- Runs Scored
- Coin flip

16. **Slash Bunting:** Slash bunting is not allowed (squaring to bunt, pulling back and taking a swing). The hitter will be called out if a slash bunt is attempted or executed.

17. **Video and photo review:** Video and Photo review will not be permitted in the tournament.

18. **Forfeit** – The forfeiting team shall record a loss of 0-6 and the non-forfeiting team shall record a 6-0 victory.

Additional Play Rules:

- Molded cleats only
- The dropped 3rd strike rule is **not** in effect (12U-60' and below), you cannot advance to first on a dropped third strike
- 12U-70' and 11U-70', **dropped 3rd strike rule is in effect**