

## **IDAHO CATCH BASEBALL – TOURNAMENT RULES**

Idaho Catch will use the OFFICIAL RULES OF MAJOR LEAGUE BASEBALL for all tournament play. Certain exceptions include the following:

### **Rosters**

Managers need to have available team rosters and proof of age for all players in case of questioning. When requested, unless otherwise arranged, acceptable Proof of Age for all Idaho Catch Baseball Event participants shall be presented to Idaho Catch Baseball Officials as being in the form of original or certified copies of Birth Certificates or current Passports. Rosters cannot change once a team's first game in an Idaho Catch Baseball Event has begun.

### **Ineligible Players**

If a player is found to be ineligible before a game or tournament, that player will not be able to participate in that event unless it is with a team with the correct age. If a player is found ineligible during an event, his team will forfeit all games that have been completed, and that player will not be able to participate in that event unless it is with a team with the correct age. If a player is found ineligible during a game, the player will be ejected and the game restarted. His team will have to forfeit all games that have been completed, and the player will not be able to participate in that event unless it is with a team with the correct age.

### **Metal Spikes**

Metal spikes can be used by all age divisions.

### **Bat Limits**

-12U and under must be stamped 1.15 BPF, BBCOR, USSSA, or Wood with no restrictions on weight drop.

-13U must be stamped 1.15 BPF, BBCOR, USSSA, or WOOD with no bats with a greater weight differential than minus 8.

-Ages 14U-18U are BBCOR or WOOD and must use bats with minus 3 weight differential.

### **Time Limits**

The local tournament director can determine game time limits. No new inning can start after the time has expired. If teams are tied after time has expired, it will stay as a tie unless we are in the championship game of bracket play. Championship games will play with no time limit until tie is broken. Time starts after coin toss and is defined by the plate umpire.

The game time and inning limits are as follows:

-12U and under – No new inning after 1 hour 45 minutes, 6 innings.

-13U – No new inning after 2 hours, 7 innings.

-14U – No new inning after 2 hours 10 minutes, 7 innings.

### **Run Rule**

The run rule (mercy rule) shall be as follows:

-6 inning games (12U and under) 15 runs after 3, 8 runs after 4.

-7 inning games (13U and older) 15 runs after 3, 12 runs after 4, 8 runs after 5.

### **Courtesy Runners**

Must be a player not currently in the line-up. Can be used for the pitcher or catcher. If batting all players, the last batted out will become your courtesy runner. A courtesy runner does not hinder a player's reentry status.

### **Free Substitution**

You may substitute players at any position as much as you want, but they have to stay in their original batting slot in the order.

### **Re-entry – Pitchers**

Once a player has been removed from the game he may not be reentered as a pitcher.

### **Batting**

A team can select to bat as many players as it so desires, up to its entire line-up. An Extra Hitter (EH) may be used by a team during all aspects of play in unlimited quantity, up to batting their entire roster. However, they must declare to do so before the start of the game. If a team chooses to use an EH('s), it must use a 10 player or more lineup throughout the duration of the game. The EH is treated like any other position in the lineup.

### **Slide Rule**

Base runners sliding to break up a double play must slide into the bag. All calls regarding rough play, sliding, etc. shall be left to the judgement of the umpire.

### **Base Running**

A player that is able to avoid a tag by sliding under, jumping over, or going around an attempted tag shall be determined to be safe unless the umpire deems the player is guilty of unsportsmanlike conduct or in violation of running out of the base path.

### **Complete and Suspended Games**

A game can be considered complete after 4 innings (3 ½ if the home team is ahead) if the umpire or tournament director call it due to bad weather or other uncontrollable conditions. Final decisions as to the resumption or completion of suspended games shall be the responsibility of the tournament director.

### **Tie Breakers**

If event teams are tied by overall win/loss record, all ties will be broken in the following sequence:

- 1) Final Standings
- 2) Head to Head Competition (If there is a three-way tie, this this will be thrown out unless one team beat the other two teams).
- 3) Runs Allowed
- 4) Runs Scored
- 5) Run Differential
- 6) Coin Flip

### **Determining Home / Visitor Teams**

Home and visitor will be decided by a coin flip at the plate meeting prior to a game during pool play. Home and visitor will be decided by higher seed during bracket play.

### **Pitching Limits**

There are no pitching limits.