



2025 CRESCENTA SPORTS ASSOCIATION (CSA) OFFICIAL TOURNAMENT RULES

SECTION 1. GENERAL INFORMATION

Code of Conduct. Please keep in mind that this is intended to be a **FUN** tournament for the players and their families. Confrontational actions by coaches, players or family members will not be tolerated and will result in ejection of the manager, game forfeiture, and/or removal from the tournament, at the discretion of the tournament director. We do have paid umpires, but umpire abuse will not be tolerated in any fashion.

General Rules. The tournament will be governed by the Official Rules of Baseball as published by the Sporting News, as modified by the most current PONY Baseball rulebook and information provided in this document. The tournament director has the final decision-making power regarding rule changes for this tournament.

Team Book. All teams will need to bring a notebook (3 ring binder) with the following items in plastic sleeves for easy viewing:

- **Proof of League / Team Insurance** (this must be current and cover the team/league registering)
- **Printed Roster and Signed Medical Release** (See Appendix A)
- **Copy of a Birth Certificate** for each player (this may be from any country, if not available-some sort of government paperwork is required, i.e., passport or medical paperwork from a doctor)

Teams will be required to share a copy of their proof insurance, roster, and signed medical release form prior to the start of each team's first game. Copies of birth certificates must be available for viewing by the tournament director at all times during the tournament.

- No RVs or overnight parking is allowed.
- No alcohol or drugs are allowed.
- No BBQs are allowed.

SECTION 2. PLAYING RULES

Summary of Playing Rules. The tournament is governed by the most recently published Official Rules of Major League baseball, with exceptions covered in the PONY Rule book in addition to the below rules.

<u>Division</u>	<u>Complete Game / Time Limit</u>	<u>Per Inning Run Limit</u>	<u>Pitching Limits and Base Distances</u>
Shetland 6U	<ul style="list-style-type: none"> • 5 innings • Saturday: 1:15 no new • Sunday: 1:30 no new 	<ul style="list-style-type: none"> • 5 run limit per inning other than last or extra inning • Umpire may declare last inning 	<ul style="list-style-type: none"> • 38 ft. pitching machine • 50 ft. bases • Level 10 Ball • Blue Flame Machine

Mercy Rule. If a team is leading by at least 10 runs after 3 completed innings, or by at least 8 runs after 4 or more completed innings of at bats, then the team in the lead is declared the winner.

Playing Age. All teams entered shall be approved by the tournament director, made up of no more than 15 players. All players must be listed on the team's official roster that was submitted to tournament officials. Players may only be on one team roster. Refer to 2025 PONY Baseball age chart for team classification. Note the birthday cutoff is April 30 unless otherwise approved by the tournament director in his or her discretion. Penalty will be determined by the tournament director.

Team Composition. Tournament teams shall consist of a minimum of 12 and a maximum of 15 players, one manager, two coaches, and one business manager, which will be permitted on the field or bench. All players must be registered with a PONY league or otherwise have permission to play from the tournament director. Only registered players, coaches, or managers will be permitted on the field or in the dugout.

Games Times. All games are official regardless of length. All game times are based on umpire's time keeping and shall be recorded by the scorekeeper in the scorebook. The umpire should announce the start time at the beginning of the game and will determine the last inning declaration based on his time keeping.

No New Inning Time Limit.

(a) A new inning shall not start after the No New Inning limit. **New inning starts upon recording of 3rd out in prior inning.** Umpire's declaration of last inning makes it the last inning in the game even if time remains after completion of that inning.

(b) If it appears to the umpire that a team is purposely delaying the game to reach no-new inning, then the umpire can speed up the game by calling players out, or placing the last out recorded on base, calling the game over, or declaring a forfeit after issuing one warning.

- (c) There will be no extra inning games in pool play games and/or games announced by the tournament director and a tie at the end of regulation play will be recorded as such.
- (d) For all playoff/elimination games, if the game is still tied after the time limit, then the California Tie Breaker will be in effect.
- (e) California tie breaker - Starting the new inning, after the no-new time limit has expired, a runner (last out) will be placed at second base (with no outs) and full innings will be played until a winner is determined.
- (f) The tournament director reserves the right to shorten any game for any reason.

Bat Specific Rules (All Divisions) - We will follow the PONY Tournament rules for legal bats.

- (a) All bats must be 2 1/4" to 2 5/8" barrel bats and USABat certified with the USABat licensing stamp on the bat.
- (b) A violation of the bat rules is cause for up to game forfeiture and manager suspension which will be at the discretion of the umpire and tournament officials.

No metal cleats. Metal cleats are not allowed.

Protests. Protests are not allowed. If you have a problem with a call, an interpretation or anything what-so-ever, you need to call time out during the game and the manager only, may calmly discuss it with the umpire. Each coach is responsible for having a copy of the PONY rules and these rules printed out to reference when in discussion with the umpire. The UMPIRE'S DECISION IS FINAL.

Ejections. Any manager, coach, player or spectator ejected by an umpire must leave the field area and shall be suspended from the next game.

Official Score Recording and Scorebook

*** GAMES MAY BE SCORED ELECTRONICALLY OR BY HAND**

- (a) Both teams will keep score.
- (b) The HOME team scorekeeper will be the official scorekeeper of the game.
- (c) Both scorekeepers will confer after each half inning.
- (d) If a disagreement arises the umpire will be the final arbiter for any disputes.
- (e) The official score will be submitted via text by the winning team immediately after the game to the Tournament Director in the following manner:

Winning Team – Score

Losing Team - Score

NO Slide or Avoid rule. PONY does NOT have a slide / avoid contact rule. Players coming into a base in a manner to inflict harm will be ejected from the game. The umpire will make the appropriate call at the base. There is no automatic out for contact. How malicious a hit is and how the player acts upon ejection will decide when and if they return.

If the runner elects to slide the slide must be legal. The runner must slide directly to the base or away from the play. A slide with the cleats above the fielder's knee, or if the umpire determines that a player intended to harm the defensive player, is considered malicious contact. The player will be recorded as an out and the player ejected from the game.

The catcher or other defensive player may not block any base or home plate without possession of the ball. The fielder will be guilty of obstruction as defined in "Official Baseball Rules."

Lineup Choices. Teams must bat their entire lineup.

Substitution Rules.

(a) Free substitution on defense

(b) If a player is injured or ejected, an out is recorded the first time the player's spot comes up in the batting order. There is no out recorded on subsequent at bats. Once a player is removed due to injury, he may not return to the game.

Determination of Home Team and Dugout Assignment.

Home and Away teams are determined by the Tournament Director during Pool Play (Saturday games). During the elimination games (Sunday), the higher seed will be the Home Team (i.e., the 1 seed will be the Home Team in the #1 vs #4 game).

The Home Team will be in the 3rd base dugout and the Away Team will be in the 1st base dugout, unless agreed otherwise by both teams. We recommend that a team playing two consecutive games be allowed to stay in their dugout.

Practice on Fields. No practice is permitted on the infields. If there is time, warm ups on the grass or outfield is permitted. Baseballs cannot be hit against the fences. Practice space is limited at most fields, be prepared to warm up in small spaces or quickly in the outfield between games.

On Deck. On deck batter must remain in the on deck circle until ball is put in play. He is then allowed to help instruct a base runner heading to home plate.

Courtesy Runner. There is no Courtesy Runner for Shetland divisions.

Forfeits. A forfeiting team will be charged with a loss and the game score will be deemed to be 8-0.

Tie-breaker. Standings will be determined in the following order.

- Overall Record

- Head-to-Head Record
- Fewest Runs Allowed
- Run Differential (Runs For minus Runs Against up to 8 per game max)
- Coin Flip

Managers & Coaches. Only players, manager and coaches are allowed in the dugout and on the playing field before, during and after the games. No more than the manager plus 2 (or in the case of machine pitch divisions, plus 3) other coaches are allowed for any game.

SECTION 3. PLAYER AND FAN BEHAVIOR

1. **Artificial noise makers are prohibited.** No cow bells, air horns, clappers, or other artificial noise makers. You are encouraged to cheer enthusiastically and clap loudly with your hands.
2. **Music between innings and walk up songs are allowed as long as volume levels are reasonable and music is turned off once the batter is set in the box.** Tournament director reserves the right to revoke music privileges from any teams operating in poor faith.
3. **Any player who intentionally throws bats or protective headgear in a dangerous manner or who intentionally discards protective headgear while batting or running the bases,** may be ejected from the game following completion of any play in progress at the time the violation occurs, at the discretion of the umpire.
4. **No sunflower seeds on the fields or in the dugouts.** Fans consuming sunflower seeds in the bleachers or sidelines must discard shells into a cup or container.
5. **There may be a Snack Stand and food vendors at our field.** But *teams and fans are allowed to bring their own coolers and snacks.* We do appreciate any support of the local Snack Stands.
6. Please be sure to properly dispose of all trash in the bins located at each field.
7. **Each manager is responsible for the behavior of himself/herself, coaches, players and fans.** If a fan becomes unruly the manager will be warned by the umpire or CSA BASEBALL personnel one time. The second warning will result in the immediate removal of the manager; the next warning will be the removal of the asst. coach. If the problem persists, the game will be forfeited by the team whose fan is causing the problem. CSA BASEBALL HAS A ZERO TOLERANCE POLICY WHEN IT COMES TO FAN BEHAVIOR.

SECTION 4. ADDITIONAL SHETLAND MACHINE PITCH RULES

Pitching Machine and Balls. The pitching machine will be throwing regulation size baseballs from 38 feet. Pitching machine is a Slugger UPM 45 ("Blue Flame"). Speed settings will be Power Lever = 2; Micro Adjust = 3; Release Block = 4. Diamond Flexi-Ball Level MC10 will be used for Shetland.

Shetland Bat Rule. In accordance with the PONY West Zone All Star Tournament Rules, bats with the USA Bat stamp that are marked Tee Ball will be allowed in Shetland.

Scoring & 5 Run Rule. For all innings other than the final inning, an inning is complete when (a) three outs are recorded or (b) the offensive team has scored 5 runs. There is no run limit in the final inning. The final inning may be determined based on time limitations and is frequently not the 6th inning. Managers and umpire shall agree on the final inning. If managers are unable to agree, then the umpire shall decide.

The final inning for each team at bat is complete when (a) three outs are recorded or (b) the offensive team bats their entire lineup, provided that each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players. Team B will bat once through the line-up and then 2 additional batters will hit in order).

Pitching Machine. Players are NOT ALLOWED to operate the pitching machine in any manner.

Number of Pitches. The batter is out if failing to reach base after a maximum of six (6) pitches or after 3 strikes from the coach pitcher feeding the machine. The batter is not out on a foul ball if it is the 6th pitch or any subsequent pitch that is also a foul ball. The batter is out on a foul tip (SEE MLB DEFINITION OF TERMS FOR FOUL TIP) if it is also the 3rd strike regardless of the pitch number. The batter is out on a foul tip if it is the 6th pitch or any subsequent pitch, regardless of the number of strikes.

Bunting: Bunting is not allowed. A batter must take a full swing. The Umpire will determine whether the player intentionally bunted or simply did a check swing. PENALTY: Dead ball strike.

Base Running. Base stealing is not allowed. Runners must remain in contact with the base until the ball is hit or crosses home plate. PENALTY: If a runner is off base and the ball is hit, the runner is out and the ball is in play. If the ball is not hit, the ball is dead and the runner must return to base.

Dead Ball. A play is over once an infielder (not an outfielder) is in complete possession of the ball within the infield, i.e. on the dirt in fair territory at most fields, calls for and is awarded timeout by the umpire at his/her discretion. Shetland players call for a time out by raising both hands above their shoulders, while in possession of the baseball. The infield for purposes of this rule ends 15 feet beyond the baselines so on certain larger fields, players may need to move closer to the baselines to get a called time-out. The player with the ball must have control of the ball and call time with his hands in the air.

Overthrows. One base on an overthrow does not apply. You may advance until the ball is dead as described in the above paragraph.

Base Advancements. There will be chalked 5-foot hash marks between 1st and 2nd base, 2nd and 3rd base, and 3rd and Home plate. These hash marks will be the guidelines for base advancements. If a player passes the hash mark in the middle of the base path before the ball has been declared dead, that player is allowed to advance to the next base. If the player has not reached the hash mark, they must go back to the previous base.

Pitcher Position. The pitcher shall take a position 5 feet back and 3 feet left or right of the machine.

Ball Hitting Machine. If a batted ball hits the machine or bucket and remains fair - the ball is in play. If the batted ball strikes the machine or bucket and goes foul - then the ball is dead, the batter is awarded first base and all runners advance 1 base. If at any time during the game a throw from a defensive player hits the pitching machine, the ball is dead and the runners advance one base.

Positioning. Teams are limited to six (6) players in the infield: pitcher, catcher, first base, second base, third base and shortstop. Teams are limited to four (4) players in the outfield: left field, left center field, right center field, and right field. Outfielders may participate in infield play. Outfielders must remain at least fifteen (15) feet behind the baseline until a ball is put in play.

Coaches. On offense, teams should have a max of three coaches on the field, one feeding machine and two in the coaches' boxes. All/any other coaches must remain in the dugout. The defensive team shall position a coach near the backstop behind the catcher to assist in collecting and storing pitched balls in a ball bucket. Defensive catchers should not throw pitched balls back to the mound area. This defensive coach shall not provide any instruction to the defensive players - his/her sole purpose is to assist with the pitched balls and keep the game moving along. All other defensive coaches shall remain in the dugout.

When the ball is put in play, the pitching coach will often need to duck to become inconspicuous, especially on plays in the infield. Players can neither see over a tall adult, nor should they be required to throw a ball over the pitching coach's head to the intended target. If a live thrown ball hits the coach pitcher or in the umpires judgment the coach interferes in the fielder's attempt to make a play the ball is dead and the lead runner is out. (This includes failing to get out of the way). If a batted ball hits the coach operating the pitching machine, the ball is dead. The pitch is a foul strike and no runners may advance. If a live ball hits the coach operating the pitching machine, or in the umpire's judgment the coach interferes in the fielder's attempt to make a play, the ball is dead and the lead runner is out.

Disclaimer to all rules: *there will be issues and situations that test the integrity of the above listed rules during the Tournament. Please note that the CSA tournament director and/or committee reserve the right to change or modify any of the above items at any time to better serve the tournament as a whole.*