



2017 COMMUNITY ALL STAR TOURNAMENT RULES 12U BASEBALL

1. GENERAL INFORMATION

Due to the tight schedule of games, infield practice will be limited to 5 minutes per team after the field is prepared by tournament staff, and only if time permits.

For preliminary round games, the home team will be determined by a coin toss as soon as the previous game on that field is completed. During bracket play, the home team will be the higher seeded team.

The number of teams that advance to bracket play will depend on the number of teams who enter; the tournament director will provide this information in advance of the tournament. Seeding and tiebreakers will be based upon the following criteria, in the order listed:

1. Pool winners;
2. Number of wins (ties count as ½ win);
3. Head to head results;
4. Runs allowed;
5. Run differential (maximum +8 per game); and
6. Coin toss.

***Note: In case of three-way ties, the criteria listed above will be followed until one or more teams are eliminated. Then, the same criteria will be employed to break subsequent ties, beginning at criterion #1 again.*

2. GAME LENGTH

A regulation game will consist of 6 innings. However, in the event of rain or darkness, the tournament director may recognize a game as official after 4 complete innings (3 1/2 if the home team is ahead). In the preliminary rounds, no new inning may start more than 1 hour and 45 minutes after the actual start time; if the game is tied after the time limit has passed or it becomes official, it will be recorded as a tie. In bracket play there are no time limits (unless due to unforeseen scheduling delays and announced in advance by the tournament director) and no ties.

The umpire or tournament director (or his designee) has the authority to suspend a game in progress because of inclement weather, darkness or other conditions as deemed appropriate. The time during which a game is suspended shall not be considered part of the time limit.

If a game is stopped because of inclement weather or darkness *before* it becomes official, **the game will be continued from the point it left off**. If a game is ended due to weather or darkness *after* it is deemed official, the score shall revert to the score at the end of the last complete inning, unless the game is ended during the bottom half of an inning and the home team is ahead, in which case no reversion is required.

Mercy Rule: 15 runs after 3 innings or 10 runs after 4 or more innings.

3. BATTING ORDER/SUBSTITUTIONS

All teams will roster bat. Free substitution during play will be allowed; however, players must bat in their assigned batting position and **no player may sit out defensively in consecutive innings**. If the substituted player goes to the bench with none or one out, that player may not sit out defensively the next inning.

No player can be removed from the batting order unless due to the blood rule, injury, or illness. If an injury or illness occurs, or if the player is temporarily removed from the game due to the blood rule, the umpire and opposing coach and scorekeeper should be notified immediately. A player who has left the game under the blood rule may return even after missing a turn at bat; otherwise, a player who misses an at-bat or who sits out defensively in consecutive innings due to the injury or illness shall not be permitted to return to that game.

Violation of the defensive requirements shall be treated like any appeal play involving illegal participation. Thus, for example, if a player is on the bench defensively for two consecutive innings (for reasons other than illness, injury, or the blood rule), the opposing team must notify the umpire of the infraction before the next pitch. Once notified, (a) the offending team will be required to correct the violation immediately, and (b) the non-offending team shall have the right to accept the result of the previous play OR have any out recorded by the offending team reversed, the prior batter awarded first base, and all runners returned to the base they occupied prior to the play unless forced to advance by the batter being awarded first base. Any coach found to have multiple or intentional violations of this rule is subject to ejection.

A team can play with 8 players, but in such case the ninth spot in the batting order (or, in the case of a player who left the game after it started, that player's place in the batting order if his departure leaves the team with only 8 players) will be an automatic out.

4. HITTING

Slug bunting is NOT allowed. Once a player squares to bunt, he must either bunt or take. Any violation this rule will be a delayed dead ball, and the defensive team shall have the option of (i) accepting the result of the play or (ii) having the batter called out and any runners returned to the bases they occupied prior to the pitch.

Dropped third strike rule DOES apply – a batter can run to first if, at the time of the pitch, there were (i) two outs or (ii) less than two outs and first base was unoccupied.

All bats must follow rules stated in COYBL BAT RULES as described in this document:
https://cdn4.sportngin.com/attachments/document/0045/7618/2018_COYBL_Bat_Rules.pdf.

5. BASE RUNNING

A base runner may not lead off and/or steal until the first movement of the pitcher. "First movement" is the initiation of a wind-up or the first movement out of the set position, whichever is applicable.

A base runner can steal any base, including home, but may not steal second base immediately following a base on balls.

Only feet first sliding is allowed, except when returning to a base or advancing to a base during a "run-down." In any other situation, a player who slides head first will be called out.

Base runners must avoid contact, but are not required to slide. If a base runner initiates contact without sliding (under circumstances where a slide was reasonably possible), the runner should be called out. In light of this rule, and to protect the runner, if a fielder blocks any base without possession of the ball, obstruction should be called and the runner protected to that base. If it is deemed that a base runner initiates malicious contact, the runner is subject to ejection at the discretion of the umpire.

Courtesy runners are allowed for pitchers/catchers at any time. The runner must be the player who recorded the last batted out.

6. PITCHING RULES

A pitcher can pitch no more than **4 innings per game** and no more than **8 innings in a day**. One pitch thrown will constitute an inning pitched. **The maximum number of innings a pitcher may throw in the entire tournament is 14 innings**. Coaches will fill out and submit pitching logs after each game. This log form will be signed by both coaches and the umpire.

Once removed as a pitcher, that player may not return as a pitcher for the remainder of that game. Pitchers get 8 warm up pitches upon their initial entry into a game and 5 warm up pitches each inning thereafter.

Balk rules apply, but each pitcher is entitled to one balk warning per game. Thereafter, if that pitcher commits a balk, the usual penalties apply.

7. MISCELLANEOUS

Pitching distance is 46 feet. Bases are 65 feet. Players in the 12U division are NOT permitted to wear metal cleats.

No travel players are permitted. For purposes of this tournament, "travel player" is defined as any player rostered as a regular player on any travel team OR who participates as a substitute for any travel team(s) for more than one tournament or more than three non-tournament games. Any team who uses a travel player will be required to forfeit any game(s) in which the ineligible player participated.

Coaches should have birth certificates or some other reliable means available to prove age and identity of players if requested. A player's "age" for purposes of this tournament is his or her age as of April 30, 2017.

Alcohol, illegal or recreational drugs, and firearms are strictly prohibited in the park complex. Smoking is also strictly prohibited on the field, in the dugouts, or within the spectator areas, and is permitted in the parking lot area only.

Any rules not otherwise explicitly stated herein will be governed by OHSAA rules.

8. SPORTSMANSHIP

Organized team chants are discouraged, and behavior designed to disrupt the opposing team is prohibited. Team chants or other comparable behavior **must not occur while the pitcher is on the rubber.**

This is a recreational league whose purpose is to help develop both baseball and life skills, and there is absolutely no place in our league for poor sportsmanship. Charging at umpires will not be tolerated, and anyone – player, coach, bench personnel, or fan – who engages in such conduct is subject to immediate ejection. Similarly, yelling or other unsportsmanlike behavior toward umpires will not be tolerated. Only head coaches are permitted to ask questions or request clarifications of calls or game situations, and such situations should be handled calmly and respectfully. Coaches should neither question nor argue judgment calls. Rules issues will be determined on the field by the umpire or by the tournament director (or his designee) if available. No protests are allowed.

The umpire and/or the tournament director (or his designee) may, at his/her discretion, eject any participant and/or spectator from a game for the use of profanity, disorderly conduct, harassment of the other team, physical contact with any umpire, or other like misconduct. Any person ejected must leave the field area immediately and either leave the complex or go to the parking lot. Failure to leave the premises after such an ejection may result in forfeiture of the game.

Any player or coach ejected from a game is ineligible to participate in the remainder of that game plus the next two games of the tournament. Any spectator who is ejected will be banned for the remainder of the tournament.