

2016 Canton Bulldogs Baseball Tournament
Rules Ages 9, 10, 11, and 12

1. General Tournament Rules

- a. This tournament uses the April 30, 2016 birth date cutoff. Each player's age on April 30, 2016 must not exceed the age group that they play for. For example, to play in the 9 year old division, all players on a team must be no older than 9 years old on April 30, 2016. To play in the 10 year old division, all players on a team must be no older than 10 years old on April 30, 2016.
- b. Base Dimensions:

Age Group	Pitching Rubber	Base Distance
9U	46	65
10U	46	65
11U	50	70
12U	50	70

- c. No more than 15 Players are allowed on a roster.
- d. No player is allowed to be on more than one team roster submitted to this tournament.
- e. Game Lengths:

Age Group	Innings
9	6
10	6
11	7
12	7

- f. For the mercy rule, a game will be considered complete if one team is ahead by 15 runs after 3 innings, 12 runs after 4 innings and 10 runs after 5 innings. If the home team is losing, you must finish the bottom half of the inning.
- g. There will be a maximum 7 run differential for tie breakers, etc.
- h. There will be a 1 hour 45 minute time limit on all games except for playoff/bracket games. No full inning shall begin after 1 hour 45 minute unless there is a tie. At the time limit, you will complete the current inning. If you finish the top half of an inning and the home team is leading, the game is official with the home team winning. If the home team is behind, you will play the bottom

half of the inning and whichever team is ahead at the end of the bottom half of the inning will be the winner.

- i. If at the end of regulation (6 or 7 innings or if the time limit is in effect) the game is still tied, the teams will play 1 extra inning. If the game remains a tie after the extra inning, a Texas Shoot-Out will occur.
 - i. For this Tournament, a Texas Shoot-Out is defined as follows: The inning will start with no outs and the player who made the last out the previous inning will be placed on 2nd base. Each batter will begin with a pitch count of 3 balls and 2 strikes. The teams play until one team is ahead after a full inning.
- j. Playoff/bracket games will not have a time-limit and will play full innings until one team is ahead at the end of the bottom half of the inning. There will be no Texas Shoot-Out for playoff/bracket games.
- k. In the event of darkness or inclement weather, a game is considered official if 5 complete innings have been played; or the home team is leading after 4 ½ innings; or the 1 hour 45 minute time limit has been reached. If the game is official (i.e. 5 innings have been played) and subsequent inning has started and the game is stopped because of darkness or weather, the teams shall resume the game at a later date at the point where the game was stopped to complete that inning only. The game will not be played to completion. Any game in progress but not official at the time of postponement (darkness or weather) will be resumed at a later date at the point where the game was stopped.
- l. Rainout Policy
 - i. No games are played:
 1. \$200 refund for 8U
 2. \$300 refund for all others
 - ii. One game is played:
 1. \$150 refund for 8U
 2. \$250 refund for all others
 - iii. Two games are played:
 1. NO REFUND
- m. Each manager must complete and sign the “End of Game Stats Sheet” at the end of each game. The winning team must turn in the game report to the Tournament Director/Staff Member following the game. Failure to turn in the game report will result in a 0-0 tie reported for that game.

- n. The home team will be determined by coin toss prior to each game. The team traveling the furthest to the tournament shall call heads or tails. Please use sportsmanship if the communities happen to be equal distance. Highest seed is home team during bracket play.
- o. All teams must be ready to play ½ hour before game time. If your team is not ready to play when the umpire declares “play ball”, you will forfeit the game.
- p. The Tournament Director shall have the authority to interpret these rules and make any additional decisions necessary to resolve any disputes.
- q. Seeding will be based on the following in this order:
 - i. Pool Record
 - ii. Head-to-Head Record
 - iii. Run Differential (maximum 7 runs per game)
 - iv. Fewest Runs Allowed
 - v. Most Runs Scored
 - vi. Coin Flip

When three or more teams are tied, fewest runs allowed in all pool play games are used in determining all three places. If there is still a three-way tie, the highest run differential, then most runs scored are used to determine who advances. Head-to-Head does not apply when there are more than three teams tied with the same record.

2. General Playing Rules

- a. All rules are National Federation of High School (Official Rules of High School Baseball) except for the rules described in this document.
- b. A minimum of 8 players is required to play a game or the game is forfeit.
- c. Forfeits will be recorded 7-0 (maximum run differential).
- d. No infield practice in fair territory is allowed during the tournament. Teams may take grounders in foul territory next to their dugout.
- e. Thrown of bats. Warning for 1st offense. Removal the second time. Warning is per player.
- f. If a player or coach is ejected, it is for that game, plus one more.
- g. Roster Batting:
 - i. Teams may roster bat. The lineup must be declared before the start of the game and used the entire game and all players other than the nine defensive position players are extra hitters and can move freely in defensive positions.
 - ii. If additional players arrive after the game has started, those players are placed at the end of the batting order. If the coach declares at the pregame plate conference that he is not roster batting, the late players are listed on the lineup as eligible substitutes.

- iii. For teams that are not roster batting, starting players can withdraw and re-enter once (including designated hitters), provided that the players re-enter in their original position in the batting lineup. Once a substitute is removed from the lineup he may not re-enter.
- iv. A spot vacated due to injury or illness that cannot be filled with an eligible player will be skipped when that spot is due to bat without penalty.
- v. A spot vacated due to an ejection or any reason other than illness or injury that cannot be filled with an eligible player will be recorded as an out every time that spot is due to bat.
- vi. If a team drops below eight players for any reason, the game is ruled a forfeit by the tournament or league director and is not rescheduled.
- vii. A player that has left the game for any reason by missing an at bat cannot return to the game.
- h. No metal spikes for all age groups

3. Batting Rules

- a. There is no bat restriction. Bats of any weight, length, or diameter can be used.
- b. No player shall leave the field of play during the game. This includes warming up with hit sticks. No hit sticks shall be permitted once the game begins. The exception to this is that pitchers may warm up out of play if such a spot exists at the field. Spectator safety should be observed.
- c. In the 9U Age group only, the batter is declared out a dropped third strike.
- d. To try to keep the games moving, batters are encouraged to keep one foot in the batter's box between pitches. Penalties for continually stepping out after every pitch shall be at the discretion of the umpire.

4. Base Running Rules

- a. Following are the lead off rules for each age group:

Age Group	Lead Off	Balk Rule in Effect	Balk Warning	Infield Fly Rule in Effect
9U	No	No	Does not apply	No
10U	Yes	Yes	1 per pitcher	Yes
11U	Yes	Yes	1 per pitcher	Yes
12U	Yes	Yes	No warning	Yes

- i. The official rules for this tournament shall be that no lead offs or stealing home for the 8U & 9U age groups only. A base runner on third base cannot steal home on a pitched ball, passed ball or on a ball thrown back to the pitcher. 8U & 9U age groups only.
- ii. However, a player may steal home if a play is made to any base, including if the player on 3rd base initiates the play by faking a break for home

plate, or if the catcher throws to 2nd to throw out a base runner trying to steal 2nd base.

iii. Runners in the 8U & 9U age groups cannot leave the base until the ball passes the plate or is hit by the batter. If the runner leaves early, he is declared out.

iv. All other Age Groups may lead off and steal home.

Runners in the 9 year old through 12 year old age groups cannot slide headfirst. Runner will be declared out. A runner may dive back head first to a base. Runners in the 13 and 14 year old age groups may slide headfirst.

b. Runners must slide, give themselves up or avoid contact when there is a play at any base, including home plate. To constitute a legitimate play, a defensive player must be at the base or home plate in possession of the ball or read to receive the ball in close proximity to the base or home plate. This is a judgment call by the umpire and his ruling is final. Player shall not attempt to jump over a tag to reach the base or home plate.

c. In an effort to speed play, the catcher may be removed from the bases with 2 outs in an inning to put on the catching equipment. If there are any substitutes on the bench one of them shall be the courtesy runner. If there are no substitutes available, then the player making the last out will be the courtesy runner.

5. Pitching Rules

a. Following are the pitching limitations:

i. Ages 9-10

1. Maximum of three innings per game, and 36 outs for the tournament

ii. Ages 11-12

1. Maximum of four innings per game; and 36 outs for the tournament

There are no pitch count limits during the tournament, however managers should recognize that pitch count is more relevant than innings pitched/outs and should be observed for the health and safety of the players.

b. One pitch constitutes an inning pitched.

Example: A relief pitcher coming in to get the last out in an inning. This will count as 1 inning pitched and 1 out for the relief pitcher.

c. Violation of the pitching rules shall result in a forfeit of the game in which the infraction occurred.

d. Any pitcher, including the starting pitcher, removed from the mound at any time (during or between innings) may not re-enter as a pitcher.

- e. A coach may visit the mound once in an inning without removing the pitcher. The second visit to the same pitcher in the same inning requires a pitching change. The only exception is a visit to the mound for an injury.
 - f. A pitcher may not wear any wristbands or batting gloves on either hand or arm while pitching. A pitcher may not wear white clothing below the elbow. A pitcher may not wear sunglasses unless they are prescription.
 - g. Inning pitched will need to be reported to the tournament manager at the end of each game.
6. Reporting End of Game Stats – the tournament director will supply each coach with “End of Game Stats” sheets. This sheet will be used to report the final score and inning/outs pitched for their team. Each team should hand in a sheet.
- a. It is the coached responsibility to get this information to a tournament rep shortly after the game.