

47th ANNUAL

CHESTERFIELD INVITATIONAL BASEBALL TOURNAMENT

OFFICIAL RULES

Play is governed by Official Baseball Rules “*The Sporting News*” Edition. Listed below are the exceptions to Official Baseball Rules which are necessary for a youth tournament:

1. TERMS

- A. All players must reside in the sponsoring organization’s normal recruiting boundaries. Each team shall consist of not more than 15.

An ***Official Team Roster*** shall be registered with the Tournament Chairman ***immediately*** prior to the team’s first game. After the ***Official Team Roster*** has been registered, **no alterations will be approved.**

- B. Any of the players on a team roster may be:

6 & Under Division (Coach Pitch Pee-Wee)
8 & Under Division (Coach Pitch Shetland)
8 & Under Division
10 & Under Division
12 & Under Division
14 & Under Division
16 & Under Division

- C. Age for tournament purposes, means that age attained by a **player prior to May 1, 2007**. Dates of birth shall be certified by birth certificates or legal documents which shall be **kept by the team manager and presented in the event of a question. Team managers should keep a copy of their final roster on hand as well.**

- D.** Each team is allowed one manager and **three** coaches. **NOTE:** Bat boys or girls are not allowed for safety reasons.

2. PLAYING FIELDS

A. Distances between Bases:

8 & Under Division - 60 feet
10 & Under Division - 60 feet
12 & Under Division - 70 feet
14 & Under Division - 80 feet
16 & Under Division - 90 feet

B. Pitching Distances:

8 & Under Division - 42 feet
10 & Under Division - 44 feet
12 & Under Division - 48 feet
14 & Under Division - 54 feet
16 & Under Division - 60 feet, 6 inches

3. EQUIPMENT

- A.** Wooden or metal bats which are round and not more than two and three fourths inches in diameter at the thickest part, nor more than 42 inches in length, are acceptable. A one piece rubber grip/knob combination is illegal.
- B.** Metal cleat baseball shoes are not permitted in the 8 & Under, 10 & Under or 12 & Under Divisions.
- C.** Batter, base runners and players coaching the baseline coaching boxes are required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull.
- D.** Catchers are required to wear a mask with a throat protector,

chest protector, shin guards and protective headgear which gives protection to the top of the skull when catching behind the plate.

4. PLAYING RULES

- A. No more than three players shall “*huddle*” on the field at any time during the game.
- B. The designated hitter may be used in the 16 & Under Division only.
 - (1) A hitter may be designated to bat for one player in the starting lineup without otherwise affecting the status of the player. The designated hitter, and the player of whom he is at bat, must be included on the lineup given the Official scorekeeper.
 - (2) It is mandatory that a team designate a hitter for a player, but, failure to do so prior to the game precludes the use of a designated hitter for the game.
 - (3) Pinch hitters for a designated hitter may be used. Any substitute hitter for a designated hitter, himself becomes a designated hitter for that game. A replaced designated hitter shall not re-enter the game in any capacity.
 - (4) Designated hitter may be used defensively, continuing to bat in the same position in the batting order, but, the player for whom the designated hitter was batting must then bat in the place of the substituted defensive player, unless more than one substitution is made, and then the manager must their spots in the batting order. Once the designated hitter assumes a defensive position, this shall terminate the designated hitter role for the rest of the game.
 - (5) A runner may be substituted for the designated hitter and the runner assumes the role of the designated hitter.
 - (6) A designated hitter is locked in the batting order. No multiple substitutions may be made that will alter the batting rotation of the designated hitter.
 - (7) Once the starting player for whom the designated hitter is removed from the lineup, this move shall terminate the designated hitter role for the remainder of the game.
 - (8) Once the starting player for whom the designated hitter is batting bats for himself, this move shall terminate the role of the designated hitter for the remainder of the game. The player for

whom the designated hitter is batting may only pitch-hit for the designated hitter.

- C. Any player in the starting lineup who has been removed for a substitute may re-enter the game **one time**. (NOTE: This rule applies to **STARTERS ONLY!**) Players shall return to the lineup in their original place in the batting order. More than one substitute may be used in that position before the starting player is returned. (*Refer to Pitching Rules for Exclusion*)

- D. Teams may use a substitute runner for the catcher in the 16 & Under, 14 & Under and 12 & Under Divisions only. The substitute runner must be a player who is not currently in the line-up. The role of substitute runner does not affect the player's status as a substitute or returning starter later in the game.

- E. In the 10 & Under Division play only, runners may steal second or third base, but may not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher.
 - (1) Once the pitcher has stepped on the rubber, runners who leave the base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered a dead ball.
 - (2) A runner at third base can not advance home on a wild pitch, passed ball, wild throw back to the pitcher from the catcher, or if the pitcher fails to catch the throw back from the catcher. A runner on third may advance home if there is an attempted play on him **or any other baserunner** in the field.
 - (a) If a runner on third base does attempt to advance home on a wild pitch, passed ball, wild throw back to the pitcher from the catcher, or if the pitcher fails to catch the throw back, the runner shall be called out.

- F. In the 8 & Under Division, runners may not steal any base **or lead**.

- G. In the 8 & Under Division only, all players must participate offensively and free substitutions are allowed defensively. **No Bunting** allowed in the 8 & Under.

- H. **In the 10 & Under and 12 & Under Divisions only, each coach may choose to bat 9, 10, or everyone. If the coach bats 10, the DH counts as a defensive position for substitution purposes. Opposing teams to not have to bat the same format. Once the decision is made and a lineup given to the other team, it may not be changed.**

- I. In the 10 & Under and 8 & Under Divisions, the batter cannot advance on a dropped third strike by the catcher and no balks or infield fly rules shall apply.

- J. In the 6 & Under Division, play will be governed by the CBC regular season rules for PeeWee including the run limit. Please see the ‘White Sheets’ on the CBC website for those. In the event of a tie, the game will move to extra innings just like regular baseball.**

5. PITCHING RULES

- A.** Any team member may pitch, subject to the restrictions of the pitching rules.
- B.** 8 & Under/10 & Under pitchers shall not be allowed to pitch in more than **Three Innings**; 12 & Under/ 14 & Under/ 16 & Under pitchers in not more than **Seven Innings**, *in one calendar day*.
- C.** 12 & Under / 14 & Under/16 & Under pitchers *after pitching in four or more innings on the same calendar day*, must have a minimum of 40 hours rest before pitching again.
- (1)** The 40 hour rest rule is computed form the schedule starting time of the game in which pitching occurred.
- D.** As soon as the pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched in one inning.
- E.** 12 & Under/ 14 & Under/ 16 & Under pitchers are limited to 18 innings for the tournament.
- F.** A pitcher who is removed from the mound, but stays in the game at another position, **SHALL NOT** be permitted to return to the mound as a pitcher in the same game.

6. LENGTH OF GAME

- A.** Regulation games shall **be a maximum of six** innings duration in the 8 & Under/ 10 & Under Division with **no new inning beginning after one hour fifty minutes**, and seven innings duration for 12 & Under/ 14 Under/ 16 & Under Divisions, *No Time Limit*.
- (1)** **8 & Under/ 10 & Under Divisions:** If a team is leading its opponent by at least 10 runs after four or more equal innings have been played, or after three and one half innings if the home team shall have a ten run lead at the end of its third inning, or before the

completion of its fifth inning, the game shall be terminated and the team in front declared the winner.

- (2) **12 & Under/ 14 & Under and 16 & Under Divisions:** If a team is leading its opponent by at least 10 runs after five or equal innings have been played, or after four and one half innings if the home team shall have a ten run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in front declared the winner.

7. SCOREKEEPING:

- A. Starting lineups must be given to the Official Scorekeeper 15 minutes prior to the start of the game.
- B. Managers are to notify the Official Scorekeeper of all player changes.
- C. If a player is substituted or used illegally in accordance with these rules, upon detection by the Official Scorekeeper, the proper player or substitute shall be immediately installed in the game without penalty.
- D. **If an official scorekeeper does not arrive for a game, the home team's scorekeeper is the official scorekeeper. The visiting team's scorekeeper should check with the home scorekeeper each inning to verify agreement of the score.**
- E. **The winning scorekeeper should call in the score IMMEDIATELY after the game to the designated tournament official so that brackets may be kept up to date and bracket seedings compiled as quickly as possible. Failure to call in a score MAY result in a loss for both teams.**

8. MANAGING AND COACHING

- A. Adult coaches may be used in either, or both, of the coaching boxes at first and third base.
- B. Players, coaches and managers must remain in the dugout or in the prescribed areas throughout the game.
- C. If a manager or coach goes onto the playing field to talk to a player or players more than once in a half inning, while the same player is pitching, a pitching change must be made.

- D. A manager or coach is limited to one offensive time out per inning.
 - (1) The only exception to the rule is in the case of an injury / illness, or time is called by the opposing team or an umpire.
- E. The use of tobacco in any form by the players or adult leaders in the dugout, on the benches or the playing field in **strictly prohibited.**

9. **PROTEST**

- A. A protest based on a play which involves an umpire's judgment is not permitted.
- B. If a protest is based on an interpretation of the rules, the objecting must, **at the time the play occurs**, notify the head umpire, the opposing manager and the Official Scorekeeper of the protest. The protest will be resolved immediately by Tournament Officials. **Protest fee will be \$250.00.**

10. **TIE BREAKERS FOR BRACKET PLAY**

- 1. **Win / Loss Record**
- 2. **Head to Head Competition**
- 3. **Fewest Runs Allowed**
- 4. **Coin Toss**

In the unlikely event a pool team should forfeit all of their games, the above criteria may change at the discretion of the Tournament Officials.

11. **SPORTSMANSHIP**

All players and coaches will be expected to behave in a sportsman like manner at all times. Any player, coach or parent/fan whose conduct is unbecoming or abusive will at minimum be warned and may be removed from the playing field or stands at the discretion of the tournament officials or umpires. Foul or abusive language will not be tolerated under any circumstances. Cursing or throwing equipment will be an automatic ejection. This includes a team forfeiting or being removed from the tournament if necessary.

12. COACH OR PLAYER EJECTIONS

If a coach is ejected from a game they must sit out the remainder of that game and at least the following game. Additional penalties may be assessed as deemed necessary by the Tournament Officials. A player ejected must sit out the remainder of that game only, unless further penalty is deemed necessary by the Tournament Officials.

GOOD LUCK TO YOU ALL AND LET'S PLAY SOME BALL!!!