

# COVE CREEK CLASSIC

## 2022 RULES

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1. As soon as possible before the start of the tournament, each team shall submit: (a) a roster listing the names, birth dates and uniform numbers of all players and names of coaches and team officials. Copies of birth certificates and/or league cards must be kept with the team at all times and be available for review by a tournament official if requested.
2. Teams must check in at the Tournament Headquarters at least one hour before the first scheduled game. Once rosters have been checked in at Headquarters, they become official and additional players may not be added. If players are questionable for the tournament it is best to include them on the roster.
3. **April 30** is the cutoff date for age eligibility.
4. Teams are encouraged to bring a team cooler with water or water bottles to fill up at our automatic bottle filler station. We **will not** be providing water coolers in the dugouts this year. There are multiple drink machines on site with water, Gatorade, and soda. No food, sunflower seeds, or tobacco products shall be permitted on the field or in the dugouts.

### PLEASE LEAVE THE DUGOUTS CLEAN!

5. Home Team will be determined by a coin flip for all games played on Thurs, Friday, and Saturday (pool play). For all Sunday games, Home Team will be the higher seed. The home team's scorebook will be considered the official book. A Tournament Official will assign batting cages. **No infield will be allowed.** However teams may warm up in the outfield before a game.
6. Cove Creek has 6 fields and 13 batting cages. While a game is in progress, neither participating team in that game may use a cage for batting practice. Teams preparing to play the next game may use a designated batting cage.
7. A protest must be made to the home plate umpire before the next pitch is thrown. A protest shall be decided immediately, and the game will proceed. A protest on a play, which involves an umpire's judgment shall not be allowed.
8. Appeals must be made to the umpire before the next pitch is thrown. Runners will not automatically be called out for leaving too early or missing a bag.
9. Players in the 9 & 10 year old divisions who leave the base early without the pitch being hit shall be sent back to the previously occupied base. If a player leaves the base early and the ball is hit, the player is entitled to one base in front of the batter if they are not put out first.
10. Managers and coaches will be allowed to warm-up pitchers between innings. **Coaches are allowed one free trip per inning to visit the pitcher.** On any subsequent trip to the mound in the same inning, the pitcher must be pulled.
11. **Four innings shall constitute an official game.** All tournament play is official. A game suspended before the completion of four innings shall be resumed at the point of interruption. If a game is suspended in any inning after the fourth, and the home team does not get to finish its at bat, then the final score shall be the score of the last completed inning. A game called for time shall be an official game regardless of the number of innings played.
12. Courtesy runners may be used for the pitcher and catcher at any time in the game. Must be a player not currently in the lineup or if batting the entire lineup, the last player to make an out.
13. No profane or abusive language will be tolerated by players, coaches or fans. Cove Creek Park is privately owned, and unruly fans may be asked to leave.
14. There is no mandatory play rule for each player in each game.

15. **Starting Line-up:**

- a. Teams may bat 9 players, the entire lineup, or in-between. Once the number of batters is determined, it must remain the same for the entire game. Any time a player cannot hit in his/her spot in the batting order, the vacancy **will result in an out** if a substitute is not available. Unlimited defensive substitutions may be used regardless of the number of batters.
- b. A substitute is anyone not placed in the batting order. Once a substitute bats or runs for a player, the sub and the original starter are locked into that batting position and either one may bat or run in that position **ONLY**.

16. **Substitutions (Batting):**

- a. A starter may be substituted for at any time, and if upon re-entering the game, he/she must be placed in the same batting position he/she held upon starting.
  - b. A starter may not be in the batting order at the same time as his/her substitute.
17. A team may play if only 8 players are present and able to play, but not with 7. If a team starts a game with only 9 players and one has to leave the game for any reason, the team may continue to play with 8 and the vacated batting line up spot **shall be considered an out**.
18. No player shall throw a bat, helmet, glove, or any object to show frustration with or disapproval of a call made by an umpire. If so, the player shall be automatically ejected without warning. If ejected, the player must leave the field and dugout area, and shall be suspended for the next tournament game in which his/her team participates.
19. A manager, coach, scorekeeper or team official who is ejected shall also be suspended for the next tournament game in which his/her team participates.
20. All players must be in uniform with numbers on jerseys.
21. Only the on-deck batter is allowed out of the dugout. Only players, coaches, and one scorekeeper shall be allowed in the dugout and playing area.
22. An offensive player is not required to slide into any base or home plate. If a runner attempts to dislodge a ball held by the catcher or a fielder by (a) causing a collision, (b) throwing a elbow, forearm, fist, etc., (c) kicking, or (d) any flagrant act likely to cause injury, then the runner shall be called out and may be ejected from the game.

**For all age groups, headfirst sliding is allowed.**

23. Players ages 9 & 10 are not allowed to steal until the ball crosses the plate. Therefore there are no balks in these two age groups.

**Players ages 11 – 15 are allowed to lead off and steal. Balks will be called.**

**All age groups may run on a dropped 3<sup>rd</sup> strike.**

24. No metal-cleated baseball shoes shall be worn by players 12 and under.

25. **Pitching Rules:**

- a. There are no pitching inning limitations. It will be at each coach's discretion.
  - b. Only the starting pitcher may return to the mound. Relief pitchers once removed may not return to the mound. If any part of this rule is violated it is considered an improper substitution and should be immediately corrected with no penalty.
26. **Final Score:** The winning team is responsible for reporting the final score to tournament headquarters after games conclude so the brackets may be updated.

27. **Game Length:**

- a. All games, in all age groups, shall be six innings. During pool play for all age groups, a game may end in a tie. If there is time remaining on the clock after 6 full innings have been completed and the game is tied, a speed up rule will be in effect (the last batter of the previous inning will be placed on 2<sup>nd</sup> base with no outs). The game will continue until time runs out or a winner is determined, whichever occurs first. If time runs out and the score is still tied, the game will end in a tie. An inning must be completed if time runs out and the home team needs to bat. Tie games count ½ a win.
- b. All games (**including the championship**) shall have a time limit of **one hour and forty-five minutes**. No inning shall begin after the expiration of one hour and forty-five minutes from the first pitch. If an inning begins and the clock runs out, that inning alone will be completed. The home plate umpire shall note the official starting time immediately prior to the first pitch. If the home team is batting and leading when time expires, and the game is considered complete (see rule 11), the game will stop and that inning will not be finished.
- c. All single elimination games in the championship rounds must have a winner. If the score is tied after six complete innings or after time has expired, a speed up rule will be in effect (the last batter of the previous inning will be placed on 2<sup>nd</sup> base with no outs).
- d. Slaughter will be as follows:
  - 15 runs after 3 innings or 2 ½ if the home team is ahead
  - 10 runs after 4 innings or 3 ½ if the home team is ahead
  - 8 runs after 5 innings or 4 ½ if the home team is ahead

**This rule will not be waived for the championship games.**

28. **Bat Requirements:**

- a. **Ages 9 – 13, no bat size restrictions.**
- b. Ages 14 and 15, all bats must be BBCOR certified.
- c. Any player using an illegal bat will be called out.

29. **Field Measurements**

- a. Ages 9 & 10 play on fields with 60' bases and 46' pitching mound.
- b. Ages 11 & 12 play on fields with 70' bases and 50' pitching mound
- c. Ages 13 thru 15 play on fields with 90' bases and 60' 6" pitching mound.

30. If a game is forfeited in pool play for any reason, the score will be considered 10 – 0.

31. All other rules will follow the National Federation of High School Rules