

## 15<sup>th</sup> Annual CDBL Mid-Summer Classic!



### Tournament Playing Rules

#### General Tournament Rules

- The Tournament rules are based on the Little League rulebook except in the case of the CDBL “local rules” outlined in this booklet. In the case of a rules conflict, the CDBL “local rule” will be considered the governing rule.
- The home team and visiting team will be determined by a coin flip prior to the start of each pool play game. Higher seed teams are home team for the semi-finals and championship games. A coin flip will decide home team if both teams are equally seeded in the finals. Four (4) coaches are the maximum number allowed on the bench and on the field during any game.
- Only bats stamped “Little League Approved” will be allowed. For 8u and 10u, maximum barrel diameter of 2-1/4”. For 12u and 14/15u, Bats up to 2 3/4” are allowed, if USSSA or BBCOR approved.
- The Tournament will provide all game balls. Three balls per game will be used except in the event of poor field conditions or in the discretion of the individual Field Coordinator.
- All pool play games will be played with a one hour and forty minute (1:40) time limit. No new inning will start after the one hour and forty minute time limit. Whether there is a game following or not has no bearing on the time limit. It is an absolute for all “pool play” games.
- Tie games will be recorded during pool play games.
- In the event of a tie for any semi-final or consolation game, any inning starting after the 2 hour mark will be played using California rules.
  - The visiting team will place their last player to make an out on second base.
  - The umpire will set the out count to one out.
  - The batting order will remain the same
  - The inning commences until the 3<sup>rd</sup> out is recorded.
  - The home team will then repeat the same process.
  - The team with the most runs scored will be declared the winner.
  - There will be only 3 warm up pitches allowed between innings.
- The championship games in each division will not have a time limit.
- Any Manager, Coach, Player or Parent may be ejected from the game for using foul or abusive gesture to any other Manager, Coach, Player or Umpire. If ejected from a game, they will be required to leave the field complex immediately.
- Failure to cooperate with these conduct rules can result in the forfeiture of the current game and Tournament elimination. Team Managers are responsible for the behavior of their Coaches, Players and Fans.

- There is no smoking in a dugout or on the field. No alcohol is to be consumed at any of the field complexes.
- The Umpire(s) are in control of the games once the teams occupy their respective dugouts.

### **Pony, Bronco, and Mustang Divisions**

For the Pony (14/15U), Bronco (12U), and Mustang (10U) divisions, the governing rules are contained within the official Little League rule book as outlined. Rules listed here override any published Little League rules.

- For all divisions, continuous batting will be mandated.
- Free substitution will be allowed for all fielding positions. Once a pitcher has been replaced, he cannot pitch again in that game.
- In a full game, all players on your roster must play on defense for at least a minimum of three innings per game.
- Mustang (10U) games will be a maximum of six (6) innings in length, except for extra innings required to determine a winner in the Tournament semi-final and Championship games.
- Pony (14/15U) and Bronco (12U) games will be a maximum of seven (7) innings in length, except for extra innings required to determine a winner in the Tournament semi-final and Championship games.
- Each pitcher can pitch a maximum of two innings per game in Mustang (10U) games, three innings per game in Bronco (12U) games, and four innings per game in Pony (14U). One pitch thrown constitutes an inning.
- Two hit batsmen in any inning or three in a game by the same pitcher will require a pitcher change.
- Head first slides are NOT allowed at Bronco (12U) and Mustang (10U). In the event of a head first slide, the baserunner will be called out. Dive backs do not count as head first slides.
- Bunting is permitted. Batters will not be allowed to fake bunt and swing for the safety of infielders. If the batter does fake bunt then swings away, he will be deemed out.
- No bat throwing. One warning will be issued. The next batter to throw a bat will be called out, the ball is dead and runners return to their base.
- Runners must attempt to avoid contact. In the event that the baserunner does not attempt to avoid contact, he will be called out. The Umpire's decision is final. No warnings will be issued.
- The "mercy rule" will be 12 run differential after four (4) innings and 10 run differential after five (5) innings.

### **Additional Mustang (10U) Rule Highlights**

- Base paths: 60 feet
- Pitching rubber to home plate: 46 feet
- Leadoffs are not allowed. The base runner cannot leave the base until the ball crosses home plate. If, in the Umpire's judgment, the baserunner left the base early, he must return to that base. In the event that the ball is put into play and the baserunner reaches base safely, he may only advance one base beyond where the batter ends up.
- The baserunner may steal any base when the ball crosses the plate or on a passed ball, wild pitch, or overthrow.
- In the event of a wild pitch on the fourth ball, the batter may advance beyond first base at his own risk if the other base(s) are unoccupied.
- A batter cannot advance to any base on a dropped third strike.
- Balks will not be called at 10U.
- The infield fly rule will be in effect where appropriate in the judgment of the Umpire.

- There are a maximum of five (5) runs that can be scored in any inning except for the sixth inning. No more than twelve (12) runs per team can be scored in the sixth inning. A home run hit over the fence is the only exception to this rule. In the case, all runs will be counted, regardless of the inning.

#### **Additional Bronco (12U) Rule Highlights**

- Base paths: 70 feet
- Pitching rubber to home plate: 50 feet
- Regular Baseball rules apply.
- The baserunner may steal on any pitch.
- The baserunner can steal home or advance to home on a passed ball, wild pitch or dropped third strike. No straight steals at home are permitted.
- Lead-offs are permitted.
- Each pitcher will be issued 1 warning per game before a balk is enforced.
- The batter may attempt to reach first base on a dropped third strike only if first base is not occupied with fewer than two outs.
- The infield fly rule will be in effect where appropriate in the judgment of the Umpire.

#### **Additional Pony (14/15U) Rule Highlights**

- Base paths: 80 feet
- Pitching rubber to home plate: 54 feet
- Regular Baseball rules apply.
- The baserunner may steal on any pitch.
- The baserunner can steal home or advance to home on a passed ball, wild pitch or dropped third strike. No straight steals at home are permitted.
- Lead-offs are permitted.
- Each pitcher will be issued 1 warning per game before a balk is enforced
- Drop 3rd strike rule applies. The drop 3rd strike rule states that a batter may advance to 1st on a drop 3rd strike if 1st base is unoccupied or if 1st base is occupied with 2 outs.
- The infield fly rule will be in effect where appropriate in the judgment of the Umpire.

## **Pinto (8U) Division**

For the Pinto (8U) division, the governing rules are contained within the Little League rule book, except where overridden by CDBL "local" rules.

- Base paths: 55 feet
- Pitching rubber to home plate: 40 feet
- This is a coach-pitch Tournament format. One designated coach for the batting team, selected by the batting team, shall be the pitcher for that team (except in the case of injury).
- Coaches must pitch for the pitching rubber.
- Continuous batting is mandated for all games.
- Free substitution will be allowed for all fielding positions.
- In a full game, all players on your roster must play on defense for at least a minimum of three innings per game with at least two innings in an infield position 1B, 2B, 3B, SS, or pitcher.
- A fourth outfielder may be used for a total of (10) defensive players.
- Prior to the start of each game, each manager must submit a batting order and player fielding positions inning-by-inning to the opposing manager. Any fielding substitutions during the game must be recorded with the opposing team manager prior to the start of that inning.
- No bunting.
- The infield fly rule does not apply.
- A 10-ft diameter circle will be made around the pitcher's mound. The player in the position of Pitcher must have both feet within the circle prior to the pitch and wear a helmet and face mask.
- One coach for the defensive team is allowed in the outfield.
- Each batter is allowed seven (7) pitches. Three strikes during an at bat will be called out. A foul ball hit on the final pitch is not considered an out. Following a foul ball on the seventh pitch, the batter will receive another pitch until the player does not swing, swings and misses, or puts the ball into play. If the player does not swing or swings and misses on the eighth (8) pitch, it is considered an out.
- There are a maximum of five (5) runs that can be scored in any inning except for the sixth inning. No more than (10) runs per team can be scored in the sixth inning. A home run hit over the fence is the only exception to this rule. In that case, all runs scored as a result of the home run will be counted.
- Mercy rule is in effect (15 runs after 4 innings, 11 runs after 5 innings).
- Baserunners can advance only on a batted ball.
- Baserunners cannot advance on overthrows from the infield to any base unless the ball is thrown out of play. In the event of an overthrow from the outfield, all baserunners may advance at his own risk. Baserunners less than halfway to the next base (designated by the chalk mark in the baseline) when an infielder is in possession of the ball and in the infield, must return to the base they left once play is stopped.
- Play is stopped when the pitcher possesses the ball in the pitcher's circle.
- Leadoffs are not allowed. The baserunner cannot leave the base until the bat hits the ball. If, in the Umpire's judgment, the baserunner left the base early, he must return to that base. In the event that the ball is put into play and the baserunner reaches base safely, he may only advance one base beyond where the batter ends up.
- A base runner may be thrown out from the outfield at first base



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