

2015 MCCP Baseball Tournaments

Official Tournament Rules and Guidelines



Tournament organizers reserve the right to change these rules without notice, if necessary. The decision of on-site game officials is final and not subject to appeal.

- **TOURNAMENT ENTRY FEES**

Tournament entries are only guaranteed after receipt of the entry fee. No tournament spots will be reserved. First checks received guarantee tournament entry in order received. **ENTRY FEE IS \$150 PER TEAM FOR MACHINE PITCH AND \$175 FOR KID PITCH. EXCEPTION- USSSA KY STATE ALL-STAR CHAMPIONSHIP IS \$175 PER TEAM ALL AGE DIVISIONS.**

- **TEAM CHECK-IN**

Teams must check in at the Tournament headquarters (main Central Park complex at 900 Arcadia Circle) 30 minutes to one hour before their first scheduled game time, unless directed to a field outside of the Murray-Calloway County Parks. Be prepared to produce all tournament documentation at check-in (registration, insurance, birth certificates, etc.). Failure to check in will result in a delay in starting your first game and can lead to forfeit.

- **TEAM INSURANCE**

All teams are required to provide proof of team insurance. A copy of the team's certificate of insurance must be provided at the team check-in or mailed or faxed to us prior to a team participating in the tournament.

- **GATE FEE**

Adults (13-up) \$10 for weekend pass. Youth (8-12) \$5 for weekend pass. Sunday ticket \$5 for all. Kids 7-under free all weekend. Coach/player passes are not necessary.

- **TOBACCO**

Use of tobacco products is prohibited on all fields and in the dugouts during games. Designated smoking areas are provided for fans. Fans not using designated areas may be asked to leave the park.

- **FOOD / BEVERAGES**

NO PERSONAL COOLERS ARE ALLOWED IN THE BALLPARK. EXCEPTIONS: Team water coolers – with water or Gatorade only – will be allowed. ABSOLUTELY NO ALCOHOLIC BEVERAGES ALLOWED. We have an outstanding concessionaire that offers great variety of food and drinks at reasonable prices.

We are proud of all of the facilities at MCCP. No soft toss will be allowed into fencing, not even plastic balls. Please make sure all team members are aware of this rule. Coach-pitch batting cages and mechanical hitting cages are available at a privately owned batting cage on MCCP property. Your cooperation in this request is appreciated.

- **GAME TIME LIMITS AND RAINOUTS (No time limit during championship game only)**

- *Time limits may vary per event; final playing schedule contains official game times for each tourney.*

Age Division	Time Limits	No New Inning After	Game Length	Full Game in Event of Rainout
7-8	1 hour 30 min	1:25	6 innings	3 innings
9-10	1 hour 30 min	1:25	6 innings	3 innings
11-12	1 hour 40 min	1:35	6 innings	3 innings
13	1 hour 45 min.	-	7 innings	4 innings
14-17	1 hour 45 min.	-	7 innings	4 innings

Full refund if no games have begun; 2/3 refund if 1st game is started; 1/3 refund if 2nd game begins but is not completed. No refund once 2nd game ends. No gate refunds or rain checks at any time, period.

**2015 MCCP Tournament Baseball
RULES AND GUIDELINES (cont.)**



PITCHING GUIDELINES

We simplify pitching rules for our tournaments. Each pitcher will be allowed a maximum of eight (8) innings over a three-day tournament. The maximum any pitcher can throw in one day is six innings in ages 12-under.

For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.

For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules. Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher.

It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire-in-Chief and then filing a Protest with the League / Tournament Director. A protest may be filed at any point after the pitcher in violation records an out beyond his legal limit **AND** while the pitcher in violation is in the game and in the pitching position. Any violation of pitching limitations shall result in immediate forfeiture of the game. If such violation occurs during Pool-Play, the team in violation of the Rule may not advance to the championship bracket regardless of record.

A player removed from the pitching position (starting pitcher or relief pitcher) MAY NOT RETURN to the pitching position for the remainder of the game. The defensive team may correct this rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal. Additional clarification found in USSSA rules in section 705.B.

Each coach is responsible for signing their opponent's pitching records immediately after each game. The official records will be given to the umpire immediately following the game for delivery to tournament headquarters. Failure to comply with this rule is grounds for forfeiture.

General Statement Concerning Balks: Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. Warnings will be issued in 9/10u before balks are called.

RUN RULE

Age Div	Winner of Game Declared, if any team is:	Max Runs per inning
7 - 8	15 runs ahead after 3 complete innings; 10 runs ahead after 4 complete innings;; 8 runs ahead after 5 complete innings	7 per inning
9 - 12	15 runs ahead after 3 complete innings or, 8 runs ahead after 4 complete innings	N/A
13 - 18	15 runs ahead after 3 complete innings; 12 runs ahead after 4 complete innings, or, 8 runs ahead after 5 complete innings	N/A

2015 MCCP Tournament Baseball RULES AND GUIDELINES (cont.)



- **7U/8U MACHINE PITCH RULES**

- Umpire will feed the balls into the pitching machine.
- Each batter will be allowed 6 pitches or 3 missed strikes. If 6th pitch is fouled, batter is not out unless defensive player catches the ball in the air.
- A batter that throws or slings his bat is automatically out after one warning to the team. This is an umpire judgment call.
- Player designated as pitcher must stand adjacent to pitching machine until ball pitched.
- Base runner is out for leaving the base before the ball is hit or reaches home plate. Stealing is not allowed.
- 10 players will play in the field with 4 outfielders. The 4th outfielder may not be allowed to assume an infield position. All outfielders must stay behind the baseline.
- Teams shall bat their entire roster present. Late arrivals shall be inserted as the last batter.
- Fair Ball Arc – there will be a 20-foot arc drawn from the 1st base line to the 3rd base line. The ball must go past this line to be fair.
- Safety Arc – a 30-foot safety arc will be drawn from the 1st base line to the 3rd base line. All infielders must stay behind this line until the ball is hit.
- Free substitution on defense. Batting order must remain the same.
- No infield fly rule.
- Killing play: once the player/pitcher has the ball inside the pitcher circle, time is called by the umpire. Runners over halfway to their next base are awarded that base. Runners may advance on overthrows to the circle. Coaches are advised not to catch balls thrown in their direction. Players should throw the ball to the player, not the coach. If no runners are advancing the umpire calls time whether the ball has reached the pitcher's circle or not.
- Bunting allowed only in 8u divisions. Teams can only bunt once per inning. If 7s and 8s are combined for a tournament, no bunting will be allowed.
- Pitching machine speed will be 39 mph for 7u and 8u placed at 42 feet from the plate.

- **BAT LIMITATIONS/EQUIPMENT/GAME BALLS**

Metal, wooden, or composite bats will be allowed at all levels. Bat limitations for 15 and 16-year old divisions shall be minus three (-3). **BATS CAN BE UP TO 2 3/4" WITH 1.15 BPF FOR 7-14 AGE DIVISIONS.**

Metal spikes are prohibited in ages 12 and below.

A maximum of one manager and three coaches will be permitted in the dugout or on the playing field. Appropriate attire is expected (full uniforms not mandated).

Each team must furnish one (1) new ball AND one (1) game worthy used ball per game.

- **HOME TEAM**

Home team will be determined by coin toss in pool play. In bracket play the highest seed is home, including championship game. **Home scorekeeper will be the official book.** Each team will be responsible for signing the official game pitching sheet. After completion of each game both managers must sign and turn in an official pitching chart to tourney representatives. Failure to turn in pitching record will result in pitcher(s) disqualification for remainder of tournament.

- **VISITING TEAM**

Visiting team is expected to provide a capable scoreboard operator.

- **GAME TIE BREAKERS**

If a pool play regulation game ends tied, one extra inning will be played using Olympic International Rule. Last batter out from previous inning starts at 2nd base. Tied game after two extra innings will be ruled a tie (in pool play). The number of extra innings played under International Rules may be adjusted from event to event.

2015 MCCP Tournament Baseball RULES AND GUIDELINES (cont.)



- **POOL PLAY TIE BREAKERS**

At the end of divisional pool play teams may be tied going into the final championship rounds with the same won/loss record. The following tiebreakers will determine which team advances and in what order of finish.

1. Won-loss record
2. Head-to-Head competition
3. Fewest runs allowed in all games
4. Run Differential (runs scored minus runs allowed, with maximum +8 or – 8)
5. Coin Toss

- **ADDITIONAL GAME RULES**

Teams may bat a nine (9) player lineup, ten (10) player line-up using an Extra Hitter (EH) or a continuous lineup of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.

If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting order must be removed and becomes ineligible.

If a team uses a line-up that contains ten (10) players, the player in the EH position, while not actually playing a defensive position, will be treated as such for substitution purposes.

If a team uses a continuous line-up, all players other than the nine (9) defensive position players are EH and may move freely in defensive positions, with the exception of the pitching position.

In the event of a forfeit in divisional/pool play, the non-forfeiting teams will be credited with a one-run differential victory. The runs allowed in the forfeited game will be the average of runs allowed by the non-forfeiting team in all pool play games actually played. Example: Team A gets a forfeit win from Team B. Team A has allowed 10 runs in their other (2) two pool pay games. Therefore, the average runs allowed by Team A would be 5 runs. The credited score for their forfeit win against Team B would be 6-5.

Slide rule is in effect. Runner must slide if there is a play at the plate or they are declared out. Umpire has discretion on determining if a play at the plate actually occurs. Umpire discretion also determines malicious contact which carries an out and automatic ejection.

Courtesy runner may be used for pitcher/catcher. Runner must be the batter making the last out of the previous inning, unless a sub player is available from the bench. A substitute player can only courtesy run once in the same inning.. Same courtesy runner scenario applies to an injured player.

Intentional walk can only be issued to the same player once per game. No pitch has to be thrown.

- **RAINOUTS DURING/AFTER POOL PLAY AND FINAL STANDINGS**

The tournament order of finish will be set by the tournament tie breakers as listed. Two complete rounds must be concluded in order to establish a tournament order of finish.

Rainout after completion of one Championship Semifinal. The completed game will be recorded and the winner of the completed game will advance. The loser of the completed game will finish 4th in the standings. The winner, along with the two teams that were scheduled to play in the 2nd semi-final game have their records reverted back to pool play. The order of finish will be determined by the tournament tie breakers.

Rainout after completion of both Championship Semifinals. The completed games will be recorded and the winners of the completed games will advance. The winners order of finish will be set by the tournament tie breakers as listed.

- **TOURNAMENT FORMAT ALTERATIONS**

Tournament officials reserve the right to alter, change or abbreviate tournament formats, when necessary, in order to complete the tournament. Playing rules, and team and player eligibility not specifically covered above will follow USSSA Baseball Rules and then Major League Baseball Rules.