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"The Ultimate Tournament Experience"

2010 Atlantic Coast Baseball Tournament Rules

Atlantic Coast Baseball Tournaments follow Official Major League Baseball Rules for all tournaments unless otherwise specified below.

1. Registration

All teams registered for any Atlantic Coast Baseball tournament must submit a completed roster form and provide verification of proof of insurance that list Atlantic Coast Baseball as additional insured prior to their first game.

2. Eligibility

Player's birthdates must meet the age requirements of their respective age divisions. A player's tournament age is based on the age they are as of April 30, 2010. Players cannot be double rostered in the same age division. Each team must bring a copy of the official state-issued birth certificate for each player. The team manager must keep the birth certificates of all players on him at all times. If any player does not have his birth certificate, he/she cannot participate in the tournament. If a team caught using a player that is older than the cutoff for the division, that team will forfeit every game that player has played in.

3. Time Limit

All tournament games in pool play and playoffs will have a time limit. Championship games will not. The time limits are as follows:

8U-12U	1 hour and 45 minutes
13U-14U	2 hours
15U-18U	2 hours and 15 minutes (Wood bat 2 hours)

If a new inning has started prior to the time limit, then that inning will finish. No new inning can start after the time limit. Games cannot end in a tie. If when the time limit hits, or extra innings, and both teams are tied, we will go to a Texas Shootout. The last three batters to have an official at bat from the previous inning will be placed on the bases. The last batter to have an official at bat will be placed on first base. The second to last batter to have an official at bat will be placed on second base. The third to last batter to have an official at bat will be placed on third base. The batter will start with a full count and the inning will be played out.

TIME LIMITS MAY CHANGE DUE TO WEATHER

4. Tie Breakers

In the event that teams are tied after pool play, the following process will be followed:

- A. Head to Head
- B. Fewest Runs Allowed
- C. Runs Scored
- D. Run Differential
- E. Coin Flip

5. Pitching

There are no pitching rules. Once a player is removed from the mound, he/she cannot return to the mound in the same game. Second trip to the mound in the same inning results in removal of the pitching.

6. Balks

There will be no warnings on balk calls. Umpire discretion may be used on younger ages.

7. Re-entry

Defensive: Each team will be allowed unlimited substitutions in the field. A player does not have to be in the batting order to play the field.

Offensive: You may bat nine players, your entire lineup, or anywhere in between. After the start of the game you cannot change the number of batters you have, it must remain the same for the whole game. If you bat your entire lineup and a player should get thrown out, or injured, and no substitute (a player not in the batting order) remains then you must take an out in that spot. Once a sub bats or runs for a player in the batting order, then those two players are locked into that position. From then on one of those two must hit/run in that spot only.

8. Home Team

In pool play a coin flip will determine who the home team is. In playoffs and the championship the high seed will have their choice of being the home or visitor. If two teams should have the same seed, then a coin flip will determine home team.

9. Scorekeeping

- A. Each team's manager must prepare 1 written copy of his lineup listing first and last names and numbers of all players and substitutes prior to each game. Lineups then must be provided to the opposing team's manager.
- B. The Official Scorebook is to be kept by the home team. Both teams should confer after each inning to confirm the score.
- C. A completed score sheet must be filled out and signed by the winning manager after each game and presented to the tournament director. **Please make sure this is done so that we can make sure we stay on top of the scores and post the results ASAP.**

10. Slide Rule

A player may slide head first into all bases. In the event of a close play the runner must avoid contact. On double plays a runner must slide straight into the bag, not past the bag, or to the side to make contact. If a player does make contact sliding past the bag or to the side, then that player and the runner, to where the defensive player was trying to make the play, are out and the sliding player may be ejected. All close plays and slides are at the umpire's discretion.

11. Baseball Cleats

Metal spikes are allowed only in divisions 13U and older.

12. Bat Restrictions

8U-13U there are no bat restrictions.

13. Protests

- A. Judgment calls by the umpire cannot be protested, rules only, and must be decided before resuming play.
- B. A \$100 cash protest fee must be presented to the tournament director at the time of the protest.
- C. A protest is only “Official” is accompanied by the \$100 and done before the next pitch.
- D. Protests include questioning a player’s age.
- E. If the protest is upheld, then the \$100 will be refunded.

14. Entry Refunds

There will be no entry refunds for withdrawal from a tournament within 21 days of the start of that particular event. Refunds due to weather postponement will be calculated by the number of games played. The weather refunds will go as follows:

0 games played:	Entry fee minus a \$75 administrative fee
1 game played:	50% of the entry fee
2 games played:	No Refunds

15. Dugouts

Please help keep the tournament fields and common areas clean. Please be sure to pick up all your team’s trash after the game.

16. Ejections

- A. All ejections are at the umpires’ discretion.
- B. NO WARNINGS will be given to coaches, players, or fans for unsportsmanlike or unruly behavior.
- C. Upon ejection, the coach, player, or fan must completely leave the premises. Failure to comply will result in a team forfeit.
- D. Any coach, player, or fan ejected from more than one game will not be permitted on the premises for the rest of the tournament.

17. Official Game

All games are official after the completion of the 1st inning.

18. Mercy Rule

8U-12U Age Divisions		
15 after 3 innings	10 after 4 innings	8 after 5 innings
13U-18U Age Divisions		
12 after 4 innings	10 after 5 innings	8 after 6 innings

19. Format Alterations

Atlantic Coast Baseball reserves the right to alter, change, or abbreviate tournament formats, when necessary, in order to complete the tournament. This includes, but not limited to, shortening times limits in order to maintain the game schedule and to ensure all games.

20. Intentional Walk

All ages must throw 4 balls for an Intentional Walk

21. Baseballs

All teams are required to supply two “used” or “new” baseballs at the umpire’s request.

22. Courtesy Runners

Courtesy Runners for pitcher and catcher must follow rule #7 and are optional with 2 outs. If a team is playing with 9 players, then you may use the last recorded out as a courtesy runner.

23. Division Rules

All divisions will play leads and steals.

<u>9 & 10 Yr. Olds</u>	<u>11 & 12 Yr. Olds</u>	<u>13 Yr. Olds</u>	<u>14-18 Yr. Olds</u>
60’-65’ bases*	70’ bases	80’ bases	90’ bases
46’ mound	50’ mound	54’ mound	60’ 6” mound
6 inning game	6 inning game	7 inning game	7 inning game

*Can be 60’ or 65’ bases depending on tournament and field availability.

24. Infield/Outfield

There will be no infield/outfield practice prior to tournament games.