



# RICHMOND HILL PHOENIX TOURNAMENTS 2017

## HOUSE LEAGUE ROOKIE ALL-STAR



### TOURNAMENT LOCAL RULES

#### GENERAL

1. The playing rules for all scheduled games shall be the "Official Rules of Baseball" – Except as detailed below.
2. All teams should register with the site Convenor at least **ONE HOUR** prior to their first game.
3. At the beginning of each game, the home and visiting team designation will be decided by a coin toss. The team coming the greater distance will make the call.
4. The **home team** will supply the official scorekeeper and must turn in the **game score sheet** (white copy) to the convener at the end of the game. It must be signed by both teams.
5. In case of inclement weather, the tournament schedule will be revised at the Tournament Convenor's discretion.
6. Jerseys should be individually numbered. Absolutely no shorts will be allowed.
7. Two umpires will be used in all games. Abuse of umpires will not be tolerated. Major abuses will be reported to the Associations concerned.
8. Coaches, umpires and spectators shall refrain from using any tobacco products, alcohol or drugs during the tournament.
9. No infield warm-up will be allowed. All pre-game warm-ups may take place on the outfield grass (if available) or at other safe and appropriate locations.
10. All catchers are required to wear full catcher's equipment during the game and during warm-ups. Use of a catcher's mitt is optional.
11. The machine speed will be set at 40 mph. A coach will operate the machine. A regulation baseball will be used.
12. If a batted ball hits the machine, the ball is dead; the batter is awarded first base and any base runner is moved who is forced to advance by the batter being awarded first base.
13. The pitcher must stand beside or behind the pitching machine outside the safety circle. The pitcher must wear a regulation batting helmet designed by the manufacturer with a face mask and chinstrap attached to protect from an errant ball that hits the machine.
14. Each batter will receive a maximum of 5 pitches, deemed to be strikes by the umpire regardless if the 5th is foul or not.



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15. A strike is a pitch which the batter swings at and misses or is a foul ball. There are no called strikes.
16. A pitch which is over the batter's head or bounces in the dirt will be ruled a 'no pitch' unless the batter swings at the pitch.
17. Batters cannot obtain a base on balls.
18. **To stop defensive play, any** infielder who has control of the ball and is standing within the understood boundaries of the infield, can ask for time to be called. Note: The ball does not have to go back to the pitcher before an infielder may ask for time. Time will be granted at the umpire's discretion & may not be granted if a "baseball play" is still underway.
19. All players present shall be listed on the team's batting line-up and shall bat in that order. Any player arriving late maybe added to the bottom of the batting order, provided their team has not completed one rotation through the batting order or the game has completed two innings.
20. Substitutions are only allowed at the end of an inning except for an injured player.
21. Bunting is not permitted.
22. Stealing is not permitted.
23. Runners may not lead-off until the ball is hit.
24. Base runners may not advance on a passed ball or a pitched ball returned to the pitcher by the catcher.
25. An inning will end when three outs are made.
26. The infield fly rule does not apply.
27. All catchers are required to wear full catcher's equipment during the game and during warm-ups. Use of a catcher's mitt is optional.
28. A defensive coach may call one infield conference per inning.
29. No player may enter the circle surrounding the pitching machine in an attempt to field the ball. This will be a dead ball and all runners & including the batter runner will be awarded one base.
30. The coach operating the pitching machine may instruct the batter before feeding the machine, but shall not instruct runners during the play.
31. The coach operating the pitching machine is required to wear a baseball helmet. For the purposes of this rule a skull cap is considered a baseball helmet.



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32. Score:

- a. 2 points for a win
- b. 1 point for a tie
- c. 0 points for a loss

33. In case of a forfeited game, the score will be recorded as 7-0 in 6 innings.

34. The maximum runs per inning is 7. The Championship game is not subject to the maximum run per inning rule.

35. In case of ties in standings, the following tie breaker rules will be used:

- a. (A) Winner of head to head game.
- b. (B) Team with the lowest runs against ratio (runs allowed / number of **defensive innings** played)
- c. (C) Team with the highest runs for ratio (runs scored / number of **offensive innings** played)
- d. (D) Coin toss, team furthest away calls it.
- e. When there are 3 or more teams tied, the tiebreakers will commence at (B). After the winner of that tie breaker is determined, the tiebreakers will continue, if necessary, at (B) as long as there are 3 or more teams tied. When only 2 teams remain, the tiebreaker will start at (A).

### CURFEW

36. The number of innings in a complete game will be six.

37. No new inning will start after one and three quarters (1-3/4) hours from the first pitch.

### MERCY RULE

38. 15 or more runs after 4 innings (3-1/2 if home team is ahead).