

# 2020 Spring/Summer Rawlings Tournament Rules

## **Rule 1-PARTICIPATION**

1.01 All teams are required to have team insurance. Coaches should understand that this is a huge liability and it is the team coach/manager's responsibility to make sure that your team and all of your players have insurance.

## **Rule 2-INDIVIDUAL PLAYER & TEAM ELIGIBILITY**

### 2.01 Player Age Eligibility

Proof of player's age must be available upon request.

- 7U Division Players who turn 8 prior to May 1 of the current season are not eligible unless they are in the 1st grade. Also, any player turning 9 prior to May 1 will not be eligible. Players who are 7u are eligible for this division regardless of their grade.
- 8U Division Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to May 1 will not be eligible. Players who are 8u are eligible for this division regardless of their grade.
- 9U Division Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to May 1 will not be eligible. Players who are 9u are eligible for this division regardless of their grade.
- 10U Division Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to May 1 will not be eligible. Players who are 10u are eligible for this division regardless of their grade.
- 11U Division Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to May 1 will not be eligible. Players who are 11u are eligible for this division regardless of their grade.
- 12U Division Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to May 1 will not be eligible. Players who are 12u are eligible for this division regardless of their grade.
- 13U Division Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade. Also, any player turning 15 prior to May 1 will not be eligible. Players who are 13u are eligible for this division regardless of their grade.
- 14U Division Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to May 1 will not be eligible. Players who are 14u eligible are eligible for this division regardless of grade.
- 15U Division Players who turn 16 prior to May 1 of the current season are not eligible unless they are a freshman in High School. Also, any player turning 17 prior to May 1 will not be eligible.
- 16U Division Players who turn 17 prior to May 1 of the current season are not eligible unless they are a sophomore in High School. Also, any player turning 18 prior to May 1 will not be eligible.

Players may only play on one team in a tournament. This includes playing in two different age groups.

2.02 If a player is found to be playing illegally based on age, player will be ejected from tournament and team will forfeit.

2.03 If player's age is in question opposing team must file an official protest. Protesting team must do so by calling time and announcing to the umpire that they wish to file an official protest. (Protest Cost is \$100)

2.04 Team with player being protested must be able to present proof of age of player in question. This must be by photo copy of birth certificate or some legal document. If unable to provide proof and player is found to be playing out of his legal age group the team would then forfeit the game.

### **Rule 3-RULES OF PLAY**

#### 3.01 Bat Rule

All Bat Rules will follow USSSA bat standards in 7U-12U, 13U Drop 3 or 5 and 14U-above Drop 3 only.

3.02 Altered Bat-Director/Umpire may at any time ask to inspect a bat that has been brought into playing area. Umpire/Director can at any time declare that a bat is illegal.

3.03 Worn/Abused/Damaged/ Bats will not be allowed in play.

3.04 Damaged bats include those with damage to the knob or end cap. Bats which have loose knobs or end caps. Bats with cracks or dents in the bat material. These bats will be removed from play for safety reasons.

3.05 If team is found to use an illegal bat after bat was removed, the batter will be ruled out and the manager will be ejected from the game for unsportsmanlike conduct.

### **Rule 4**

4.01 In age division's 6U-12U, NO METAL CLEATS ALLOWED-multi sport non-metal can be worn. 13U-18U can wear metal baseball spikes. No Metal spikes on artificial mounds.

4.02 Teams should be in dressed alike uniforms. No protests on uniforms will be allowed. Tournament Director's will rule uniform legality.

4.03 Catcher must wear protective gear including a catcher's helmet and facemask. Catcher must wear a throat guard-built in extended or separately attached throat guard. Catcher must wear chest protector, catcher shin guards and protective cup. Ages 12 and under helmet must fully cover both ears.

4.04 Batter-double ear-flap batting helmet is required-batter, on deck batter, base runners or players in bullpen playing area must wear helmets as well. Bat boys are not allowed.

4.05 Umpire may issue a warning for helmet violation-if player does not heed warning player may be ejected.

4.06 A coin toss between both teams will determine the home team. This will occur before each pool game. In bracket play the highest seed will be home team.

### **Rule 5-Line-ups**

5.01 Teams may roster bat-bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up. Line-up must be turned in prior to game. Home plate umpire and opposing team should receive a line-up. If team chooses to roster bat players can rotate freely into field without reporting defensive changes (exception would be the pitcher) players must continue to bat in proper order.

5.02 If a team uses a straight nine line-up, starters can be substituted for one time and re-enter game as long as they re-enter in his original spot in batting order. If player re-enters the substitute is out for the remainder of the game.

5.03 Ten (10) player line-up, the player in the Additional Hitter position, can rotate defensively in and out of the field freely without reporting it to umpire. (Exception would be as pitcher).

5.04 14U-15U a DH and EH can be utilized.

5.05 A Designated Hitter must be included on the line-up at the start of the game. If (DH) is not in line-up at the start of the game then team must play remainder of game without a Designated Hitter.

5.06 If a pinch hitter or pinch runner enters for the Designated Hitter (DH) may re-enter into his spot in the batting order. This may happen one time. The substitute that entered for him would be out for the remainder of the game.

5.06B -in event of an injury- player that DH- is batting for may enter into batting order of injured player. DH would then play the field as a defensive player. At this time there would no longer be a Designated Hitter in the line-up.

5.07 Teams may start play and finish an official game with only eight (8) players in the line-up. In this case the 9th spot in the line-up is declared an automatic out each and every this spot comes to bat. If a legal rostered ninth player arrives player can be added to bottom of line-up and enter the game immediately.

5.08 Due to injury a team may continue to play a game with a minimum of eight (8) eligible players. NOTE: when injured player's spot comes time to bat he will be declared an automatic out. Injured player cannot return to game.

### **RULE 6-THE BATTER, BATTER RUNNER**

6.01 Intentional walk may be issued upon announcement from manager, pitcher or catcher. Pitches do not need to be thrown.

6.02 A courtesy runner may be used for the pitcher and catcher. The courtesy runner may be a player not presently in the line-up or last recorded out.

6.03 Runner must slide or attempt to avoid contact with the fielder and or catcher.

6.04 Malicious contact may supersede all obstruction penalties. PENALTY: The runner may be called out and could be ejected from the game. This will be at the umpire's discretion.

### **RULE 7- THE PITCHER**

7.01 Each Coach is responsible for their pitcher. We will not keep up with innings. Please take care of your players.

### **RULE 8- Modified Rules**

8.01 Infield fly rule is enforced 9u-18u

8.02 3rd strike dropped ball 9u-18u

8.03 Leadoffs and steals permitted 9u-18u

8.04 Balks enforced 9u-18u

8.06 NO bunting in 6-7-8u

8.07 7 run limit in 6-7-8u (Run Rule: Mathematically Elimination)

### 8.08 *Base and Pitch Distances*

7-8U- 43 Circle, 60 Bases

9-10U- 46 Pitch, 60 Bases and 65 Bases for 10U if possible at park

11-12U- 50 Pitch, 70 Bases

13U-High School- 60 Pitch, 90 Bases

8.9 Run Rules 20 after 2, 12 after 3, 10 after 4, and 8 after 5.

8.10 Tournament Director will have final say on all protest and tournament rule interpretation.

8.11 6u, 7u, and 8u may start a game with 9 players with no penalty.

8.12 6u, 7u, and 8u may walk a batter once per a game. Cannot walk same batter twice in a game

### **Player, Coach or Fan Ejection**

In the case an umpire ejects a player, coach or fan for unruly behavior, the following is expected.

1. The ejected person will immediately leave the area.
2. Play will **NOT** resume until ejected person has left.
3. Upon umpire's discretion, if ejected person does not leave in an immediate and timely fashion, the team of the ejected person will be declared the loser of the game
4. If the team of the ejected person is winning at the time of the game being declared over, their game will be recorded as a 1-0 loss.
5. If an ejected coach, player or fan approaches an umpire after the completion of the game, and continues to engage in argumentative behavior, he/she will be ejected for the remainder of the tournament.
6. Tournament director will decide if player, coach, or fan is allowed back for later games.

## **Time Limits**

### ***Pool Play***

6-8U- 70 mins

9-12U- 80 mins

13-15U- 90 mins

### ***Bracket Play***

6-8U- 70 mins

9-12U- 80 mins

13-15U- 90 mins

***Championship Games will be Regular Time Limit Finish Inning***

## "No-Contact/No-Handshake Policy"

**\*\*until further notice\*\***

### **TEAMS**

- Rawlings is enforcing a precautionary “No-Contact/No-Handshake” Policy at the tournaments. This includes all physical contact and extends to game-related activities such as pre-game handshakes, umpire-coach introductions, and post-game handshakes or fist-bumps between members of opposing teams. As recommended the Centers for Disease Control & Prevention (CDC), please focus on maintaining good hygiene practices such as
- washing your hands often (20 seconds with soap and water)
- using hand sanitizer
- avoiding touching your eyes, nose, mouth
- cover youth mouth and nose when you cough or sneeze
- disinfect frequently touched objects and surfaces

If you have any questions or concerns, please contact Ryan Hollingsworth at 706-671-9882

Respectfully,

Rawlings Tournament Series

# Rawlings Tournament Weather Policy

## How Weather Related Decisions Are Made

Mother Nature doesn't always cooperate when we want to play ball. The decision process for delaying or cancelling tournaments are as follows:

### General Philosophy:

We are ever vigilant regarding the weather because the overriding desire is to play baseball. We are constantly looking to minimize any impact that weather can make on the completion of a tournament. Through trial and error, we have arrived at this six step process:

1. As soon as we know there is a reasonable chance that foul weather may impact our tournament, we'll let the coaches know that we are aware and monitoring the situation.
2. If it rains in the evening or rain is expected, we'll be on the fields at 6:00 am (or 2 hours before the start of the earliest game) to determine the status of the fields. Our commitment is to send a note to the coaches at 6:30 am (or 90 minutes before the start of the earliest game) to tell them if games are on schedule or if there is a delay.
3. Our communication will most likely involve multiple messages as we proceed through the process of playing, postponing and/or cancelling the games.
4. Rawlings General Rule: if any field is playable, we'll start those games on schedule. If any field is not ready for play, we'll delay the games on that field. If every field is impacted, we'll delay all games.
  1. If any field is unplayable, we'll automatically go into a 1 hour delay for that field. If early in the morning, this allows the sun to rise and work can begin on the field to make it playable.
5. We'll use the playable fields and play the games originally scheduled for those fields. We won't prioritize games based upon seeding. For example:
  1. Different age groups are playing on different fields. 9U is playing on Field A and 10U is playing on Field B. If Field B floods, we'll continue to play the 9U Field A games on Field A as scheduled and we'll delay the 10U Field B games at least one hour until Field B is in playable condition.
6. If games are delayed, then time limits may be adjusted for all scheduled games. Any time limit imposed on championship games will be at the discretion of the site director. Time limits will be determined based upon ability to complete games on the field. This is done so that the days are not any longer than necessary for the players. We consider whether the players have school the next day. We consider how far teams have travelled to play and how their return trip might be if we play late into the evening. Finally, most parks are under strict light ordinances (many lights are on timers), and we must abide by these ordinances. We want to play complete games before the lights automatically turn off.

## Special Weather Situations

1. Official Game:
  1. A 5U-12U game will be considered an official game if it reaches 3 complete innings (2.5 completed innings with the home team leading).
  2. A 13U or older game will be considered an official game if it reaches 4 complete innings (3.5 completed innings with the home team leading).
  3. Games that do not reach these thresholds are not Official Games.
2. Weather Delay: Once a game is an Official Game, there is a 45 minute window to resume the game. After 45 minutes, if the game is not resumed, the game is cancelled and considered final and official.
3. For Travel Tournaments, if a tournament is cancelled during bracket play due to weather:
  1. If every team has not completed the first game of bracket play, then seeding is the determining factor for the finishing places.
  2. If every team has completed at least 1 game of bracket play, then the tiebreakers go into effect: record, runs allowed, runs scored - in bracket play only. A team that receives a bye in any round receives a winning score of 7-0 for that round.

	Tourney started and no games have been played.		Less than 1 official game played		Between 1 and 2 games played		2 or more official games played	
	Credit	Refund	Credit	Refund	Credit	Refund	Credit	Refund
1-3 Game Guarantee	100% Entry 100% Gate	100% Entry 100% Gate	75% Entry 0% Gate	75% Entry 0% Gate	50% Entry 0% Gate	50% Entry 0% Gate	NO Credit	NO Refund