

## **COPLEY ATHLETIC ASSOCIATION TOURNAMENTS RULES, POLICIES & PROCEDURES**

If your team is receiving this tournament packet - we have received your registration and entry fee. We thank you for your participation. The Tournament Director reserves the right to alter Tournament Rules without advance notice to teams.

1. This tournament will use the "Pool Play" format. Teams will be placed in pools where they will play a round-robin within their pool. Each team will be guaranteed 3 games. If a particular age group does not have enough teams to create 2 pools of 4 teams, then the tournament may allow cross-pool competition to achieve the 3 game minimum. If there are less than 8 teams in a particular age group all teams may be placed in 1 pool or 2 pools that have an unequal number and play a preliminary pool play round consisting of 2 games. Under this scenario teams may be seeded after the 2 games and play a single elimination tournament to achieve the champion.
2. After pool-play is completed the tournament director will establish a championship play format.
3. The Tournament Director reserves the right to alter the playing format in the event of inclement weather or other unplayable conditions or other events that may arise.
4. Rainout Policy - should the tournament be cancelled, the following is our refund policy.
  - 0 games played 75% refund
  - 1 game played 50% refund
  - 2 games played 0 % refund
5. UMPIRES - For Pool Play, one umpire will be used in 9u, 10u, 11u and 12u games. 13u and 14u Pool play games will have 2 umpires. TWO UMPIRES WILL BE USED IN ALL AGE GROUPS IN THE SEMI-FINAL AND CHAMPIONSHIP GAMES.
6. Rain-Out Info: Each team must show up and be ready to play at your scheduled time. As a general rule, if your pool game is rained out or canceled we will move to the next game on the schedule. The canceled or rained out game will be made up at the end of the pool play schedule if time permits. The Tournament Director will inform managers or coaches of canceled games - parents will not be given any information and please don't be offended if the Tournament Director refuses to speak to a parent regarding any situation that may occur. The weather line will have updated tournament information - please give this number to all members of your team so they can be made aware of schedule changes and cancellations.

**WEATHER LINE IS 330-310-3203**

7. Each team must submit a roster before their first game. There will be no additions to this roster after the start of your first game.
8. The roster must include a coach's cell phone number. This will be the number the Tournament Director will use to contact your team.
9. All players participating shall have a photocopy of their birth certificate in the possession of their manager.
10. Use of tobacco and alcoholic products is prohibited on all fields and in dugouts. Failure to comply will result in dismissal from the park and possible team suspension from the tournament with no refund.
11. **EJECTION** of manager, player, coach or fan from a game; He/she shall leave the field immediately and take no further part in the game. **PENALTY:** Manager, player or coach will serve a one (1) game suspension. This is to be served during the next game.
  - PLEASE BE WARNED - Our tournament has "zero tolerance" for any physical confrontations by players, coaches, fans or anyone else. Upon the first violation, the violating party shall be removed from the facility for the remainder of the tournament.
12. Player Ejection - If the umpire ejects a player from the game and if the team has NO substitutes, the player spot will be considered an automatic out in the line spot.
13. NO Pregame infield is permitted - this will allow the ground crew to ready the field for the next game.
14. Injured Player - if a team has an injured player and has no substitutes available to replace the injured player, then the injured player is skipped in the batting order. NO out will occur in the injured player batting order. An injured player must sit out one complete inning before being re-instated in the game. This rule only applies if the team has no substitutes.
15. Tie-Breaker Rules - 1.) Head-to-Head 2.) Least runs allowed 3.) Run Differential - with a Max. number of 10 per game-regardless of score 4.)Most runs scored. 5.) Coin Toss.

\*\*If more than 2 teams are tied - the tie-breaking procedure moves as indicated until 1 team is eliminated. (Head to head will only apply if all teams tied have played each other). Once 1 team is eliminated we go back to #1 in the tie-breaking procedure to again break the tie of the remaining teams - and so forth, until one team is left.
16. A Community All-Star team might be added to fill out a bracket upon tournament director discretion.

## Local Playing Rules

All playing rules not locally covered shall be governed by the National League Rules of Major League Baseball. The following local tournament rules will apply.

1. An extra hitter (EH) will be permitted allowing a batting order to consist of 10 players. The extra hitter is allowed to be inserted freely into a defensive position - the batting order does not change. Continuous batting order (Roster Batting) is permitted along with free substitutions.
2. In the 9 year old division:
  - a. A dropped third strike by the catcher will be counted as an out. However the ball is not dead and base runners may advance at their own risk.
  - b. There will be **NO LEAD-OFFS** in the 9u division - stealing is permitted, but only after the pitch has crossed home plate. When a runner tries to advance prior to the pitched ball passing home plate, the following will apply:
    - i. If the runner advances safely, the umpire will call "Time" and the runner shall return to the base last legally occupied at the time of the pitch.
    - ii. If the runner is called out, the runner is out.
    - iii. If the ball is hit, the defensive team has the option of the result of the play or a no pitch.
3. Balks:
  - a. 9u - NO BALKS
  - b. 10u - 12u - 1 warning per pitcher.
  - c. 13u - 14u - NO balk warning.
4. Courtesy runner for the catcher with 2 outs. Option 1: Player not currently in the game. Option 2: Only if Option 1 is not available: Player who made the last out.
5. Pool games will have a 1-hour 50-minute time limit - **No new inning can start after the time limit. An inning that starts prior to the time limit will be finished in its entirety (if Home team is ahead, bottom of inning will not be played)**. Umpire will verify start time with the home scorebook. The umpire's watch then becomes the official time. If the game is tied after the time limit has expired - it will be recorded as a tie. There will be no time limit in the playoffs.
6. Run rule is 12 runs after 4 innings and 8 runs after 5 innings in all age divisions. NO mercy rule in the Championship Game.
7. **Pitching Limitations** - 9u - 3 innings per game; 10u-14u - 4 innings per game. We will use thirds (one out is 1/3 - 1 pitch will be a 1/3 even if an out is not recorded) Please understand

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that pitch counts should be observed and are more important than innings pitched.

8. **Pitchers will be given 5 warm up pitches in between innings.** The fifth pitch will be thrown down to second and then "BATTER UP"
9. Once a pitcher leaves the pitching position (mound) for 1 pitch - he cannot return as a pitcher for the remainder of that game.
10. Intentional walks - pitches need to be thrown.
11. Metal spikes are allowed in the 14u & 13u age groups - ages 9-12 must use rubber or plastic molded spikes.
12. INNINGS - 9u and 10u games will be 6 innings. 11u thru 14u will be 7 innings.
13. A coin toss will determine home team. The team that travels the farthest calls the flip. The higher seed on Sunday (Semis/Championship) will be the home team. Tiebreaker rules will be in effect to determine higher seed (if two Pool winners play in Championship, we'll use record/tiebreaker rules from Pool Play)
14. Pitching Distances / Base Distances
  - a. 9u/10u - 46/65
  - b. 11u/12u - 50/70
  - c. 13u - 54/80
  - d. 14u - 60/90
15. Slide rule is in affect for all age division. This is not a "must slide rule" but it is necessary to avoid contact at all bases. There will be NO tolerance for malicious contact at any base. A collision between a runner and fielder will be the umpire's decision on ejection and umpires ruling is final. **NO Head first sliding is allowed into Home Plate.** The runner is automatically out if this occurs.
16. There are no bat restrictions in the 9u - 14u divisions.
17. Protest fee \$100 - cash only. The game may be delayed and a ruling made immediately by the Tournament director. If protest is won \$100 will be returned, if you lose the protest you will forfeit your \$100.
18. Re-entry Rule - a starting player may re-enter the game one time in their original batting order. Substitutes may not re-enter the game once removed.
19. Games suspended will begin where they left off. Suspended games can be due to darkness or rain. However, if 4 innings are complete or 3 ½ if the home team is leading the game is considered official.

20. PLEASE CLEAN YOUR DUGOUT AFTER YOUR GAME.