

2018 Jeffersontown Baseball Tournament Rules

General Rules

- **Rain/Weather line: 502-329-0244.**
- **Refund Policy:** 0 games = full refund; 1 game played = 50% refund; 2 or more games played = no refund.
- Age eligibility determined based on age as of April 30, 2017.
- No alcohol, coolers or pets allowed in the park.
- No tobacco of any kind is allowed in the dugout or on the field of play.
- Individual and team awards will be given for the Champions and Runners-up teams.
- No full infield before games – each team can conduct ½ field warm-ups prior to the start of each game.
- Pool Play: Home and Visitor teams will be determined by a coin flip before each pool play game. First team listed is the visitor team. The higher seeded team will be given first choice of Home/Visitor team once bracket play begins. Swinging of bats will only be allowed in the batting cages or on the fields.
- On-deck batters will be allowed but must be positioned on the side of the field behind the batter.
- Warming up pitchers: Field 1- this may be done inside the fence in foul territory down the right field or left field line as appropriate. Note: The catcher must wear a helmet, a safety player must stand behind the pitcher with a helmet and glove to protect the pitcher. **All other fields – a pitcher must warm-up outside the field of play.**
- Maximum two (2) coaches allowed outside the dugout at any time. **Note: 8U and above – one (1) coach is allowed outside the dugout while on defense to call pitches.**
- No hitting of baseballs into any fence (soft toss). Waffle-type balls are allowed.
- Players and coaches only in the dug-outs – no bat boys/girls.
- Fifty-dollar (\$50) protest fee (payable to Jeffersontown Baseball), non-refundable unless the protest is upheld.
- All teams are responsible for removing trash from the dugout at the conclusion of each game.
- All teams are to clear the dugout and field immediately after shaking hands with the opponent and hold post game meetings outside the field area.
- Only approved USSSA big barrel and small barrel bats are allowed (no more than 2 ¾ inches in diameter). No “Coach Pitch” bats allowed.
- All tournaments will be played under Official Baseball Rules and USSSA Sanctioned Rules – <http://www.ussa.com/ussa/ussa-general/2014BaseballRuleBook.pdf> **with the following local modifications:**

Seeding Format

- Pool play matchups will be determined by a Blind Draw on the Wednesday night prior to the start of the tournament.
- Each team will play two (2) Pool games and then all teams will advance to Single-Elimination Tournament.
- Pool Tie Breaker Criteria:
 1. Winning Percentage (Win/Loss Record)
 2. Head to Head
 3. Total Runs Allowed
 4. Total Runs Scored
 5. Coin Flip

Time Limit / Game Duration

- 7U and 8U – six (6) innings or one hour fifteen minutes (1:15). Note: No new inning will start after (1:15), unless the game is tied.
- 9U through 12U – six (6) innings or one hour thirty minutes (1:30). Note: No new inning will start after (1:30), unless the game is tied.
- 13U and above – seven (7) innings or one hour forty-five minutes (1:45). Note: No new inning will start after (1:45), unless the game is tied.
- Tie Games (Pool) – one (1) extra inning will be played. If still tied, each team will be awarded ½ win and ½ loss.
- Elimination Round Games, WITH THE EXCEPTION OF THE CHAMPIONSHIP GAME will play under time limit and game duration specified above. If game is tied at the end of regulation play, play will continue until a winner has been declared.
- Suspended Games – games called due to rain, weather, light failure, or other acts of God and cannot be resumed will be considered complete after four (4) innings (6 inning game) or after five (5) innings (7 inning game). Note: Suspended games will be at the discretion of Jeffersontown Baseball.

Mercy Rules

LENGTH OF GAME	RUN DIFFERENTIAL	START INNING
6 innings	15 runs	3rd Inning
6 innings	8 runs	4th Inning
7 innings	15 runs	3rd Inning
7 innings	12 runs	4th Inning
7 innings	8 runs	5th inning

In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning. Likewise, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting at that moment and the game will end.

Playing Rules (USSSA rules with the following local modifications)

- **Batting Order/Substitutions** (coaches choice):
 1. Bat entire roster and free defensive substitutions. **When batting the entire roster teams will not be penalized if they have to drop a player due to injury as long as you have at least 9 players remaining in the lineup.**
 2. Bat nine (9) and report substitutions. Subs can only enter the game one time, starters can only re-enter once in the same spot in the batting order where they were previously removed. All subs must be reported to the head umpire and the opposing team.
 3. Bat ten (10) with nine fielders plus an EH. All subs must be handled the same as batting nine players.
- **NOTE: Designated Hitters are not allowed under any circumstances.**
- **Speed-up Rule** – At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out. The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty.

- **No metal cleats except for 13U and above. IN ALL AGE DIVISIONS - Pitchers must wear molded cleats or tennis shoes when pitching from a portable mound in warm-ups.**
- **Ejection** of a player or coach requires that they leave the ballpark and they become ineligible for their teams next scheduled game.
- **Field Dimensions:** 7U/8U – (46-60), 9U/10U- (46-65), 11U/12U – (50-70), 13U – (80-54), 14U – (60-90).

Pitching Rules

Column A – represents the maximum innings a pitcher can pitch in one (1) day and still pitch the next day.

Column B – represents the maximum innings a pitcher can pitch in one (1) day.

Column C – represents the maximum innings a pitcher can pitch in TOTAL for the tournament.

<u>Division</u>	<u>A</u>	<u>B</u>	<u>C</u>
9U	3	6	8
10U	3	6	8
11U	3	6	8
12U	3	6	8
13U	3	7	8
14U	3	7	8

- For purposes of this rule, a pitcher is in violation of this rule if he makes any appearance above the pitching limits.
- For all cumulative totals in this rule, one pitch equals a full inning.
- It is the responsibility of the teams' manager to challenge pitching violations by notifying the umpire and then the Tournament Director.
- Any violation of pitching limitations shall result in immediate forfeiture of the game. This may be done at any point after an illegal pitch has been made while the pitcher in violation is in the game and in the pitching position.
- Balks – In age divisions 10 and below, pitchers will be allowed some leniency in regards to balks. Pitchers will be called for all major violations and warned for minor violations that do not affect the outcome of a play. In all other divisions, balks will be strictly enforced without warning.
- Trips to the Mound – When a team is charged with a 2nd trip to the mound in the same inning, to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may play another defensive position.
- A player removed from the pitching position (starting or subsequent relief pitcher) may not return to the pitching position for the remainder of the game.

9U Notes

- Lead-off runner and stealing of all bases are allowed.
- Runners may advance from third (3rd) base to home on passed balls, wild pitches, or dropped/missed third (3rd) strikes by the catcher.
- Dropped/missed third (3rd) strike by the catcher rule **is** in play.

7U/8U Machine Pitch Specific Rules of Play

- *Fair Ball Arc: There will be no fair ball arc.*
- *Safety Arc: There will be no safety arc.*
- *Pitching Circle: There will be a twelve (12) foot diameter circle around the pitching machine. The defensive pitcher must be inside the circle to the side of the machine until the pitch reaches the batter. Penalty: Pitcher obstruction, delayed dead ball, will be called.*
- *Machine Speed: The machine will be set at 40 MPH.*
- *Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not assume an infield position. All outfielders must stay behind the baselines.*
- *Defensive coaches are not allowed on the field of play and shall coach from the dugout.*
- *Teams may start a game with eight (8) players. The ninth (9th) position in the batting order will be declared an out each time at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.*
- *An offensive coach will operate the machine.*
- *The batter shall receive five (5) hittable pitches. Un-hittable pitches will not count against the batters pitch count. If a batter swings at an un-hittable pitch and does not make contact, the pitch will still be ruled un-hittable. If the batter makes contact with the un-hittable pitch the result of the play will be official. The 5th pitch will be the last pitch unless fouled or deemed un-hittable by the home plate umpire. There will be no called balls or strikes. The batter may be called out by any applicable USSSA baseball rule. Example: Three strikes and you are out. An attempt to bunt on the fifth pitch and the ball goes foul, the batter is out. There will be no walks. Un-hittable pitches will be called at the Umpires discretion.*
- *The Infield Fly Rule shall not be in effect at any time.*
- ***Stealing of bases will be permitted*** only once the ball has reached the plate. If the runner leaves the base before the ball reaches the plate the umpire will instruct the runner(s) to return to their original base. Runners are only allowed to steal one (1) base at a time (i.e., no 1B to 3B steals). There will be no stealing of Home. All runners advancing to Home must be batted in.
- *At any time, the offensive team may use a courtesy runner for the catcher of record the previous inning on defense. The courtesy runner shall be the player making the last batted out or a substitute player not in the batting order (if applicable). If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty.*
- ***8U Division*** - Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. Note: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
- ***7U Division*** – The dead ball zone includes the area that circles the pitcher's mound (10' circle). This area will be utilized by the defensive team. Once the ball is in control by any player inside the circle (one foot in circle) the runner(s) progress will be stopped. Any runner that has not passed the hash mark (both feet) will return to the last base occupied and all play will cease. The hash mark will be placed at 45' on a 60' base path. This includes while the runner is attempting to steal bases. Runners attempting to advance on balls hit into the outfield will be subject to the circle/hash mark rules. Lead runner may cause the following runners to return to last base occupied. If bases are loaded, at least one run must score.
- *A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.*
- *A batted ball which strikes the pitching machine or machine operator without first touching a defensive player, or in the opinion of the umpire comes to rest too close to the pitching*

machine to be safely fielded, shall become instantly dead. The batter shall be awarded first base and all other runners advance one (1) base.

- A thrown ball which strikes the pitching machine during an attempted play is a live ball and remains in play unless, in the opinion of the umpire, the ball comes to rest too close to the pitching machine to be safely fielded (umpire declares dead ball).*
- Adjustments to the pitching machine can be made only at the beginning of an inning and with the agreement of both managers, unless at other times it becomes obvious that an adjustment is necessary in order for the machine to throw strikes.*

Batting Cage Assignments

ALL Cages at SKYVIEW PARK are reserved one (1) hour before your assigned game time as follows:

*Field 1: Home Team – Cage 8
Visitor Team – Cage 1*

*Field 2: Home Team – Cage 3
Visitor Team – Cage 4*

*Field 3: Home Team – Cage 6
Visitor Team – Cage 2*

*Field 4: Home Team – Cage 5
Visitor Team – Cage 7*

Field 5: Teams will be allowed to set up batting screens/nets for pre-game hitting. They must use the area outside the right field fence (Visitor Team), or Field 6 (Home Team).

Field 7: Teams will be allowed to set-up batting screens/nets for pre-game hitting. They must use the area outside the right field fence (Visitor Team), or the lower area below the Concession building (Home Team).

Field 8: Teams will be allowed to set-up batting screens/nets for pre-game hitting. They must use the area outside the left field fence next to the Concession building.

Batting cage rules and the park legends are posted near the batting cages. Please review these with your teams. Also, please pay strict attention to your cage assignments so that we can avoid any potential conflicts. Please utilize the Home/Visitor indicator on schedule is for cage assignment.

Field Legend

Fields 1-6: located at Skyview Park (2700 Watterson Trail, Jeffersontown, KY 40299)

Field 7: located at D.H. Ruckriegel Field (10800 Old Taylorsville Road, Jeffersontown, KY 40299)

Field 8: located at Veterans Park (10617 Taylorsville Road, Jeffersontown, KY 40299)