

DC EVEREST

BASEBALL TOURNAMENT



RULES AND INFORMATION **11 AND 12-YEAR OLD DIVISIONS** 50/70 field dimensions

Standard Cal Ripken/Babe Ruth league rules apply with the following exceptions:

1. GENERAL GAME RULES

- a. A team roster will consist of no more than fifteen players. All players must be 12 years of age or younger as of April 30th (11 years old for the 11U division). Once a team begins its first game, the roster is set for the tournament. No pick-up players are allowed. Team rosters are to be turned into the Tournament Director (or concession stand) prior to the first game.
- b. If a team has at least a 10-run lead after 3 1/2 innings (if home team) or 4 complete innings, the game will be called. Home team must have last at bat if behind.
- c. No new innings may be started after 90 minutes, unless the score is tied. Game time starts at the delivery of the first pitch. If a game is tied after the 6th inning or tied at the 90 minute time limit, the current inning must be completed. The subsequent inning or innings will be played utilizing the California tie break rules with 1 out and a 0-0 count. A new inning starts when the last out of the previous inning is recorded. In the event of an injury, the scorer will stop the time. Time limit shall be WAIVED during the play of the Championship Game.
- d. DCEYB will use TourneyMachine to report all game results (winner, loser, and score). Home team must keep book as official score book.

Tie breaker rules will follow:

1. Record
 2. Head-to-Head (two teams only)
 3. Runs allowed
 4. Run differential
 5. Coin toss
- e. Home TEAM will be determined by a coin toss for each pool play game in the tournament, but the top seed will have the choice to be home or away in playoff bracket games. The team with the head coach that traveled the furthest will call during the coin toss. (use Google maps)
 - f. Only players and coaching staff are allowed in dugouts for liability reasons. Coaches must remain in the dugout during the game. One Coach may be within 3 feet of the dugout opening for the purpose of play calling or instructing.

2. PITCHING RULES

- a. No pitcher may pitch more than 3 innings per game, and 8 innings total for the tournament. One pitch constitutes an inning. Once a pitcher is removed from the mound, he may not return to the mound to pitch again during that game. Max of 5 warm up pitches per inning, due to time limit.
- b. Balks will be called. Infield fly rule WILL be enforced.
- c. Throwing around the horn after an out is not allowed due to time limitations.
- d. Managers or coaches are allowed one trip to the pitcher's mound each inning. A second trip in the same inning for the same pitcher shall require the removal of the pitcher. A pitcher leaving the pitcher's mound circle, walking toward the baseline to discuss play with the manager/coach shall be counted as a trip to the mound.

3. BATTING RULES

- a. Dropped 3rd strike is in play (a batter may advance to 1st base on a dropped third strike, unless the base is occupied with less than 2 outs. The batter will be out if tagged, or the ball is confirmed at 1st base before the batter arrives.)
- b. Line-up card with batting order will be given to opposing team. Automatic out if batting out of order. Home team book is the official score book.
- c. Offensive TEAM may bat their "DECLARED ROSTER", or may bat the entire roster. Before each game, the head coach may declare which players he/she intends to play, or may bat the entire roster with unlimited substitutions.
- d. Defensive team shall consist of 9 (nine) players in the field. If a player is injured during the game or is unable to participate, the team will be charged with an out when his spot in the line-up comes up. Game time will stop during the care/attention to the injury.
- e. Fake bunt and swing away for a hit will not be allowed for safety reasons – batter will record an automatic out if used.
- f. Bats must be labeled USA Baseball Certified. NO USSSA bats allowed. Use of an unlabeled bat or ineligible bat will result in an automatic out if used for any portion of an at-bat.

4. BASE RUNNING RULES

- a. Leading off and stealing is allowed. Stealing home will be allowed.
- b. Any runner is out when he does not slide or attempt to avoid contact with a fielder who has the ball and is waiting to make the tag; or if he maliciously runs into a fielder. Base runners may not hurdle a fielder or catcher (Umpire's Discretion). Head first slides ARE allowed.

- c. No appeal on a missed base or failure to “tag up”. It is an automatic out to be called by the umpire at the end of the play— no warning will be given.
- d. If the catcher is on base with 2 outs, a courtesy runner is encouraged. Courtesy runner will be the player who made the last out.

5. GENERAL TOURNAMENT RULES:

- a. No infield will be used for fielding or batting practice before the game.
- b. Only the manager may discuss a decision with the umpire. No protests are allowed— umpire's decisions are final. Umpires are to be treated with respect. Any unsportsmanlike act may result in removal of coach or player.
- c. Choral chanting and the use of noise makers by teams and fans is not allowed and may be ruled as an unsportsmanlike behavior and subject to game forfeiture. Please refrain from playing your own music.
- d. Teams must be ready to play 30min before scheduled game; in the event that the tournament is running ahead of schedule games may start early.
- e. In the case of inclement weather, an official game can be called after 4 innings (3 ½ if Home team is winning).
- f. No seeds, gum, or metal spikes on the turf fields.

DCEYB, Sponsors and the Village of Weston are not liable for injuries or vehicle damages occurring during the tournament.

PLEASE NO “CARRY INS” No seeds, gum, or snacks out on the turf fields. No sports drinks on the turf, only water.