

# CASTLE HILL BASEBALL CLUB

## LOCAL RULES FOR 2017 GRADUATION TOURNAMENT

1/ Games are 75 min duration. Pitcher's plate at 42'. Bases at 60'. All games will commence and finish on the signal. Max 90 sec between innings. Kenko balls are used and will be supplied by the umpires. Games will commence and end at the nominated times.

2/ Team listed 1<sup>st</sup> is the HOME team, they will field 1<sup>st</sup>, and occupy 1<sup>st</sup> base dugout. However, if a team is playing their next game on the same diamond and they are now the away team they can remain in the same dugout.

3/ Once game has started, time outs will only be called by the umpire to allow treatment of injured player, or for administration of the game.

4/ Double ear helmets are to be worn at all times by batters, base runners and on deck. Catchers must have full protection including 'hockey style' catcher's helmet with integral throat protection, leg guards, chest plate and groin cup.

5/ If mid innings at conclusion of game - Scores will revert to last completed inning unless home team is in front or equal.

6/ Pitching: No warm ups on the field, once game has started. (Coaches responsibility player is ready). One warm up pitch between innings is allowed, once batting side is ready. Only one pitching change per inning and to be straight swaps if possible. (Trying to eliminate time wasting). Each pitcher is allowed 2 innings per game (1 assignment), 6 innings for the day. Pitch limit for the day is 100 thrown. Obviously, common sense and player well being will be the main concern, if the player's arm is tired rest him/her. Once a player has pitched to one batter, it will constitute an inning pitched. Designated hitter is not allowed. A pitcher may not catch in the same game.

7/ Substitutions and positional changes (except for injury or pitching change) are only to be made during the teams batting ½ of the inning. Scorers are to be informed of the changes prior to the side taking the field. No restrictions on number of substitutions. Max of 12 batters in each game. Max number of players per team is 14. Normal baseball rules apply, sub player out of the batting line up (for player 13/14), they stay out.

8/ Base runners must be in contact with base prior to pitch being thrown, and unable to leave the base until the pitched ball is either hit or reaches the plate. Once the base runner reaches 3<sup>rd</sup> they can only advance home on a fair batted ball. (Poor throw back to pitcher does not allow you to sneak home)

9/ Each ½ inning will consist of 9 batters (or 3 outs) whatever occurs first. Scorers will notify umpire of 9<sup>th</sup> batter as he/she comes to the plate.

10/ Designated runner is to be used when the player catching next innings, reaches base. They are to be replaced, (if ready, by the player last out) so as they can be ready and suited to take the field for the next inning.

11/ Home team responsibility to run the signed result sheet to organising committee. There may be a collecting officer that will come around to collect them. Protests and Disputes will be heard at the conclusion of the game involved, between the Coach and the Tournament organisers. The Organising committee's decision will be final. Do not dispute umpires judgement calls.

12/ Runners must avoid colliding with fielders in possession of the ball or imminent possession of the ball in flight, penalty is "Interference". Intentional interference to break a double play: Penalty is both Runners are out for interference. Intentionally dangerous or malicious collisions will result in the ejection of the offenders.

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With the exception of first base, runners must slide where a play is made at the base toward which the runner is advancing (including home plate). Penalty for not sliding is the runner is out with all other play continuing as normal. With the exception of returning to a base, all runners must slide feet first; head first sliding is not permitted. Penalty for not sliding feet first is the runner is out with all other play continuing as normal.

13/ Dropped third strike: batter is out, ball is live. Infield Fly and balk rules do not apply.

13a/ Normal pass-ball / overthrow rules **do not** apply with exception. Where a play from a fair batted ball has been made at either first base or third base and the ball passes the foul ball line, the ball will become dead and the runners shall advance and hold at the base toward which they were advancing when the ball crossed the foul ball line; the run shall score for any runner proceeding home from third base prior to the ball crossing the foul ball line. The exception to the pass ball / overthrow rule is where, in the opinion of the umpire, a fielder intentionally puts the ball over the foul ball line in order to halt play. In this scenario if the ball is in foul territory play will continue. Where the ball is intentionally put out of bounds including into the dugout the runners shall be awarded the base they were proceeding to when the ball went out of bounds plus one extra base. To be consistent with rule 15, if the extra base would result in a runner scoring then the runner may not proceed past third base and may only proceed home on a fair-batted ball. Following runners must therefore hold at the base toward which they were proceeding to if prevented from advancing due to a runner occupying third base. In all scenarios play shall continue until time is called by the umpire.

14/ Four balls by the pitcher on a batter the batter will then hit off a tee. Batters and runners on base can run as many bases as the hit off the tee warrants; there are no restrictions. The batter will only be allowed as many strikes at the ball to what they had remaining before the tee was called on. (two strikes on the batter before the fourth ball then only one strike left on the batter when ball is placed on the tee). A foul hit ball on two strikes will not be out and the batter can swing again.

15/ Runners can only come home on a hit by the batter. There is no stealing from third base if the catcher misses the pitch or makes an attempt to throw out a runner on first or second or third, or at the discretion of the umpire, an infielder has sufficient control of the ball such that in 'normal' play the runner would not attempt to proceed home.

16/ Runners can only steal from first to second base or second to third base once the ball has crossed the plate. If the runner leaves early the runner will be warned once by the umpire and made to return to the base they left early from. Any hit by the batter is negated. The pitch, whether a ball or strike will count.

16a/ Any warning for leaving the base early will be for the whole team of the offending runner. A second warning in the same game against any further runner from that team will mean the offending runner is automatically out and there will be an automatic strike on the batter whether the pitch thrown was a ball or hit into play by the batter.

Any questions please send them through to Michael Odd via email at [tournaments@castlehillbaseball.com.au](mailto:tournaments@castlehillbaseball.com.au) before the tournament or raise them at the coaches meeting at 7.30am.

Frequently asked questions:

- a) Does the pitch count and inning count apply to a pitcher throwing an incomplete inning?

Yes they do. Though the scores may revert to a previously completed inning, the intent of the rules is to protect players.

- b) Can a runner proceed home from third base due to a wild throw from the catcher to

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second base?

No. A runner can only proceed home from third base from a fair-batted ball. However, if there is no runner on third base, the runner on first or second base may advance to third base on a wild throw but must then hold at third base.

- c) Can a runner steal on a wild throw from the catcher to the pitcher?

No. Runners may not advance on a poor return throw to the pitcher.

- d) Can a batter or runner on first or second base proceed home on a fairly batted ball if the ball is under control by an infielder?

No. The intent of the tournament is to mirror 'normal' baseball situational play with consideration of the age and skill level of junior players. In 'normal' baseball play a runner would not normally proceed home where an infielder is either within the infield or within reasonable proximity of the infield where the fielding player has control of the ball prior to the runner reaching third base. If a runner has already departed third base before the infield player has control of the ball then the runner may proceed home.

- e) Once an infielder has control of the ball is time called automatically?

No. The calling of time is at the sole discretion of the umpire. Without conflicting with the intent of item (d) above, it is also not the intent for play to cease just because the ball has reached the infield. Again, to mimic 'normal' baseball situational play, we are attempting to encourage play to continue until it reaches its natural conclusion.

- f) On an overthrow is a runner on second base awarded home?

No. In the course of normal play, where a play has been made at either first or third base and the ball passes the foul ball line, the runners may only be awarded the base (or plate) to which they were advancing when the ball passed the foul ball line. The exception is where, in the opinion of the umpire, the ball was intentionally put into foul territory or out of bounds by a fielder in order to halt play. In this case rule 13a describes the outcomes.

- g) Fair play and sportsmanship.

As with any junior and / or amateur sport we rely on volunteers, parents and supporters to put these events on. To that end the umpires call will be final irrespective of whether there is a concern with a rule interpretation or application, or a judgment call. The expectation is that all players, coaches, managers, parents and supporters act in a positive manner.

While the tournament is competitive the intent is the development of players transitioning from coach pitch or zooka to a player pitch game format.