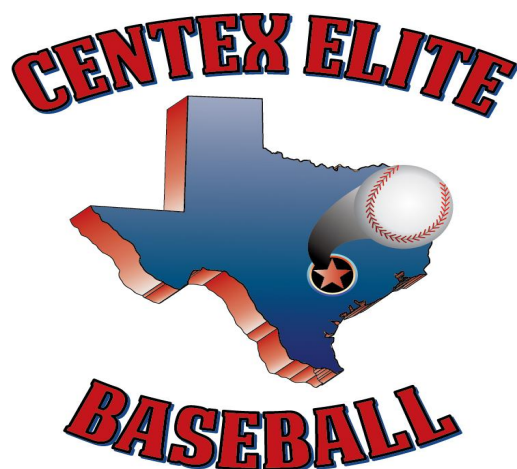




OFFICIAL TOURNAMENT RULES

Centex Elite Baseball's Mission Statement

The purpose of Centex Elite Baseball (CEB) is to provide a positive, youth centered learning environment for kids who are interested in playing competitive baseball. CEB is an affordable educational organization committed to the development of baseball skills and to instill the ideals of good sportsmanship, personal integrity, and team cooperation in the players, coaches and fans that participate in the program.

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1- TOURNAMENT STRUCTURE

- A. All Tournaments are listed as “OPEN TOURNAMENTS” and will group teams of the same age within pool play. Teams can play up one age group upon request. Teams are assigned to elimination bracket play based on their seeding in pool play.
- B. All teams MUST check in with the Tournament Director prior to first game with their roster, team insurance, and tournament fee's. Failure to check in prior to your team's' first pitch will result in a first game forfeit.

2- TOURNAMENT SEASONS

- A. CEB has two distinct seasons per year and are independent of one another..
 - a. Spring-Summer Season
 - b. Fall-Winter Season

3- WHEN TEAM AGE CHANGES

- A. All teams move up in age when the spring-summer season concludes.

4- TOURNAMENT TEAM REGISTRATION

- A. All teams participating must [register their team](#) and [roster](#) in the Centex Elite online system.
- B. The new year starts with the start of the Fall-Winter season.
- C. All teams competing in CEB events must have excess accident/medical coverage and general liability insurance in effect. Required coverage limits are a minimum of \$100, 000 excess accident/medical, and a minimum of \$2,000,000 general liability which includes participant legal liability. The team has the right to purchase its insurance from any reputable company.

5- GENERAL ROSTER RULES

- A. For insurance purposes, any person that comes in contact with the playing field (including the dugout area) must be listed in the online roster. This includes players and coaches.
- B. All rosters are “OPEN ROSTERS” with unlimited additions and subtractions per team throughout the season.
- C. When entering player names, managers are required to use the legal first and last name of the player as it appears on the certificate of birth. Nicknames, middle names and suffixes such as “Jr.” or combined middle and last names are not permitted.
 - a. Please note that jersey numbers are not required, but recommended to be added to roster. There is no penalty for missing or inaccurate jersey numbers.
- D. It is the responsibility of the team manager to ensure that all player data is absolutely accurate.
 - a. **PENALTY:** Any roster found to have inaccurate,missing or falsified player information, whether intentionally or accidentally, shall result in forfeit of protested game and disqualification team manager and player for rest of tournament.
- E. The team manager, upon request, must provide a copy of any player's birth certificate to the tournament director. The dates on the birth certificate and the dates on the CEB roster must match identically, or the player and team manager are subject to disqualification.

- F. A player may only participate with one (1) team (**aka original team**) per division. Original team will be established by the first team to submit their roster with that player.
 - a. **PENALTY: Forfeit of protested game by non-original team only. Disqualification of player from all teams (original and non-original) & disqualification of non-original team manager for rest of tournament.**
- G. A player may “play up” in age, but under no circumstance shall a player be permitted to “play down” in age. Any player found to be playing down in age shall be ruled illegal.
 - a. **PENALTY: Forfeit of protested game and disqualification of player and team manager for rest of tournament.**
 - b. In the event age divisions are combined, it is assumed that the younger age is playing up with the older age.
- H. Due to federal C.O.P.A. laws, no roster information including player’s personal data, or the roster access ID or password will be provided to any individual except the manager of record listed on the registration. All requests for roster ID or password must come from the same email address that appears on the team registration. We cannot, and will not, furnish such information to assistant coaches, team moms, or team business managers.
- I. In all CEB events, awards are presented only to roster players who are present and have participated in the tournament. (Exception: if a player has been injured during the tournament and is receiving medical assistance, an award will be presented.)

6- ROSTER CHANGES

- A. All teams have unlimited roster changes (additions and deletions) throughout the season.
- B. All roster changes must be made online via the CEB online roster registration system.
- C. Team Managers may make changes to their online roster **BEFORE** the scheduled start or actual start time (whichever happens first) of their **first** Pool Play Game.
- D. Once a team has begun its first tournament game absolutely no player adds are permitted.
 - a. **PENALTY: Forfeit of protested game and disqualification of player and team manager for rest of tournament.**
- E. The CEB online registration system **TIME & DATE STAMPS** every roster move.

7- CEB GAME RULES

7.1 GENERAL PROVISIONS:

CEB Baseball takes pride in using the [OFFICIAL BASEBALL RULES](#), with these exceptions, as our basis for all tournament play. Our primary exceptions are:

- A. Starting players may be removed and re-enter the game one time in their original batting position.
- B. Missed bases require an appeal play.

7.2 BATS

7.2A BAT SIZES AND PERFORMANCE STANDARDS

- A. All bats in all age divisions may not exceed **34”** in length, and **2 ¾”** in barrel diameter.
- B. CEB will permit aluminum, wood, and composite bats.
- C. 2 ¼” barrel bats must bear the “BPF 1.15” stamp.

7.2B PROHIBITED BATS

- A. All bats labeled “**For T-Ball Only**” may only be used within T-Ball competition.

- B. All bats labeled “**Coach Pitch**” are prohibited from play.
- C. All bats labeled “**Not for Use with Real Baseballs**” are prohibited from play.
- D. CEB may prohibit or ban any bat at any time during the season which are identified to be non-compliant with our rules.
- E. Any bat that is altered in any manner is prohibited for play.

7.2C 15U-18U HIGH SCHOOL COMPETITION

- A. All bats must be in compliance with the current National Federation of High Schools (NFHS) rules.
 - a. No bat lighter than a -3 (drop -3) may be used and it must be BBCOR certified.

7.2D PENALTIES FOR USE OF ILLEGAL BAT:

- A. If the ball is hit fair or foul.
 - a. **Penalty: The batter is out. Team manager is ejected for rest of game. All runners return to previous bases unless play resulted in 3rd out.**

7.3 GAME PRELIMINARIES:

- A. A coin flip shall determine the home teams in all pool play games.
- B. The highest seed will be home team in all bracket games.
- C. Teams must be in correct dugouts (If Labeled).

7.4 TIE BREAKING CRITERIA FOR SEEDING:

1. Win – Loss Record
2. Head to Head (Used when two teams are tied. **Not** used when 3 or more teams are tied)
3. Runs Allowed in all games the team have played
4. Runs Scored in all games the team has played
5. Coin Flip

7.5 BASE AND PITCHING DISTANCES (RECOMMENDED*)

Age	Bases	Pitching
6U, 7U, 8U	50' or 60' *	38' or 40' *
9U, 10U	60' or 65' *	44' or 46' *
11U, 12U	70'	48' or 50' *
13U	80'	54'
14U	80' or 90' *	54' or 60.5' *
15U & Older	90'	60.5'

7.6 TOURNAMENT TIME LIMITS:

- A. In ALL games, the Official game time starts when UIC announces the game time.
- B. The local tournament director may impose game times as deemed necessary.

- C. No new inning may start with 10 minutes or less remaining until game time expires. In all tournaments, to help keep the event on schedule, pool play games may end in a tie. Pool play is used for seeding purposes only.

“RECOMMENDED” TIME LIMITS

AGE	POOL	BRACKET	CHAMPIONSHIP	INNINGS
6U, 7U, 8U	60 MIN	75 MIN	ADD 15 MIN	6
9U, 10U	75 MIN	90 MIN	ADD 15 MIN	6
11U, 12U	90 MIN	105 MIN	ADD 15 MIN	7
13U	90 MIN	105 MIN	ADD 15 MIN	7
14U	90 MIN	105 MIN	ADD 15 MIN	7
15U & OLDER	90 MIN	105 MIN	ADD 15 MIN	7

7.7 OVERTIME/ EXTRA INNINGS (BRACKET PLAY ONLY):

- Overtime/ extra innings begin once the maximum time limit or innings have been reached and the score is still tied.
- Last two batters from previous inning on 2nd and 3rd base with one (1) out; No count on the batter. Continue this format until a winner is determined.

7.8 SUBSTITUTIONS:

- Starters may re-enter one time in their original batting position. Substitutes removed from a game are ineligible to return. All substitutions shall be reported to the home plate umpire, who will inform scorekeepers. Any pitchers removed from the mound may not return to pitch again in the same game. Any unreported substitution shall result in the ejection of the team manager for that game only.
- (Exception: A pinch hitter can bat for a starting pitcher **once**. The pitcher can then resume pitching when the team goes out again on defense.)

7.9 BATTING and PLAYER OPTIONS

- Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous lineup of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.
- An out will be taken for each batting spot lost during a game. (Except due to injury sustained during game play)
- A player arriving late may be inserted at the bottom of the batting lineup unless the team has chosen to take an out in the player's original batting spot until they arrive.
- DESIGNATED HITTER:
 - Only teams in the high school divisions (**ages 15U-18U**) may utilize the NFHS Designated Hitter rule (DH) if desired.
 - The role of the DH is terminated for the game when:

- i. The defensive player, for whom the DH batted, subsequently bats, pinch hits, or runs for the DH.
- ii. The DH, or any previous DH, assumes a defensive position.

7.10 INTENTIONAL WALK:

- A. A team may choose to intentionally walk a batter at anytime but they must pitch to the batter, not just “put them on”.

7.11 COURTESY RUNNERS:

- A. With 2 outs, courtesy runners may be used for the pitcher and/or catcher of record from previous inning.
- B. Last batted out in the game must be used as the courtesy runner.

7.12 RUN (MERCY) RULE:

- A. 20 after 1 inning
- B. 15 after 2 innings
- C. 12 after 3 innings
- D. 10 after 4 innings
- E. 8 after 5 innings

7.13 TIME OUTS:

- A. Defensive team may have two (2) timeouts per ½ inning
- B. Offensive team may have one (1) timeout per ½ inning

7.14 BETWEEN INNINGS:

- A. A maximum of 90 seconds, or 5 warm up pitches, will be permitted between innings with time started upon the 3rd out. The umpire shall keep time. Automatic strikes may be called on an offensive team not ready to bat, and automatic balls may be called on a defensive team not ready after umpires have directed teams to play. If an injury requires an emergency pitching change, the new pitcher will have 10 minutes max for warm up, during which time the game clock shall be stopped.

7.15 EJECTIONS & CONDUCT:

- A. Any Ejections of coaches, players, and fans, based upon unsportsmanlike conduct, malicious contact, verbally abusing tournament officials, or throwing anything at another individual or onto the playing field, will result in an immediate ejection, **AND ADDITIONAL SUSPENSION**. A team can incur a maximum of three ejections total in any tournament. Upon the 3rd cumulative ejection to any team (including ejections to the manager, coaches, players, parents, or fans) the team is disqualified from the event.
- B. Within any tournament, upon the first ejection (for unsportsmanlike conduct or malicious contact) for any player, manager, coach or fan of the team, the person ejected is required to immediately leave the park premises, and shall also be ineligible for attendance or participation in the team's next tournament game.
- C. Within any tournament, upon the second ejection of any player, manager, coach or fan of the team, the person ejected be required to immediately leave the park premises, and shall also be ineligible for attendance or participation in the team's next TWO tournament games.
- D. Within any tournament, upon the third ejection of any player, manager, coach or fan of the team, the entire team is immediately disqualified from further participation in that tournament. All

members of the team are also prohibited from attending any remaining games in the event as fans or spectators. The team is also subject to permanent disqualification, or suspension, from future CEB participation, at the discretion of the national office.

- E. If any individual is ejected for a second time at any event, he or she will not be permitted into the park for the remainder of the tournament. Failure to comply with this rule will result in immediate disqualification of the team. The person is also subject to possible permanent suspension from CEB.
- F. If it becomes necessary, by an umpire or tournament director, to call security, due to an unruly coach, player, parent, or fan; or if a person refuses to leave the park after being ejected, the entire team is immediately disqualified effective when the call for assistance is initiated. No fees, admissions, nor travel expenses will be refunded.
- G. Post-Game Misconduct: If any team, or any member of a team, (including manager, coach, player, parent, or fan) displays misconduct or poor sportsmanship AFTER a game has concluded, or issues verbal assaults, trashes or damages park property, or physically threatens, or makes a physical assault against another person, the team shall be permanently disqualified from further participation within CEB, and all guilty parties will be subject to arrest and prosecution to the fullest extent of the law.
- H. Use of profanity by coaches, players, parents or fans is considered unsportsmanlike conduct and may result in ejection, upon the decision of the CEB official or tournament director. Our events are for children, and CEB does not believe profanity is appropriate, nor acceptable, whatsoever, in our environment.
- I. A manager or coach may not remove his team from the field, or refuse to continue play, due to a dispute with game officials.
 - a. **PENALTY: The game is immediately forfeited, and the team is disqualified from further participation in the tournament. The manager or coach is subject to indefinite suspension by CEB.**
- J. No coach, player, or team shall, at any time, whether from the bench, coaching box, or playing field, attempt to incite by word or sign, any unsportsmanlike conduct or demonstration by spectators.
- K. Assistant coaches may not leave their field position, dugout, or bullpen area to appeal any play on the field.
 - a. **PENALTY: Ejection after one warning**
- L. Razzing, heckling, chanting, or making disparaging remarks towards opponents, in any manner, is prohibited. Umpires are instructed to call time, and eject the fan or spectator.
- M. Any person making physical contact with a game official, park official, tournament administrator, or an organization representative of CEB, shall be immediately disqualified from further participation and will be prosecuted to the fullest extent of the law. Making physical contact with athletic officials is a felony criminal offense in many states, and charges will be filed.

7.16 COLLISION AVOIDANCE RULE:

- A. All calls regarding malicious contact shall be judgment calls of the umpires.
- B. All malicious contact, will result in the runner being declared out, and ejected from the game, plus (1) one additional (next) game.

7.17 BASEBALL CLEATS:

- A. Metal cleats are permitted in 9U and above age divisions.

- B. Some tournaments may have park rules which prohibit metal cleats on portable mounds. Managers should inquire about local tournament rules regarding this or other rules regarding metal cleats.

7.19 SUSPENDED/ COMPLETE GAMES:

- A. A game shall be ruled as official and complete if it is called by umpires or the tournament director due to rain, inclement weather, lighting failure, or other reasons beyond our control, provided 3 innings or half of the scheduled game time have been completed. If three innings or half of the scheduled game time have not been completed, the game shall be suspended, and resumed from that point, when safe play can be resumed. Elapsed game time shall be recorded, and any remaining game time limit shall also be resumed from the point of suspension.

7.20 DUGOUTS:

- A. Teams will occupy the correct dugouts if labeled.
- B. All individuals inside the playing field fence, or in the dugout, MUST be on the printed team roster. Anyone inside the fence or dugout who is NOT on the roster will be removed from the playing field. A second violation will disqualify the team from the tournament and the manager may face suspension from CEB.
- C. Absolutely no glass items are permitted in the dugouts. Team water coolers are permitted, unless provided by the tournament site. Teams must pick up trash and debris in the dugout before departure from all games. Only ONE PLAYER – the on-deck batter – is permitted outside of the dugout. Unless the local park has a specific safety rule altering this rule: the on-deck batter must remain on his own dugout side.
- D. Coaches are permitted to stand outside the dugout, as long as in the judgment of the umpire, they do not interfere with the game on the field. At any time the umpire feels a coach is interfering with the game on the field, he may choose to confine one or all coaches to the dugout.

7.21 WARM UPS:

- A. All team pre-game warm-ups will be done in specified warm up areas, or in the outfield of a ball field.
- B. No infield practice permitted on any infield at any time.
- C. No pitching practice permitted on any ball field mound.

7.22 GAME BALLS:

- A. "Regulation" leather covered baseballs are required for all tournament games.
- B. For 9U and above games, each team shall supply to the umpire, two new or like new game balls per game.
- C. For 6U, 7U & 8U games, each team shall supply their own baseball while on offense.

7.23 LINE UP CARDS:

- A. Each manager must prepare three (3) written copies of his lineup, listing first & last names, and numbers, of all players and substitutes, prior to each game. Line-ups must be provided to the plate umpire, opposing manager, and opposing scorekeeper. Managers are responsible for providing their own line-up cards.
- B. ALL LINE-UP CHANGES AND SUBSTITUTIONS MUST BE REPORTED by the team manager to the home plate umpire before any substitute takes his offensive or defensive position in the game.

- C. If a team manager accidentally omits a player from the line-up card, the player may still participate in the game, provided the player is on the official CEB roster system online.
- D. A late arriving player may still play as long as they are listed on the official CEB team roster. If the team has chosen to roster bat, the late arriving player may be inserted at the end of the lineup unless an out has been taken while they were absent.

7.24 DISORDERLY CONDUCT:

- A. Any disorderly conduct, threat of, or act of violence, shall result in the removal and arrest of the responsible individual(s). Any person on the premises, who is intoxicated, shall also be removed from the complex by security personnel. Any person(s) removed under these circumstances, shall be prohibited from entering park grounds, including the parking lots, for the duration of the tournament. Upon such ejections, refunds will not be given to any such individuals. Should any ejected individual refuse to leave the park, the tournament director may impose a forfeit. If the game has already concluded, such forfeit would apply to the team's NEXT game.

7.25 FIGHTING:

- A. Should any player, coach, or team member take part in any fighting, those individuals shall be ejected from the tournament on the first occurrence. Should any member of the team subsequently become involved in a second incident of fighting, the entire team shall be ejected from all further participation in the tournament.

7.26 TOBACCO & ALCOHOL:

- A. Use of tobacco products is prohibited on all fields and in the dugouts during games.
- B. The illegal sale, or consumption, of alcoholic beverages on the park premises, or in the facility parking lots, is strictly prohibited at all CEB events.
- C. Anyone who appears intoxicated, or under the influence of alcohol or drugs, shall be ejected, from the ballpark.

7.27 PROTESTS:

- A. All protests will be resolved immediately. Only managers may protest. Judgment calls by umpires may not be protested. Upon a protest, a manager shall remit \$100 cash protest fee. If the protest is upheld, the \$100 shall be immediately refunded. If the protest is denied, the deposit shall be forfeited. Protests shall be resolved by the tournament director and his designees, in consultation with the umpires of the game. **Game clock will stop during the filing of an applicable and official protest.**

7.28 FORMAT ALTERATIONS:

- A. All CEB Tournament Directors reserve the right to alter, change, or abbreviate tournament formats, when necessary due to weather conditions beyond their control, OR if a team fails to show for a scheduled game, in order to complete the tournament.

7.29 NO SHOW/ SURRENDER:

- A. Any team that no shows will be responsible for full payment of registration fee and gate fee. NO REFUNDS, NO EXCEPTIONS!
- B. Any team that fails to show for a scheduled CEB tournament game, unless a team medical emergency can be immediately verified and documented, shall be disqualified from further participation in any tournament. Teams are not permitted to "surrender" during the course of any tournament game. All games must be played to completion per tournament rules. Should a team

remove its team from the field, or quit, prior to completion of any tournament game, that team is disqualified from all further participation in the tournament.

7.30 UNIFORMS/ EQUIPMENT:

- A. All players must be in a baseball uniform to play in the ball game and be distinguishable from other team mates.
- B. Protests on uniforms will not be permitted. Violators of the uniform rule shall be allowed to conform, or will be removed from the game.
- C. Managers and coaches are not required to wear uniforms.
- D. If player names are included on the back of jerseys, the name displayed must match the identity of the player. Teams cannot switch uniforms (containing names) to confuse opponents.

PENALTY: Team manager is ejected.

- E. If a player is added to a team, and needs to use another player's jersey with an inaccurate name, the inaccurate name must be covered with tape, and the umpire and opposing coach must be verbally notified about the situation prior to commencement of the game. If a player enters the game without prior notification, the player is ruled an ineligible player and is ejected immediately along with team manager.
- F. All players must be properly equipped while playing.

7.31 CASTS, SPLINTS or BRACES

- A. All casts, splints and braces must be padded with at least ½-inch of closed cell, slow recovery rubber or other material of the same minimum thickness and having similar physical properties. No protective equipment shall have any exposed metal or other hard material. Note: A pitcher cannot wear any casts, splints or braces of any kind.

7.32 BAT BOYS/ GIRLS

- A. All bat boys / girls must wear a double-ear batting helmet at all times when outside the dugout.

7.33 TOURNAMENT PITCHING:

- A. A pitcher is not to pitch in more than: six innings in one calendar day for 9u-10u and seven innings in one calendar day for 11u-14u.
- B. A pitcher shall have 40 hours rest after pitching in four or more innings on the same calendar day.
- C. Names of all pitchers actually appearing in the game, along with the number of innings in which they pitched, shall be recorded on the umpire scorecard and will be used to determine pitching eligibility. **Make sure pitching info is correct prior to signing scorecard**

8- ELIGIBILITY

Accountability for player eligibility is a responsibility of both managers and parents. Managers and parents are responsible to ensure that players meet eligibility requirements including, proper age; and that players are not currently registered to another team in the same age division.

8.1 AGE CUTOFF:

- A. CEB will adhere to the age cutoff date of April 30th for all ages.
 - a. To determine your team's age in Spring-Summer seasons:
 - i. Determine the age of your **OLDEST** player as of April 30th of the current calendar Year.
 - b. To determine your team's age in Fall-Winter seasons:

- i. Determine the age of your **OLDEST** player as of April 30th of the next calendar year.

8.2 ALTERED BIRTH CERTIFICATES:

- A. Anytime a registered player's certificate of birth is found to have been altered or changed, the player and team manager shall be disqualified from tournament. Altering an official certificate of birth is against the law in most states.
- B. The team manager is responsible for attesting to the accurate age of his team players. Any manager using over-age players shall be disqualified from further participation within CEB.
- C. *(It is highly recommended that all team managers require their parents to show them an original certificate of birth before accepting a player onto the team.)*

8.3 PROOF OF AGE:

- A. All managers must carry, and provide upon request by a tournament director, birth certificates for all players. Failure to produce a certificate of birth upon request by a tournament official, shall result in disqualification of the player and team manager in that event, and forfeit of protested game.

8.4 IMPROPER PLAYER ADDITIONS:

- A. In all tournaments, NO PLAYER may be added to the team once the team has commenced tournament play.
 - a. **PENALTY: Immediate player and team manager disqualification from tournament and game forfeit.**

8.5 RIGHT OF PARTICIPATION:

- A. All teams, individuals, patrons, spectators, officials, and players, attending or participating in CEB events, are subject to the approval, and at the discretion, of CEB. CEB retains the right to prohibit attendance or participation of any team which, or individual who, displays improper conduct, character, integrity, sportsmanship, or issues any threats of harm, violence, legal action or disruption, towards CEB, its officials, or administrators.

8.6 FINANCIAL FRAUD:

- A. Any team, or individual, failing to remit payment for money owed to an CEB event, for fees due, or products purchased, shall be suspended from further participation, and subject to prosecution to the full extent of the law. Checks returned due to insufficient funds, or stopped payments, shall be submitted to the local district attorney for collection. Fraudulent credit card chargebacks will be remanded to federal banking authorities. Fraudulent insurance claims are a felony, and will be prosecuted.

9- T-BALL

9.1 GENERAL PLAYING RULES:

- A. An inning is considered over once a team scores seven **(7) runs** or three **(3) outs** are achieved. This includes the last inning.

- B. Umpires shall call "Time" after every play has concluded and declare the ball "Dead". Time should be called when all runners are no longer attempting to advance. A runner standing off the bag attempting to "juke" back and forth is not considered an attempt to advance.
- C. Players playing the pitching position shall simulate a pitch to start the play.
- D. Run (mercy) rules remain in effect.

9.2 PLAYING FIELD:

- A. A 10-foot circle shall be drawn around the pitcher's mound. The circle shall have a 5-foot radius from the center of the pitcher's rubber. *If no circle, its based on umpires judgment.
- B. The pitcher's rubber shall be in the center of the circle.
- C. Fair Ball Arc: There will be a 20-foot arc drawn from the 1st baseline to the 3rd baseline in front of home plate. A batted ball must go beyond this line to be considered fair. *If no arc, its based on umpires judgment.

9.3 DEFENSE:

- A. Ten (10) defensive players can play in the field. Four (4) of these players must play in the outfield and may not cross over into the infield until the ball is hit.
- B. Defensive coaches are not permitted on the field of play.
- C. The pitcher must remain on the rubber until the ball has been hit. If the pitcher fails to do so, then the offensive team may choose the result of the play or consider it a no pitch.
- D. The infield fly rule does not apply.

9.4 BASE RUNNERS:

- A. Lead offs and stolen bases are not permitted.
- B. Base runners must remain on the base until the ball has been hit.
 - a. **PENALTY: Runner is called out.**
- C. A COURTESY RUNNER is permitted for catcher of record only.

9.5 BATTERS:

- A. A batter shall receive a maximum of 3 swings to put the ball in play or be called out. Foul balls are considered an official swing.
- B. Bunting is not permitted. If a player bunts, ball is dead and is considered an official swing.
- C. Intentional walks are not permitted.
- D. Batters are not permitted to practice swing or adjust the tee once the pitching motion has been made.
- E. The batter is automatically out (not ejected) if he throws the bat.

10- COACH PITCH

10.1 PLAYING FIELD:

- A. A 10-foot circle shall be drawn around the pitcher's mound. The circle shall have a 5-foot radius from the center of the pitcher's rubber. *If no circle, its based on umpires judgment.
- B. The pitcher's rubber shall be in the center of the circle.

10.2 PITCHING REGULATIONS:

- A. The adult coach pitcher, from the team at bat, must be stationed with one foot on the pitcher's rubber when he delivers the ball.

- B. The adult coach pitcher shall pitch overhand to his own team. The adult coach pitcher must be listed on the official ASE/PEB roster as a Coach. Failure to obey this rule will result in the ejection of the non-roster coach and suspension of the Team Manager.
- C. A batter shall bat until they have received a maximum of 6 pitches, or 3 swinging strikes, or hits the ball. If the batter fouls off the 6th (or last) pitch, or fouls the 3rd strike, the batter shall remain at bat. The batter is not out by fouling off his final pitch. A 3rd strike foul tip caught by the catcher, or any foul pop-up caught by a defensive player, will remain an out.
- D. A player may only be intentionally walked one (1) time per game. Only the opposing manager may request that a player is intentionally walked.
- E. The adult coach pitcher is to make certain that they get out of the way of any batted ball and does not interfere with the players' access to the ball. If, in the umpire's judgment, the adult coach pitcher interferes with a fielder's access to a batted ball, the batter is automatically out and the runners may not advance. If a batted ball, in the judgment of the umpire, accidentally hits the adult coach pitcher, it shall be ruled a foul ball. All runners return to base.
- F. The adult pitcher may not talk to, or coach, any runners or batter while he is on the field. He is only permitted to pitch. If in the umpire's judgment, the adult coach pitcher does talk, or coach, the batter or runner will be declared out.

10.3 DEFENSE:

- A. Ten (10) defensive players can play in the field. 4 of these players must play in the outfield and may not cross over into the infield until the ball is hit.
- B. Defensive coaches are not permitted on the field of play.
- C. The infield fly rule does not apply.

10.4 GENERAL PLAYING RULES:

- A. An inning is considered over once a team scores seven **(7) runs** or **three (3) outs** are achieved. This includes the last inning.
- B. Lead offs and stolen bases are not permitted.
- C. Base-runners may not leave the base until the ball is hit or the ball has crossed the plate.
 - a. **PENALTY: The runner is called out.**
- D. Base stealing is NOT permitted unless a defensive player (including pitcher) makes a play to the base occupied by a player. Any defensive throw to any base permits all runners to advance at their own risk.
- E. A runner on third base may not advance to home on a passed ball or wild pitch.
- F. The batter is out on the third strike, regardless of whether the catcher holds onto the ball or not.
- G. The batter is automatically out (not ejected) if he throws the bat.
- H. No Bunting
- I. Defensive coaches are not permitted on the field of play.
- J. A COURTESY RUNNER is allowed for the catcher of record only, from the previous inning.
- K. Umpires shall call "time" after every play has concluded and declare the ball "dead." Time should be called when all runners are no longer attempting to advance.
- L. Run (mercy) rules remain in effect.

11- Refund Policy

- A. All refunds will be issued back to the credit/debit card used to register for the particular event.

- B. There is no refund if pulling out within 5 days (Monday preceding) of the event. Age groups/divisions that do not make will get a full refund.
- C. Once an online payment has been made for an event the right to dispute the charge has been waived by the payee.
- D. RAINOUT REFUNDS (Entry Fee Only):

3 Game Guarantee Tournament

- 0 games played = Full Refund
- 1 game played = 1/2 Refund
- 2-3 games played = No Refund
- A game is considered "played" once it has started.

2 Game Guarantee Tournament

- 0 games played = Full Refund
- 1 game played = 1/2 refund
- 2 games played = No refund
- A game is considered "played" once it has started.

E. No individual gate fees will be refunded at any time.

F. NO SHOW/ SURRENDER REFUNDS

- Any team that no shows to a scheduled event/tournament will be responsible for full payment of registration fee and gate fee. NO REFUNDS, NO EXCEPTIONS!

***LOCAL PARK RULES MAY BE USED IN CONJUNCTION WITH THESE SET OF RULES AT ANY TIME.**