

CFBBA BASEBALL TOURNAMENT RULES

BRACKET SEEDING PROCEDURES:

1. **Pool Play Record:** The team's win-loss record during the pool play stage will be taken into consideration for seeding purposes.
2. **Total Runs Allowed:** In the event of teams having the same pool play record, the total number of runs allowed by each team will be evaluated. The team with the lower number of runs allowed will receive a higher seeding.
3. **Run Differential:** If teams still have an equal number of runs allowed, the run differential will be considered. The run differential is calculated by subtracting the total runs scored against a team from the total runs scored by that team. A higher run differential will result in a better seeding.
4. **Head-to-Head:** If only two teams are tied based on the above criteria, head-to-head results between the tied teams will determine the seeding. The team with the better head-to-head record will receive the higher seed.
5. **Coin Flip:** If none of the previous criteria provide a clear distinction for seeding, a coin flip will be used as a tiebreaker to determine the final seeding.

GENERAL RULES - ALL AGE DIVISIONS:

Any rules not covered in this list of rules will fall under USSSA baseball rules.

PRE GAME RULES:

- CFBBA teams must play with the roster submitted during tournament registration, not league registration.
 - You may add players from outside of CFBBA but need to be included on the roster submitted.
- Must complete the scorebook and must use the official paper scorebook provided by CFBBA or your own Game Changer.
 - Home team **MUST** complete the book. It's optional for the away team.
 - Failure to have someone available to complete the scorebook / GameChanger will result in the loss of home field advantage.
- Dug-outs are first come, first serve - all games.
- For pool play, a coin flip will determine home/away.
- For bracket play, the higher ranked seed will be the home team.
- **Pool play**, all age divisions: games will be 1 hour 30 minutes, finish the inning; No new inning once time has expired; Pool Play games may end in a tie.
- **Bracket play**, all divisions except 13/14 (championship game): games will last: 1 hour 30 minutes; finish the inning; No new inning once time has expired.
 - 13/14 Championship game will be 110 minutes, finish the inning, no new inning once time has expired.
- In case of a tie, once time has expired: 1st OT inning - bases loaded with 1 out. Next 3 batters due up that inning in order (1st batter on 3rd, 2nd batter on 2nd and the 3rd batter on 1st) load the bases.
 - 2nd OT inning: same as before but with a 1-1 count on the batter. The 2nd inning OT rules will apply to any additional inning played, till the tie is broken.
- Please arrive early and be ready to take the field 30 minutes prior to your start time. **FAILURE TO DO SO COULD RESULT IN A FORFEIT.**

GAME PLAY RULES:

- Head first sliding is allowed but not recommended.
- **Runs: 5 run cap, per half inning for 11/12 ages & below. 7 run cap per half inning, for 13/14.**
- Mercy Rules for 11/12 & below: 15 after 3, 10 after 4, 6 after 5
- Mercy Rules for 13/14: 15 after 3, 10 after 4, 8 after 5
- Mathematical Elimination DOES apply, NO CUMULATIVE. - If one team is up by 6 (or up by 8 in the 13/14 division) when time expires, we do not finish the inning, we only finish the current batter.
- Malicious contact rule will be enforced. Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and the catcher. Attempting to jump, leap, or dive over the fielder or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties. Penalty: Runner is called out and may be ejected from the games at the discretion of the umpire. This is a judgment call and cannot be protested.

PROTEST PROCEDURE

- Only the head coach may consult with the umpires; players / sponsors / other coaches / parents are to keep out of discussions.
- Please have birth certificates / passport on hand in case of an age protest. A picture of the birth certificate/passport is acceptable.
- Ruling Protest Fee: \$100 If protest is upheld and a ruling is overturned the protest fee will be returned. Ask umpire for time, tell the umpire you would like to protest his call with the Tournament Director (TD) based on the rule. Have the umpire contact the TD for clarification and pay the protest fee. The TD will make a final determination based on the rule you cite. Protests must occur from the coach currently in the game and must be before the next pitch is thrown.
- Illegal player Protest Fee: \$100 Protests must be made within the first 45 minutes of the game and will require a \$100 deposit. If the player/coach cannot provide a birth certificate, the player will be considered illegal. Consequences if you are found to have an illegal player, 1st offense: team forfeit & head coach receives a warning. The illegal player cannot play in any other games for the remainder of the tournament. 2nd offense: team forfeit & the team will be removed from the tournament.
- Teams may NOT use players from other teams playing in the same tournament. Teams will forfeit all games and be disqualified from the remainder of the tournament.

EJECTIONS:

- All ejections are “plus one” meaning the player or coach ejected from a game shall not be eligible to compete or coach in the next scheduled game.
 - Any **player** ejected shall be asked to leave the playing area immediately (he may sit in the stands, but not the dugout) but is not required to leave the facility unless directed to by the Tournament Director.
 - Any **coach** ejected shall be asked to leave the facility and may not return until eligible to coach again (see “plus one” rule). The closest location they can go to, is the parking lot. If the ejected person won't leave, then the umpires will deem the game a forfeit.
 - Plus one” eligibility for the player or coach may be reviewed by the Tournament Director, and the “plus one” rule may be upheld or suspended at the Tournament Directors discretion.
- If a person (coach, manager, parent etc) makes any physical contact with an umpire: That person shall be ejected from the game and required to leave, the parking lot is the closest they can be. And they will remain suspended for the duration of the tournament. NO exceptions.

AGE DIVISION RULES:

7/8 DIVISION:

Batting

- Coach pitches up to 6 pitches to batters, if 3 strikes swinging then the batter is out.
- If the final pitch is a foul ball, the batter is awarded another pitch. Multiple foul balls are allowed on the final pitch.
- If a batter is hit by the coach, no base is awarded, but a pitch is charged to the coach
- If a batted ball hits the coach pitcher, it shall be declared a “no pitch”, and no one is charged with the pitch
- No bunting
- The ball must travel past the start of the infield grass, or it is considered a foul ball.
- Full roster batting
- Intentional walks are NOT allowed.

Base Running

- Tags on the first baseline are allowed.
- Play stops when an infielder has control of the ball in the infield and the runners are no longer advancing.
- No lead offs, stealing or dropped third strike rule.

Player Positions

- No position requirements or minimums
- Play 10 in the field (4 outfielders in umbrella - no rovers).
- The kid pitcher must wear a batting helmet and stand parallel to the coach pitcher with one foot on the dirt and one foot in the grass.
- Once the ball is hit the coach pitcher must exit the field as quickly as possible. (past the foul lines on the 1st or 3rd base foul lines.

Overthrows

- No rules on overthrows

Courtesy runners

- No courtesy runner allowed for the pitcher
- Catcher of record (catcher who was catching when the last out of the prior inning was recorded) anytime is allowed.
- Runner will be last batted out, or next to last out if pitcher or catcher is the last out.

Playing Field

- The pitching coach shall take a position standing or kneeling at 40 feet (6 feet in front of the mound) and must throw the ball OVERHANDED.

9/10 DIVISION:

Batting

- Full roster batting
- No rule on runner on 3rd base, all bases can be stolen
- Intentional walks are allowed. This can be declared at any time during an at-bat.
- Bunting is allowed; however, slash bunting is not.
 - Slash bunting is when a batter shows intent to bunt, then draws his bat back and takes a swing at the pitch.
 - If in the umpire's judgment, a batter tries to slash bunt (whether there is contact or not), the ball will be declared dead, no one can advance and the batter will be called out. There is no warning for this rule. A batter who shows bunt must either bunt the ball or take the pitch.

- A second offense by a team in the same game will result in that player, as well as the head coach, being ejected.

Pitching:

- No pitching limitations, but coaches are strongly advised to use sound judgment, while keeping each player's health a top priority.
- A pitcher may NOT re-enter as pitcher in the same game, once removed.

Balks

- Flagrant balks will be called after a pitcher is given 1 warning.

Dropped Third Strike

- There WILL be dropped third strikes.

Courtesy runners

- Pitcher of record (pitcher who was pitching when last out of the prior inning was recorded) anytime is allowed.
- Catcher of record (catcher who was catching when the last out of the prior inning was recorded) anytime is allowed.
- Runner will be last batted out, or next to last out if pitcher or catcher is the last out.

11/12 DIVISION:

Batting

- Full roster batting
- Intentional walks are allowed. This can be declared at any time during an at-bat.
- Bunting is allowed; however, slash bunting is not.
 - Slash bunting is when a batter shows intent to bunt, then draws his bat back and takes a swing at the pitch.
 - If in the umpire's judgment, a batter tries to slash bunt (whether there is contact or not), the ball will be declared dead, no one can advance and the batter will be called out. There is no warning for this rule. A batter who shows bunt must either bunt the ball or take the pitch.
 - A second offense by a team in the same game will result in that player, as well as the head coach, being ejected.

Pitching:

- No pitching limitations, but coaches are strongly advised to use sound judgment, while keeping each player's health a top priority.
- A pitcher may NOT re-enter as pitcher in the same game, once removed.

Courtesy runners:

- Pitcher of record (pitcher who was pitching when last out of the prior inning was recorded) anytime is allowed.
- Catcher of record (catcher who was catching when the last out of the prior inning was recorded) anytime is allowed.
- Runner will be last batted out, or next to last out if pitcher or catcher is the last out.

13/14 DIVISION:

Batting

- Full roster batting is optional in this age division.

- You can either choose to bat your full roster, or you can just bat your active line up of 9 players.
- If you choose to just bat your active line up you will need to list any other players that you may want to sub in as substitutes on your lineup card.
- When batting your active line up you may opt to utilize a designated hitter (DH) and this person can bat in place of anyone that is playing defensively in the field.
- If the DH player ever comes into the game defensively, he will have to assume the batting spot for person he is replacing on defense, and another person will need to be designated as the DH.
- When using substitute players, they must assume the same spot in the batting line up as the person they are replacing. Starting players are allowed to re-enter the game one time after being substituted. Players that were originally starting out as a substitute on the roster are not allowed to re-enter the game if they are pulled out.
- Intentional walks are allowed. This can be declared at any time during an at-bat.
- Bunting is allowed; however, slash bunting is not.
 - Slash bunting is when a batter shows intent to bunt, then draws his bat back and takes a swing at the pitch.
 - If in the umpire's judgment, a batter tries to slash bunt (whether there is contact or not), the ball will be declared dead, no one can advance and the batter will be called out. There is no warning for this rule. A batter who shows bunt must either bunt the ball or take the pitch.
 - A second offense by a team in the same game will result in that player, as well as the head coach, being ejected.

Pitching:

- No pitching limitations, but coaches are strongly advised to use sound judgment, while keeping each player's health a top priority.
- A pitcher may NOT re-enter as pitcher in the same game, once removed.

Courtesy runners

- Pitcher of record (pitcher who was pitching when last out of the prior inning was recorded) anytime is allowed.
- Catcher of record (catcher who was catching when the last out of the prior inning was recorded) anytime is allowed.
- Runner will be last batted out, or next to last out if pitcher or catcher is the last out, exception: in 13/14 if the roster is not being batted then you will use a bench player. The bench player can still enter game in another spot.