

2019 CIT Diamond Days Rules - 10U

CODE OF CONDUCT

1. Managers shall be responsible for their players, coaches and fans. The umpires are instructed to warn the manager one (1) time concerning abuse and misconduct. If not controlled the game could be forfeited to the opposing team.
2. Only the manager may question a call or make a formal protest. (Managers may not dispute a judgment call). Any coach who disputes or argues with an umpire over a call may be ejected from the game.
3. Protests may be made by the team manager (or acting manager) to the umpire at the time of the incident. No protests, other than those pertaining to the playing rules, can be made after the first pitched ball following the incident which may result in a protest. All protests will be decided by the tournament director or tournament representative.
4. If the manager objects to a field call, he must be able to cite a particular tournament rule or the Little League Baseball Rule Book. No judgment calls may be challenged.
5. Any player or coach throwing equipment in anger is subject to ejection from the game at the discretion of the umpire.
6. Obscene or abusive language or behavior will not be tolerated. Any violation of this rule will result in removal from the field and stands. This rule is in effect for players, coaches, and spectators. The player, coach, or spectator removed for obscene or abusive language or behavior will be subject to rule #7 below.
7. If a manager, coach, player, or spectator is ejected from a tournament game, they shall take no further part in that game. They may not sit in the stands and may not be recalled. They shall immediately leave the vicinity of the field. The ejected person(s) will have no communication with the players, the manager, or coaches for the remainder of the game. Violation of this rule will result in an immediate forfeit.

Anyone ejected from a game will also serve an automatic one (1) game suspension in the team's next scheduled game, and they may not attend the next game as a spectator or communicate with the manager, coaches, or players during the game(s) of their suspension. A second ejection in the tournament will result in that team being removed from the tournament and tournament entry fees will NOT be reimbursed to the team removed.

GENERAL RULES

1. Each Team shall provide their own liability insurance. C.I.T. shall not be responsible for any injuries occurring before, during, or after any game to any person or persons connected to the team.
 2. No player may be older than 10 years old at April 30, 2019. Upon request, a birth certificate must be provided within 24 hours. We will make exceptions if your league used the new 8/31 cut off date. Expectation is the players play in the same age group that they played during the regular season.
 3. A player cannot play for more than one (1) team in the tournament.
 4. A team roster must be presented with the name, shirt number, date of birth and age before the first game and may not be altered after the first game.
 5. All players must wear uniforms. All shirts must have numbers on the back. No metal spikes are permitted.
 6. The home team is designated as the official scorekeeper for the game. This official scorebook will be the only record accepted by the tournament director. The score book must be signed by both managers and the umpire after the game. The score must be reported to the Concession Stand. Home Team and Visitors will confirm the score with the umpire at the end of each half-inning.
 7. Team roster will have a maximum of fifteen (15) players.
 8. During pool play, any game suspended (by weather or the 10-run-rule) after the losing team has batted four (4) complete innings is a complete game. If the game is not a complete game, it will be resumed at the exact point of interruption. Only the Umpires, Tournament Director or Tournament Representative can call a game.
 9. During bracket play, any game suspended (by weather or the 10-run-rule) after the losing team has batted four (4) complete innings is a complete game. If the game is not a complete game, it will be resumed at the exact point of interruption. Only the Umpires, Tournament Director or Tournament Representative can call a game. A game is official after 3 1/2 innings with home team winning or 4 innings with visitor team winning.
- Championship games will be played in their entirety unless the run rule comes into effect.
10. The in-field fly rule is in effect.
 11. All tournament games will be played at Meyer & Middleton Park field complex.

12. The home team will be decided by a coin toss prior to the game. The team traveling the furthest will call the coin toss. If it is not agreeable on furthest distance, then the Tournament Director or tournament representative will decide who calls the coin toss. In the playoff round, the higher seeded team will be the home team.

13. Teams should be warmed up and ready to report 15 minutes prior to the scheduled starting time. Any team that is going to be late for a scheduled game must notify the tournament director at least 60 minutes in advance of the scheduled start time.

14. Every attempt will be made to adhere to the starting time for each game. However, teams will be given a fifteen (15) minute grace period after the scheduled starting time. After the 15 minute grace period has elapsed, the tournament director or tournament representative may declare a forfeit. Every reasonable attempt will be made to avoid forfeits. All forfeit scores will be 6-0.

15. Due to limitations related to field availability and other team's commitments, scheduling changes will be considered by the tournament director only in emergencies and on a case by case basis. When possible, the tournament director will attempt to assist teams in resolving schedule conflicts because of other tournaments. Decisions of the tournament director will be final.

16. Ground rules will be discussed prior to the start of each game.

17. Official USA Baseball bats only. A player caught using an illegal bat will be an automatic out. If any team has a 2nd offense with an illegal bat, they will forfeit that game and the tournament director reserves the right to remove that team from the tournament. No full composite bats.

GAME PLAY

Official Little League Baseball rules will be in effect except as written in these rules.

1. Each team must have 9 players to start every game, pitcher, catcher, four infielders and four outfielders. A team may finish with 8 players, due to injury illness or ejection, but cannot finish a game with fewer than 8 players.

Batting/Base Running:

1. The batting order may not be changed once the game begins unless there is an injury or the game is started without all players. Players arriving after the start of the game will be placed at the end of the batting order in order of their appearance.

2. The entire roster shall bat continuously.

3. There is no slash/fake bunting – the batter will be called OUT. If a player shows bunt and swings away or check swings the play will be called dead and the batter is out whether contact was made or not. Runners will return to the base they were on prior to that pitch.

4. BAT THROWING: The umpire will issue one game warning per team; thereafter the batter will be called OUT.

5. No leading. Stealing is permitted once the ball crosses the plate. One team warning for leaving the base early, after that any player from that team will be called out for leaving the base too early. Runners will return to the base they were on prior to that pitch.

6. When there is close play being made at any base other than first, the base-runner must slide or avoid contact or that runner will be called out.

- Head first sliding is not permitted unless the player is returning to a base. The consequence is that the player will be called OUT.
- A runner must avoid contact on a play at a base or the runner will be called out. The runner may do this by sliding, stopping or stepping around the fielder. This is considered a judgment call and not subject to protest.
- There is no sliding into first base. The consequence is that the player will be called OUT

7. **Catcher Courtesy Rule (Speed Up): With two outs the catcher (of the previous half inning) should be replaced on the bases with a pinch runner to allow the catcher to get his equipment on. The pinch runner will be the last player batted out.

8. Stealing of Home - Stealing of home is not permitted on a passed ball or wild pitch. Home must be earned. All throws back to the pitcher are considered dead balls. Stealing of home is permitted on all other plays in the field.

Example: Runner on first and third. Runner on first attempts to steal second. Catcher throws to second base, runner on third may attempt to steal home.

Example: Runner on third, a fielder makes a play on the runner (a play constitutes a throw) runner can attempt to steal home.

9. Managers may appeal (directly to the umpire) a runner missing a base or leaving early when tagging up after a fly ball out. An appeal must be made before the next pitch is made. A team must appeal the missed base or leaving early issue by throwing or walking the ball over and touching the base. If the appeal is upheld, the runner will be called out

10. All base coaches must stay behind the coaching line. Touching a runner when the ball is in play will be considered interference and the runner will be called out.

11. Blocking Bases – Coaches should remind their players not to stand on the bases when runners are trying to advance to the next base. Defensive players standing on bases (including home plate) and blocking base paths will result in interference being called. If interference is called, the runner will be awarded the base he is going to. If the defender knocks down the base runner, one (1) additional base will be awarded. The additional base will be determined when the ball is called dead.

- If a defensive player is determined to be blocking first base, and the offensive player slows or stops to avoid an intentional collision, the base runner may be awarded the first base.
- This includes the first baseman being drawn into the base path by a thrown ball and staying there. Every attempt should be made to avoid a collision.
- Defensive players have the right to make a play on a batted or thrown ball. Base runners must yield to avoid defensive players making a play on a ball.
- Runners hit by a batted ball when not standing on a base or in the batters box may be called out according to the rules of baseball.
- When avoiding a defensive player or a ball, runners may not vary more than 3 feet laterally from the line that they are running between bases. An 'out of the base line' call will result and the runner will be called out.
- In all cases the discretion of the umpire will prevail.

12. Ten (10) players will be used on the field with four (4) outfielders (No Rovers). Outfielders must start the play fifteen (15) feet from behind the infielders. It is required that all players at the game play a MINIMUM of 2 defensive innings in the field, unless the game is shortened.

13. Team forfeits with less than nine players unless an injury occurs during the game. Team must forfeit if it has less than eight players on the field after the injuries. If playing with less than 9, an out is recorded for the batting position of the missing player(s). Teams are encouraged to start with 10 players. The tournament director will deal with issues regarding the roster and players available on a game by game basis.

14. Runners can advance on overthrows to all bases at their own risk on overthrows until time is established. This includes home.

15. The umpire(s) will determine and grant time on the field. Their decision is final.

16. The distance between the bases is sixty (60) feet and the pitching distance is forty six (46) feet.

17. No metal spikes are permitted.

18. In the 1st through 5th innings, each team is limited to ten (10) batters per inning except in the sixth (6th) inning where the defensive team must get three (3) outs to end the inning. In the 6th inning and extra innings, runs and batters are unlimited ~ three outs must be recorded.

19. Games are 6 innings or have a 1:45 hour time limit; a new inning cannot be started after 1 hour and 30 minutes has elapsed from the start of the game. Once started, an inning must complete. The start time will be noted in the official scorebook.

20. In pool play a game can end in a tie. In bracket play if at the end of the time limit of play, both teams are tied, the following will occur until a winner is determined after the Home team has batted. The visitor will place the player that made the last out in the previous inning on second base, and each thereafter, and each batter will begin with a pitch count of (0) balls and (0) strikes on him and NO OUTS.

21. 15 run rule after 4 innings, if a team is winning by 15 runs or more after 4 innings (3 1/2 innings if the home team is ahead) the game will end. 10 run rule after 5 innings, if a team is winning by 10 runs or more after 5 innings (4 1/2 innings if the home team is ahead) the game will end. The home team does get their chance to bat if they are the team that is behind.

Pitching Rules:

1. Any player on the team may pitch, but only 2 innings per game. Delivery of a single pitch counts as an inning pitched.
2. Once a player is removed as a pitcher, that player cannot return to pitch in the same game.
3. If a pitcher hits 2 batters in the same inning, that pitcher must be removed as a pitcher.
4. If a game is postponed for any reason, and played at a later time or later date, any innings pitched in that game count against the pitcher's eligibility for that game.
5. No balks

UMPIRE'S DUTIES

1. Umpires have the right to eject any player, coach, manager, spectator or team for using profane or abusive language, unsportsmanlike conduct, or badgering. Offenders must leave the field and spectator area prior to play resuming.
2. Judgment calls by the umpire are final.

SPORTSMANSHIP

1. No smoking, abusive behavior, abusive language, or profanity is to take place on the field, dugout or the stands by any player, coach or fan. The manager of each team is responsible for the conduct of their coaches, players and fans. Throwing of equipment of any kind will not be tolerated. The umpires have the power to eject any player, coach or fan who violates these policies. The Tournament Director reserves the right to ban any coach, player or fan from the tournament and fields if any of these policies are violated.

2. The manager and only the manager may calmly request explanations of umpire rulings, but may not argue judgments calls. The Tournament Director reserves the right to make changes to the above rule as deemed necessary. These rules are as complete and accurate as possible. However, when situations arise that are not specifically covered by the Little League rules or our special rules, the umpire will use his/her discretion. The tournament director should be consulted on all differences of opinion.

3. No coolers are permitted in the stands. Personal coolers are permitted for the team/players. We have a full service concession stand, we welcome and appreciate your business.

All teams will be seeded via computer based on:

A=Against Score | AA=Against Average Score | F=For Score | AF=Average For Score | DIFF=Difference