



## King of Kings Baseball Tournaments

### **RULES:**

**Managers:** you must have with you at all times, your team insurance and Birth certificates in case of a challenge of age.

**Managers:** Please make sure and check in with proof of insurance and birth certificate for each rostered player

\*\*\*Metal Cleats are not allowed in 8u-11u, metals cleats ok in 12u-18u except on portable mounds

Noise makers are NOT permitted during tournament play.

**NO Alcoholic beverages allowed. Coaches must inform your parents “no drinking of any kind of alcoholic beverages is allowed ANYWHERE near the fields”.**

**Parents in violation of this may cause your team to forfeit**

**A pitcher can still step toward second and not throw to that base.**

### **Baseball Rules (8U thru 18U Divisions)**

#### **Mandatory team check in is:**

One hour before your first game time. Your team must have the following items: (A) Official Team Roster Form, (B) Valid team insurance with team name as insured, (C) Copies of birth certificates for all participating players. **\*IMPORTANT:** Your respective game will not start until all documentation and/or payment has been received. Game will be a forfeit if this is not done in a timely manner. **\*\*Please Note:** Any player without birth certificate is not eligible to play until copy of birth certificate, **or** some other acceptable proof of age is produced and approved by tournament director. Player age documentation must be present with team manager for the duration of any given tournament.

**Age divisions are based on the following:**

**This tournament ages 8's thru 18's will use the May 1, 2020 age cutoff date. To determine your team's age, determine your oldest player's age as of April 30th.** Player participating in a given division cannot turn the next age before May 1st. Example: Player in 10U division cannot turn 11 before May 1st or he is too old for that division and must play in the 11U division. Players may play up but not down in age.

**Field dimensions:**

**Age Division Distances= 8u 43ft. mound, 60ft. bases. 9U 46ft. mound, 65 ft. bases with leadoffs, 10u – 46 ft. mound, 65 ft. bases with leadoffs, 11 & 12 – 50 ft. mound 70 ft. bases, 13u (54/80) dependent on field availability. 13- 18 60 ft. mound, 90 ft. bases (High School Fields)**

**Managers must report and verify score of each of their games:**

Team Managers are required to report and verify their scores immediately following completion of all pool play games during the tournament. Please verify the accuracy of the score before leaving the complex, that game score will be reported to the tournament director. If you see an incorrect score on the bracket please report the error to the tournament director immediately following your game.

**Playoff seeding is determined by:**

1. Total Record (Winning Percentage)
2. Head to Head (Moves onto Runs Allowed with 3 teams)
3. Runs Allowed
4. Runs Scored
5. Coin Flip

Managers, upon completion of all pool play games in your division, please check the official tournament seeding posted to confirm your team's seeding for the playoff round. Managers please note that if you should feel that your seeding is in error please contact the tournament director immediately by phone or in person at tournament site.

**Pitching limitations & rules:**

**There are no pitching limitations in this tournament play. Parents and managers please use common sense. If a pitcher is removed from the mound, he may not pitch again during that same game.**

### **Metal cleats:**

Allowed in ages 12u - 18u Only!!!

### **Slide or avoid rule:**

Is in effect at all age levels. Any player is out when the runner does not slide or makes no attempt to avoid a defensive player while in position of the ball (or is judged to be in the act of catching the ball) and waiting to make a tag. All players are required to avoid collision with another player while running the bases. If, in the judgement of the umpire, the runner does not make an effort to avoid collision, he is to be declared out. If in the judgement of the umpire the act is deemed to be malicious, the runner will be ejected from the game. Base runners are not allowed to maliciously go after a defensive player to break up a play at any base.

### **Flagrant collision:**

When there is a collision between a runner and a fielder who is clearly in possession of the ball, the umpire shall judge whether the collision was avoidable and whether the runner was attempting to dislodge the ball or simply attempting to reach the base. If the runner is judged to have attempted to intentionally dislodge the ball, the runner shall be called "Out", the ball is dead, and all runners return to their last base touched at the time of the interference. Any player, in the judgment of the umpire, flagrantly colliding with any fielder is subject to immediate ejection.

### **Head coaches responsible for players, fans and team conduct:**

**Head coaches are held responsible for the conduct of their players, coaches and fans.** Game personnel (including spectators) shall not use language or gestures that will, in any manner, refer to, or reflect negatively toward opposing players, Coaches, umpires, or spectators. **PENALTY:** In the case of unruly fans or unsportsmanlike conduct from fan(s) the team's head coach will be given the opportunity to inform fan(s) that their behavior is subject to that fan(s) being ejected from the game and from the park. If once fan(s) is warned by manager and behavior persists fan(s) will be ejected from park. If head coach does not warn fan and behavior continues both head coach and fan will be ejected.

### **Head coach only allowed to appeal to umpire:**

Only head coaches or recognized head coach is allowed to appeal to umpires during the game and all conversations with an umpire should be conducted after a time out has been called and be held in a calm and professional manner. ***Verbal abuse of the umpire will not be tolerated and may result***

*in ejection from the game. Assistant coaches that do not adhere to this rule are subject to immediate ejection from game.*

**Head coach and a max of 3 coaches allowed in dugout:**

During games a max of 4 coaches, 1 head coach and 3 assistant coaches, will be allowed. The coaching staff may not exceed a total of 4 coaches at any time during any game at any age division.

All assistant coaches must be listed on your team's roster. **In addition, no one other than official coaches and players are allowed in the dugout at any time.**

**All ejections of head coaches & coaches:**

**Any head coach or assistant coach ejected from the game is required to sit out the next game at Tourney Director's discretion and/or severity of action that caused the ejection.** After being ejected, a head coach or assistant coach must vacate the premises of the current game and the next game of which he is suspended. Any head coach caught continuing to coach after being ejected or suspended will be suspended for an additional period of time and/or possibly the remainder of the event.

**Player ejections:**

**Player ejections:** Any player ejected from a game is subject to an additional one game suspension **at the tournament director's discretion and/or severity of action that caused the ejection.**

**Game misconduct:**

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.

**Penalty:** Offending team member is subject to immediate ejection from game. **(Profanity of any sort is strictly prohibited and is grounds for immediate ejection)**

**Post-game misconduct:**

If a team, coach or player displays misconduct or poor sportsmanship AFTER a game has concluded, the player or coach may be ejected from the next game or at the directors discretion – the team may forfeit the next game – or may be suspended for the remainder of the tournament. *(No refund of fees no matter how many games played)*

**Failure to leave park after being ejected from game:** If any head coach, coach or fan, upon being ejected during game, refuses to leave the park in a timely manner determined by the tournament director the game shall be deemed a forfeit.

**Team Line-Up Card:** Must be turned in to Home Plate Umpire at or before Home Plate meeting before the beginning of each game. All players participating in game must be entered on official team line-up card to be eligible to participate in game. Note: Any players arriving after start of game must be listed on the team line-up card that is turned in to the umpires prior to the start of the game to be eligible to play.

**ATTENTION:** No "Sunday Only" players, a player must participate on Saturday or be listed on roster to be eligible to play Sunday unless previously approved by Tournament Director; name and number of player must be reported to Director prior to starting pool play Saturday. No duplicate uniform numbers allowed. **If a player is not able to play Saturday for whatever reason, that player must be on roster to be eligible to play Sunday. Once roster is submitted (before your first game) you may not add players, NO EXCEPTIONS!** Make sure all your players are on your roster before your first game.

**Teams may elect to bat 9 or 10 players with the 10th player as an EH. Managers will also have the choice of batting the whole roster**

Team must field a minimum of 8 players to start game. If a team has less than 8 players at game time, team will forfeit game. Teams may also bat entire roster in age division 9U thru 16U. Teams electing to bat their entire roster should note that in case of a player not being able to continue due to injury will only be an out the first time that player's spot comes up in the batting order, **however in the case of a player ejection, the ejected player's spot will be an out every time that player's spot comes up in the batting order.** Starters may re-enter one time only in their original batting order.

***DH is not permitted in any age divisions. NOTE: In the event of a player being injured during the course of a game and injured player cannot continue and the team has no more players with eligibility (subs have been used) the last declared substitute used by respective team then will be allowed to sub for the injured player. No outs are declared at this point. This exception is used to promote player safety and in the spirit of fair play.***

**Extra Hitter:**

A team may use the EH, (extra hitter) if desired in any (Ages 9 thru 18) game. The manager must declare the use of an EH prior to the start of the game. The EH position shall be considered the same as any other position. Normal substitution rules apply. **However,** any team that begins play using an EH, must maintain a 10-player line-up throughout the game. If, due to injury, a team shall fail to field nine players, an out shall be recorded each time the EH was to have come to bat. Note: The extra hitter listed on the original line-up is considered the extra hitter for the entire game no matter what

defensive position he assumes during the game. The extra hitter may occupy any position in the batting order. Once the game has commenced, the position of the EH in the batting line-up cannot change during the game.

**Jewelry prohibited:**

With exception of Medical Alert bracelets. One warning be given per team followed by player (possible) ejection for ensuing infractions by players of the team for the remainder of the game.

**Game time limits:**

**SATURDAY ONLY: Official game time limit for 9U-12U is 6 innings with No new inning after 1:35 13u-16u is 7 innings with no new inning after 1:40 minutes** Ties count in pool play. In the case of a game being played on a field with no lights there will be a 1:55 minute drop dead time.

**Note\*\*\*Managers**, please have your team ready to play immediately following the completion of the preceding game. For the benefit of all participants in our events it is our desire to keep all games going off on time even if that includes beginning your game prior to the scheduled game time start.

**\*\*\*Please note that any unsportsmanlike game delays are solely at the discretion of the UIC (umpire in charge) in game and may result in the ejection of offending coach.**

**Tie games:**

**In playoffs (Sunday) Only: Game times are the same as Saturday:** in extra innings or past game time limit: If after game time is up a winner is still not determined, the tie breaker will come into play until a winner is determined. **Tie Breaker:** runner placed at second base at the start of every half inning with one out. Runner must be the last out of previous inning. In Pool Play a tie stands and will not be played out.

**CHAMPIONSHIP GAME TIME LIMITS:** 9U-16U No new inning after 1:50 Minutes, If after the full game (8u – 12u; 6 innings, 13u-18u; 7 innings) has been completed and a winner has not been determined, the game will go directly into California tie breaker to determine a champion. All mercy rules are still in effect in championship games.

**Tie breaker -** Starting the new inning; a runner (last out) will be placed at second base (with no outs) and full innings will be played until a winner is determined. **If no winner can be determined before daylight has expired or cities curfew hour is reached, a coin toss will determine the winner.**

**Game time start:**

Official game time begins at the start of the managers Home Plate meeting.

**Between innings:**

A maximum of 5 warm up pitches, will be allowed between innings with timing started upon the 3rd

out. The umpire shall keep time. Automatic strikes may be called on an offensive team not ready, after the umpire has directed teams to play. Additionally, any defensive not ready to begin play when umpire commences play with may be accessed automatic "balls". If an injury requires an emergency pitching change, the new pitcher will have 10 minutes maximum for warm up, during which time the game clock shall be stopped.

If a pitcher is removed from the mound he cannot pitch again in that Game.

**Tournament director reserves the right to:**

Alter format of any tournament event in order to finish tournament event in a timely manner. This includes shortening minimum game guarantees, modifying game schedules, time limits and innings per game if necessary. Additionally, every effort will be made to finish tournament but in case of rain, darkness or other acts of nature, director reserves the right to shorten games or modify schedules in order to finish event. Move tournament event park site/location of event, if necessary, in the event of a change in field(s) status, field conditions, amount of teams ultimately in an event, acts of nature or any other unforeseen circumstances in order to accommodate all teams and in the best interest of the tournament event.

**Rain-out / Tournament cancellation policy:**

In the event of tournament being cancelled by weather or any other unpreventable occurrence, every effort will be made to complete the tournament or schedule a make-up of the event. Schedules may be changed, games may be shortened and a 2 day tournament may become a one day tournament. In the event of a rain-out with no make-up tournament scheduled, we will offer all teams a credit based on the following criteria:

1. A full rain-out, meaning no games were played, a credit will be issued for the entire entry fee.
2. One game played, 1/2 credit of entry fee.
3. Two games played, 1/3 credit will be issued.

In the event a tournament is rained out, while in progress and a make-up date is scheduled. Any team/s not able to play in the make-up will not be entitled to a refund or credit. The tournament director has the right to alter schedules, adjust time limits, or adjust the number of playoff participants in order to complete the tournament. The tournament director also reserves the right to alter the amount of credits issued.

**Mercy run rules:**

20 run rule after 2 innings, 15 run rule after 3 innings, 10 run after 4 innings and 8 run after 5 innings in 8u-14u age divisions. (ALL GAMES)

### **Home team determined by coin flip:**

Home team must occupy the third base dugout (**Unless mutually agreed upon differently by both opposing managers**). All changes must go thru the home plate umpire. *In playoff rounds, the higher seed will be the home team. Higher seeded team also has the option of choosing to be visiting team.*

**\*\*\*Official scorekeeper: Home team will be official Scorer for that game**

**May sit in stands or in the vicinity of the backstop, the official scorekeeper cannot sit in the dugout or in the area of the dugout. Reminder: the scorekeeper is by rule an unbiased game official whose conduct is governed by that very definition.**

### **Bat rules:**

**12U Division and below:** metal baseball bats manufactured for baseball must be stamped with the USSSA 1.15 BPF certification or BBCOR. (**Big barrel bats are allowed in all divisions!**), **13U Division: 13u 54/80 -5 USSSA and BBCOR certified Drop 3 ONLY, 13u-18u (60/90) Division: BBCOR certified Drop 3 ONLY!**

**NOTE\*\*\*** for all age divisions any player violating the bat rule (2nd offense) during the same tournament event will be ejected from the game and will have to serve an additional game suspension automatically. No appeal. Player must be caught in the act of using bat. Any play subsequent to violation of bat rule by player will be deemed an automatic out and play will be deemed dead and any resulting play will revert. Any second violation by same team during the same tournament will result in the automatic ejection of player and manager from the game. Both manager and player will sit out an additional game suspension. No appeal. Any player or coach caught violating bat rule a second time in same tournament will be suspended for duration and remainder of the tournament. No appeal.

### **Catchers:**

must be properly equipped for safety purposes. "Properly equipped" is per judgment of chief umpire and tournament director.

### **All protests:**

Will be ruled on immediately by tournament director and all decisions are final. All protests must be initiated thru the home plate umpire before being brought to the tournament director. Once the next pitch is thrown or once the umpires leave the field after the completion of the game your team loses the right to a protest. Only managers may protest. Only a rule interpretation may be protested.



Umpire judgement calls are NOT protest eligible. Requesting to view another team's roster to protest the use of an illegal player is considered as a protest. At which the time a protest is granted by the tournament director a **\$100.00 cash deposit shall be immediately be collected by the tournament director. If the protest is upheld, the \$100.00 shall be immediately refunded.** If the protest is denied the deposit shall be forfeited. Absolutely, No pre-game infield on any of the fields. Warm up in foul territory only please.

**Courtesy runners:**

A courtesy runner may be used for the pitcher or catcher at any time. Courtesy runner can only be used for catcher and/or pitcher and must be a player not presently in the game/line-up. If batting the entire team the last recorded out would be the courtesy runner. The same runner may not run for both the pitcher and the catcher in the same inning.

**Intentional walk:**

May be announced by the manager in all age divisions. No pitches need to be thrown.

**Missed bases:**

Requires a live ball appeal play.

**Forfeits:**

Any team forfeiting a game may not advance to playoff round if it is determined that it is beneficial to that team with regards to runs allowed/differential etc. Forfeit score will be scored as 7-0 score.

**Gate fees:** Gate fees: \$5.00 per adult 12 and over, \$4.00 per child under 11 Children and 2 under are free. Military with ID and Senior Citizens Age 55+ are \$4 per day.

**3 coaches per team (sign in) and rostered Players are free admission. Managers, we will need to have the names of your 2 coaches.**

**Alcoholic beverages:**

Are not allowed to be brought into the ballparks or parking lot.

**Tobacco products (smoking/chewing):**

Are not allowed during tournament play within the confines of the ballparks, stands, playing fields, etc.

