

2010 Level III *Tournament*

Rule Addendum

Differences between this Rules Addendum and the Rules Addendum for regular season league games in the Level III Program are highlighted in BOLD RED text.

The Level III end-of-season Tournament this year will be a Double-Elimination Bracket Tournament and will not include 'pool play.'

Home Team Determination: In all Level III League Tournament games, the home team is the team with the better seeding as determined by the League Standings.

The Level III Program uses 2009 National Federation of State High School Association's baseball rules. The following are the **League modifications** for all age groups & divisions with references to NFHS rules where appropriate.

- 1-1-5** Batting helmets and catcher's equipment must be League approved. **All catchers' helmets must have full ear protection (dual ear flaps).**
- 1-1-6** With any injury that requires the removal of a player from a game, the player must have written permission from a parent (or legal guardian) and a doctor to resume play.
- 1-1-8** Non-traditional playing equipment must be reviewed by the League commissioner(s) before it will be permitted.
- 1-1-9** Metal Cleats are not allowed.
- 1-2-1** The following playing field distances shall be used for all Level III League games:
 - 10/u Division: The diamond shall be sixty-five (65) feet between bases. The distance from the front edge of the pitcher's plate to the point of home plate shall be forty-six (46) feet.
 - 12/u Division: The diamond shall be seventy (70) feet between bases. The distance from the front edge of the pitcher's plate to the point of home plate shall be fifty (50) feet.
- 1-3-5a** There shall be no weight or length restrictions applied to bats in any age or division.
- 2-17-1a INNINGS** (see also 4-2-2a, 4-2-2b) **and TIME LIMITS:**
 - 10/u Division: Games will consist of six (6) innings.
 - 12/u Division: Games will consist of six (6) innings.
- 3-1-3** **A team may start and end the game with 8 players,** and an automatic out will not be charged for the missing ninth player. Free substitution shall be allowed on defense. All players shall play a minimum of two complete defensive innings. The batting order shall contain the entire roster of players present.
- 3-2-1a** Coaches are not required to be in team uniform. However, coaches must wear athletic attire that corresponds to his team's uniform colors. A player base-coach is required to wear a batting helmet.
- 3-3-1g5 EXCEPTION:** during infield warm-ups the opposing team's starting pitcher may warm-up in live ball territory. The starting pitcher shall warm-up at a location in which his warm-up activities will not obstruct or interrupt the opposing team's infield warm-up. The safety of the pitcher and catcher should be considered when selecting a warm-up location. The catcher may be any player or coach on the starting pitcher's team. If the starting pitcher elects to warm-up in live ball territory it is recommended that a protector (another player or coach with a glove) be used to help insure the safety of the pitcher and catcher.

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3-3-1p Use of tobacco or tobacco-like products within 250 feet of the dugout is prohibited for all players, coaches, and team personnel (scorekeepers, attendants, etc.). Offenders shall be ejected immediately upon discovery, and the league may impose additional sanctions.

4-1-1 The umpire-in-chief shall decide if the grounds and conditions are suitable for play.

4-2-2a NOMINAL TIME LIMITS:

- All games shall start ON TIME.
- A new inning may only start prior to completing **one hour and forty-five minutes (1:45)** of play, unless the game is tied, in which case Rule 4-2-2b (REGARDING EXTRA INNINGS) is applied to end the game. The game clock starts immediately at the conclusion of the umpire/coach pre-game conference. A new inning begins the instant the third out is made in the bottom half of the previous inning.
- **When a game is stopped under this rule, the team that is ahead wins, regardless of the number of innings completed. The game is treated as a complete game.**
- **For Level III League Tournament Championship games, there is no time limit.**

4-2-2b EXTRA INNINGS: California Tie-Breaker

1. "Extra innings" definition: Innings that are played in order to break a tie. These may include innings played beyond the prescribed number of game innings (as specified under 2-17-1a) or innings started after the **1 hour and :45 minute** game time limit in order to break a tie. Once the first extra inning begins, the **1 hour and :45 minute** time limit no longer applies.
2. During the first extra inning the last scheduled batter for that inning will be placed on second base. There will be zero (0) outs to start the inning.
3. During the second (**and ALL subsequent**) extra inning the last scheduled batter for that inning will be placed on second base and the next-to-last batter will be placed on third base. There will be zero (0) outs to start the inning.
4. The maximum number of extra innings allowed is two (2). If a game's outcome has not been decided at the end of two extra innings, the game will be scored as a tie, and treated as a complete game.
5. **This process is followed until the tie is broken at the end of a complete inning. There is no limit on the number of extra innings played to break a tie in the NCRL End of Season Tournament.**

4-2-2c MERCY RULES: The following mercy rules will be in effect for all League games:

- 10/u Division: The game will end ANY time after three (3) complete innings if either team goes ahead by 15 runs or more, or 20 runs ANY time after two (2) complete innings. If, in the top of the fourth inning, the Visiting team gains a 15-run advantage, the game is immediately over. The Home team does not bat.
- 12/u Division: The game will end ANY time after three (3) complete innings if either team goes ahead by 15 runs or more, or 20 runs ANY time after two (2) complete innings. If, in the top of the fourth inning, the Visiting team gains a 15-run advantage, the game is immediately over. The Home team does not bat.

4-2-3a CALLED GAME: Additional conditions under which an umpire may "CALL" (end) a game:

- When a subsequent game on the same field is officially scheduled to begin.
- When any other valid condition exists which prohibits the game from continuing, e.g. park rule stating no play is allowed after a certain time. Any such ground rules must be discussed in the pre-game conference, if known in advance.

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4-2-3b COMPLETE GAME: A game shall be considered complete, and will be counted in **the Level III League Tournament results if the MERCY RULE is applied**, or after:

- 10/u Division: Four (4) complete innings (or three and one half (3 ½) if the home team is ahead) **and the 1 hour and :45 minute time limit has expired.**
- 12/u Division: Four (4) complete innings (or three and one half (3 ½) if the home team is ahead) **and the 1 hour and :45 minute time limit has expired.**

4-2-3c CALLED GAME: A game that is called by the umpire for any reason (darkness, rain, another scheduled game, etc.) before it is officially completed shall be considered a **suspended game**; the game will be restarted at a later date at the same point that it was suspended. Otherwise, the game is considered a **COMPLETE** game and the score will be figured as follows; if the game is called when the teams have not had an equal number of complete turns at bat, the score shall be the same as it was at the end of the last completed inning; except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score the final score shall be as recorded when the game is called. NOTE: *If a game is called after it has qualified as a complete game under 4-2-3b, as per this rule the score must be recorded as it was at the end of the previous inning, and that inning would not qualify as a complete game, the game shall still be recorded as a complete game & that inning would not qualify as part of the complete game.*

- *Exception for all games in Level III League Tournament: If a game must be stopped (due to weather, darkness, etc) and is over half-way through its time limit, the game is considered to be official and complete. See rules below to figure score. In case of extreme circumstances, the TD may be required to revise the entire tournament format.*

4-4-1a FORFEITED GAMES: A game shall be forfeited to the offended team by the umpire when a team:

- Is unable to provide at least eight (8) players to start a game.
- Is unable or unwilling to participate in the resumption of any suspended game or in any game that has been rescheduled by the League Administration.
- Forfeited games will be scored as a 7-0 win for the offended team, and count in the league standings.
- If both sanctioned coaches are ejected then the game is a forfeit.

4-4-1b Neither team shows up for a game. Teams must play all games on the published League Schedule. If both teams fail to show up for a scheduled game, each team will be credited a loss and no score will be entered.

7-4 BATTING: Drop Third Strike IS in effect as is the INFIELD FLY RULE.

PITCHING RESTRICTIONS:

- Balks will be called in all age levels.
- The following notes apply to all age groups
 - **Pitchers' innings are set to '0' at the beginning of the Level III League Tournament, regardless of when the last Level III League regular season league game was played.**
 - One Pitch equals a full inning.
 - All totals apply to **Level III League Tournament games only.** While totals apply to **Level III League Tournament** only, it is recommended that coaches attempt to follow NCRL league restrictions for all games (Level III League, Level III playoff, and tournament) to insure the health of all pitchers.
- All **10U and 12U** age divisions:
 - **A maximum total for the entire Level III League of six (6) innings per pitcher and no more than three (3) innings per pitcher per game.**

PROTESTS: Protests will be allowed for game ending procedures questions ONLY. **Protests must be made to the FCBC Field Supervisor of the game in question immediately after the game, before signing the game card,**

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and in no case more than :30 minutes after the completion of the game in question. A \$100.00 protest fee must accompany all protests. The protest fee will be returned if the protest is up held.

PRE-GAME WARM-UPS: Both teams should get an equal amount of on-field warm-up time. Coaches should work together to be certain that both teams' warm-ups are completed five (5) minutes prior to the game's scheduled start time. Umpires WILL NOT consider unequal warm-up time, and will start the game on schedule. See also 3-3-1g5.

NON-GAME TEAM FUNCTIONS: Any use of alcohol by team personnel before or after games or at any team parties, tournaments, or other functions where the players are present is prohibited.

ENTERING OF GAME SCORES: will be handled by the Field Supervisors and the FCBC Office.

SUSPENSION AND EJECTION POLICY: The following league ejection and suspension policies will be in effect for all Level III League games, including the End-of-Season Tournament, in 2010:

Definition of terms:

- **EJECTION:** A penalty for un-sportsmanlike conduct or other violation penalized by ejection as outlined by NFHS baseball rules. An ejection is served during the game in which the ejection occurred.
- **SUSPENSION:** A penalty for un-sportsmanlike or other inappropriate conduct. The League Recreational Committee governs suspensions. A suspension is additional punishment to an ejection. A player, coach, or other person associated with a team may be suspended even if they haven't been previously ejected.

Ejections:

- **COACH EJECTIONS:** All coach ejections are governed by the NFHS baseball rules.
- **PLAYER EJECTIONS:** All player ejections are governed by the NFHS baseball rules.

Suspensions:

- **COACH SUSPENSIONS:** **A coach, or other person associated with the team, who is ejected from any league game will be suspended for a minimum of one (1) additional game, and is NOT ALLOWED on site at the game or warm-up.** A coach, or other person associated with the team, may be suspended for more than one game. A coach, or other person associated with the team, may be suspended without having been previously ejected. If both sanctioned coaches are ejected from the same game then the head coach is suspended from the next league game and the manager is suspended from the subsequent league game.
 - **A suspension is 'served' as follows: The suspended person must 1) refrain from ANY contact (verbal, visual, written, or electronic, whether direct or indirect through another person) with ALL players, coaches, & other team personnel (e.g. scorekeeper) of the team for the period beginning one hour before game time and ending when the game card is signed after the game, and 2) remain at least 250 feet away from the team's dugout during this same time period.**
- **PLAYER SUSPENSIONS:** All player ejections will be reviewed by the **Level III League Tournament Director** to determine if a suspension is necessary.

Please direct any rule questions to a **Field Supervisor, the Tournament Director,** or the Level III commissioner.