

2011 Sandy Plains February Frost Rules

“National Federation” Baseball Rules With The Following Exceptions:

1. BASEBALLS - Tournament will provide four (2) NFHS approved baseballs for each game. Each team is responsible for returning foul balls to the field. Additional balls, if needed, must be provided by teams.

2. BATTING ORDER - Teams may select one of the following Batting Order Options below. This must be announced at the plate meeting to both the opposing coach and umpire in chief and continued through-out the game.

- Nine batters in the line-up using NFHS rules
- Nine batters in the line-up with a Designated Hitter (DH) using NFHS rules
- Nine batters in the line-up with an Extra Hitter (EH) with Free Defensive Substitution
- All players in the batting line-up with Free Defensive Substitution
- If using an (EH) or batting all players and an injury prevents a batter in the line-up from a plate appearance for any reason, that batter will be an automatic out for each occurrence.

3. GAME LENGTH & TIME LIMITS

AGE	INNINGS		NO NEW INNING MAY BEGIN AFTER
8 & Under	6 Innings	1:30	(1 Hour & 30 Minutes)
9U thru 12U	6 Innings	1:40	(1 Hour & 40 Minutes)
13U & 14U	7 Innings	1:50	(1 Hour & 50 Minutes)
15U thru 18U	9 Innings	2:00	(2 Hour & 00 Minutes)

All games can end in a tie except Bracket, Elimination or Championship games.

Tied Bracket, Elimination or Championship games will play One (1) full extra inning to attempt to break the tie. If still tied after One (1) complete extra inning, the International Tie breaker will be used.

CONDUCT - Team coaches & managers are responsible for the conduct of their parents, players and team spectators. Excessive verbal abuse and physical altercations will not be tolerated.

- If any manager or head coach is ejected from any game by the umpire or SANDY PLAINS official, they WILL NOT be eligible to coach/manage the team for the remainder of the game.
- The ejected coach IS NOT ALLOWED in the dugout and NOT ALLOWED to coach/manage in any form.

If an ejected coach/manager is found coaching/managing their team, they will be ejected from the park for the remainder of the game.

COURTESY RUNNERS - Teams may use a courtesy runner at any time for the pitcher and/or catcher.

The courtesy runner must be a player not in the game on either offense or defense. If you are batting all players, the courtesy runner must be the last batted out. If no outs have been recorded, the last batter will be the courtesy runner.

DEFENSIVE LINE-UP - Teams must have nine (9) players to start a game. Once play has begun, a team may complete a game with eight (8) players.

HOME TEAM DETERMINATION - Home team is determined by flip at the home plate meeting.

Highest seed is the home team in Bracket, Elimination and Championship games.

MERCY RUN RULE

AGE

RUN RULE LIMITATIONS

8U thru 13U

15 Runs After Three (3)
Innings

10 Runs After Four (4)
Innings

8 Runs After Five (5)
Innings

14U thru 18U

8 Runs After Five (5)
Innings

OFFICIAL GAME - If a game is called because of inclement weather, or other situations beyond control and cannot be resumed, it is an official game if:

Four (4) innings have been completed in a Six (6) inning game

Five (5) innings have been completed in a Seven (7) inning game

Six (6) innings have been completed in a Nine (9) inning game.

If the game is called after this point without a complete inning, the score shall be recorded as it was at the end of the last completed inning.

Forfeits will be recorded as 1-0 for the offended team

PITCHING:- When a pitcher toes the rubber for the start of an inning, it constitutes an inning pitched. Whole innings counted, no 1/3's.

Mound visits will be per NFHS rules – Coaches are allowed to make three conferences to the mound during a game.

ONE DAY MAXIMUM: The maximum number of innings a player can legally pitch in one (1) day.

Rule 8.05.C.2 Example: In the 7U – 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day. Similarly, in

the 13U – 14U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day. The player would be ineligible to legally pitch the next day.

SAFETY & EQUIPMENT RULES - The following rules must be adhered to by any and all participants.

- 15U thru 18U must use a minus three (-3) ounce length to weight ratio.
- ALL base runners are required to avoid collision with another player while base running. If, in the opinion of the umpire, the runner does not make an effort to avoid collision, he is to be declared out. If it is deemed malicious by the umpire, the runner will be ejected from the game.

SLASH/FAKE BUNT RULE - A Slash or Fake Bunt and then Swing in age divisions 8 & Under player pitch through 13 & Under is NOT ALLOWED! Penalty for a slash or fake bunt and then swing will result in an OUT and the ball will be dead.