



## Crystal Coast Wood Bat World Series

*Hosted By Top Notch Tournaments*

### The Official Rules of Play & Event Policies

<http://www.crystalcoastwoodbatworldseries.com>

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**The Official Rules** of The Crystal Coast Wood Bat World Series hosted by Top Notch Tournaments are the same as the National Federation of State High School Association except where modified by the following rules listed in this handbook. The National Federation State High School Baseball rules can be found at [www.nfhs.org](http://www.nfhs.org). The following are the rules that The Crystal Coast Wood Bat World Series will follow.

### 1. Coolers - Outside Food & Beverage Policy

All concessions across all of the venues listed for this event are provided by our Host Organizations which are made up of Volunteers from High School Teams, Little League, Cal Ripken, Babe Ruth, American Legion and other Community Groups. The following guidelines are noted here at their requests. It is the responsibility of each Team Manager to make all of the Families and Fans with his team aware of this Policy.

- A. **No Personal Coolers** of any size or design.
- B. No Outside Food or Snacks.
- C. No Outside Beverage including Yeti type containers.
- D. No Alcoholic Beverages.
- E. **One Dugout Cooler** for team use only is allowed at all of our venues.

### 2. Sportsmanship

The primary objective of the Crystal Coast Wood Bat World Series hosted by Top Notch Tournaments is to promote a Positive Environment for the young baseball player and all attendees. It is the responsibility of the Team Manager to review this policy and to share it with all parties associated with his team. It is also the responsibility of the Team Manager to maintain order so that Good Sportsmanship is displayed at all times.

All of the following are considered "Poor Sportsmanship" and those in violation are subject to suspension or dismissal.

- A. Badgering or Taunting an Umpire, Player, Coach, or members of the other team
- B. Disruptive Behavior, to include Cursing.
- C. Personal Insult or Verbal Threats.
- D. Physical Contact

### 3. Event Format

The Crystal Coast Wood Bat World Series is an Open Event for all age groups and offers a 4 Game Format where some teams could play up to a total of 6 games and offers multiple Championship Divisions. Pool Play begins on Friday with all teams scheduled for 2 games. Quarter Finals begin on Saturday with most teams playing only 1 game - a limited number of teams may have to play 2 games. Single Elimination begins on Sunday across all Championship Brackets. All teams play 1 game, some could play up to 3 games.

**Disclaimer:** The Tournament Director has discretion to amend the Game Schedule as it may become necessary due to Inclement Weather or other Natural Causes. This includes the shortening of time limits, number of innings played, deletion of games, addition of games, modification of brackets, venue locations and game times.

## 4. Player Eligibility

### A. Age Determination

- a. The age determination date for competitors will be May 1 of the current season and will be his/her participation age for that season. The player's age on April 30th determines the player's eligible age division for the current season that includes April 30th.

### B. Proof of Age

- a. Coaches should, at all times, have a copy of birth certificate or other legal records of birth as listed below.
- b. A photocopy of the player's birth record from the state, county or municipal bureau of vital statistics of the place of birth. HOSPITAL RECORDS NOT ACCEPTED.
- c. A photocopy of the delayed registration of birth, if the athlete's birth was not recorded on the day of birth, issued by the same bodies. Consular Service Form FS240, "Report on Birth", issued by the U.S. State Department. Immigration and naturalization forms I151 and I25 and Form No.43R3117 issued by the U.S. Department of Justice.
- d. A valid passport, driver's license or Homeland Security card.

### C. Illegal Player

- e. A player who is in violation of these rules is considered an illegal player.
- f. If a player is found to be an illegal player and is discovered during or after a game or event, the offending team can be ejected from the event and placed last in the standings with the team forfeiting all awards from the event. This decision will be made by the Tournament Director. Other penalties may occur.

## 5. Team Requirements

- A. All rosters can consist of no more than 20 eligible players.
- B. All teams must complete an Online Roster that includes Player First & Last Name, Birth Date and Uniform Number. This can be done on <http://www.crystalcoastwoodbatworldseries.com>
- C. Players may only participate on one team during the event.
- D. All Team Managers are required to sign their Team Roster on Friday morning before first game. Your Site Director has a hard copy of your roster and this is your last and only opportunity to write in a player that may have been previously omitted.
- E. Once a team begins their first game of the weekend their roster is frozen until the end of the tournament.

## 6. Proof of Insurance

- A. All teams must upload a Certificate of Insurance prior to the event. This can be done on <http://www.crystalcoastwoodbatworldseries.com>
- B. It is the sole responsibility of the team and all involved members to provide insurance for their players and coaches.

## 7. Uniforms And Equipment

- A. No one can protest uniforms. Only the Tournament Director can make rulings on uniform legality.
- B. Participating players must be uniformed with proper and safe baseball attire. It is recommended that the numbers are at least 4" in height on all Jerseys.
- C. All offensive players participating in the Crystal Coast Wood Bat World Series must wear a double ear flapped legal helmet while on the playing field. This includes bat boys/girls while performing their duties. Youth coaches under 18 years of age must abide by this rule too.
- D. The catcher must wear a head protector, body protector, protective cup, shin guards and a mask with a throat protector. The throat protector, which is part of or attached to the mask, must adequately protect him. The helmet must have full ear protection. The head, face, dual ear flaps and throat protector must be one piece.
- E. Age divisions 12U and below cannot wear metal cleats.
- F. All bats must be made of an approved material, and they must be smooth and round. Any species of Wood, Bamboo or Hybrid - Wood Composite are approved for play.
- G. Bats with a metal hitting surface are not allowed. Both Coach and Player will be ejected for the remainder of the game.
- H. A batter using an altered bat is declared out and all runners return to the base occupied at the time of the pitch. A batter is deemed to have used or attempted to use an illegal bat if the player brings such a bat into the batter's box. Any out or outs made during the play stand.

## 8. Game Rules

- A. **The Official Game Card:** Prior to your scheduled game you will need to get your Game Card from our Site Director. Both teams must list all players in the batting order and any available subs. You must include First Name , Last Name and Uniform Number. Then record your starting Pitcher in the space provided. **NOTE: It is the responsibility of the Head Coach to review, sign and confirm the game score and Pitching Record before exiting the playing field.**
- B. **Determining Home Team:** A coin will be flipped between two teams to determine the home team for each pool play game. For bracket play games the highest seed is home team, unless higher seed team prefers to be visitor, excluding the championship game when a coin will be flipped to determine the home team.
- C. **Addressing The Umpires:** Our Umpires are approachable. All game related questions or concerns shall be initiated by the "Head Coach" only.

- a. **Judgement Calls:** Safe - Out. Foul - Fair. Ball - Strike are each the Umpires Judgement.
  - b. **Rule Questions:** This cannot be stressed enough. If you have a Rule Question, FIRST call TIME and make the Umpires aware of your concern **prior to the next Pitch being thrown**. Then request the assistance of the Site Director. Getting help on a Rule is not a Protest.
- D. **Batting Order:** Teams can bat a 9-player lineup, a 10-player lineup using an extra hitter (EH), or roster bat all present uniformed players. The lineup must be declared before the start of the game.
- Example:** When a team shows up with 15 players ready to play the coach has the option to bat 9, 10, or all 15 players. The coach cannot bat 13 players with 2 subs. If the coach chooses to roster bat he must bat all legal players at the game.
- a. Extra hitters (EH) can move freely in defensive positions.
  - b. If a team chooses to roster bat, then all players other than the 9 defensive position players are extra hitters and can move freely in defensive positions.
  - c. If eligible, a courtesy runner can be used any time for the pitcher or catcher of record. A courtesy runner is defined as a player not currently active in the lineup. If roster batting, the courtesy runner is the player with the last recorded out.
  - d. For teams that are not roster batting, the starting players can withdraw and re-enter once, provided that they re-enter in their original position in the batting lineup. Once a pitcher is removed from the pitching position, he or she cannot return to the pitching position during a game, but can re-enter to any other position.
  - e. Teams can play an official game with an 8-player lineup. If a team plays with an 8-player lineup, an out is declared for the ninth position in the batting lineup at each turn at bat. The team with only 8 players is the visiting team.
  - f. Teams must have a minimum of 8 players to start a game. Any number less than 8 and the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament director. Umpires have no authority to forfeit a game.
  - g. If a team has a ninth player arrive after the game has started, the player is announced to both the plate umpire and the opposing team and is placed in the ninth spot in the batting order. The game resumes as if he or she was there at the start of the game.
  - h. If roster batting, player(s) arriving after the game has started are added to the bottom of the batting lineup. If batting nine, or ten with an EH, players arriving after the game has started are added to the lineup as legal substitutes.
  - i. If a team drops below 9-players due to illness or injury, no automatic out is recorded.
  - j. If a team drops below 9 eligible players due to an ejection or any reason other than illness or injury and leaves the game, an automatic out is declared in the batting order position of the player that left the game unless there is an eligible substitute.
  - k. If a team drops below 8-players for any reason, the game is ruled a forfeit and is not rescheduled.
- E. **Sick or Injured Players:** If a player has to leave the lineup during the game due to illness or injury and the team has no subs left or the team is roster batting, then no out will be recorded for the injured/ill player's at bat. The Player is skipped in the lineup. If this incidence occurs, it must be reported to the umpires and the opposing team. Once a player has left the game due to illness or injury, he or she may not return.
- F. **Designated Hitter:** **The designated hitter rules below apply to divisions 15U and older.** There is no designated hitter in ages 14U and below.

- a. A hitter can be designated (not mandatory) for any one starting player and all subsequent substitutes for that player.
  - b. A starting defensive player cannot be listed as the designated hitter in the starting lineup.
  - c. Failure to declare a designated hitter prior to the game precludes the use of the designated hitter during the game.
  - d. The role of the designated hitter is terminated for the remainder of the game when either of the following occurs:
    - i. The defensive player or any previous defensive player for whom the designated hitter subsequently bats, pinch-hits or pinch-runs for the designated hitter.
    - ii. The designated hitter or any previous designated hitter assumes a defensive position.
- G. **Intentional Walks:** In all live pitch divisions, an intentional walk is granted upon request.
- H. **Legal Slide:** A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock must be on the ground. If a runner slides, he or she must slide within the reach of the base with either a hand or a foot.
- a. Runners are never required to slide, but if a runner elects to slide, the slide must be legal.
  - b. If a tag play is imminent, the runner should slide or seek to avoid contact. Jumping over a player is not considered an act of avoidance.
- I. **Malicious Contact:** **No player can initiate malicious contact.** It is the umpire's judgment call that determines whether the contact is malicious. **Penalty** **The player initiating malicious contact is removed from the game and when initiated by an offensive player an out will also be charged.** **NOTE:** There can be a collision where both players go head over heels that is not considered malicious contact. The key for malicious contact is intent. Umpires must ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?" If the answer is yes, then there is malicious contact. If the answer is no, then it is a clean play without malicious contact. Umpires must be careful when making this call to avoid ejecting players if the intent is not malicious. Keep in mind that younger players are just learning the game. Sometimes unintentional contact is made between a runner who does not slide and a defensive player. **Remember, the key word is intent.**
- J. **Obstruction:** If a defensive player is obstructing the runner (judgment call by the umpire), contact by the runner is not illegal unless it is malicious.
- K. **Official Game Status:** For a six (6) inning games, if a game is called due to weather or other hazardous conditions, it is ruled an official game provided two and one half innings have been completed if the home team is ahead, or three innings if the home team is behind. For seven (7) inning games, it is ruled an official game provided three and one half innings have been completed if the home team is ahead or four innings if the home team is behind. **NOTE:** All games stopped by an event official for weather or other reasons before the game is declared official are suspended games.

## 9. Time Limits:

A regulation game consists of 6 innings for age divisions 12 and below and 7 innings for age division 13U and over, unless the game is shortened due to time limit, mercy rule, or extended by extra innings due to a tie. If a game continues to be tied beyond regulation time or regulation innings, the game will continue with normal rules until a winner is declared. **Effective July 20, 2018** **The Crystal Coast World Series will NOT institute the International Tie Breaker unless it becomes necessary for the Tournament Director (sole discretion) to amend schedule in regards to Inclement Weather, or, if a Heat Advisory is issued by local Weather Services.**

Time Limits For All Pool Play & Bracket Games. **There are no Time Limits In Championship Games**

Age Division	Innings	Time Limit
7U-8U	6	1 ½ hours
9U-12U	6	1 hr. 45 min
13U & Above	7	1 hr. 50 min

## 10. Mercy Rules

Mercy Rules are in effect for All 6 and 7 Inning Games Including Championship Games

- A. 15 runs after 3 innings or 2 ½ innings if the home team is ahead.
- B. 10 runs after 4 innings or 3 ½ innings if the home team is ahead.
- C. 8 runs after 5 innings or 4 ½ innings if the home team is ahead.

## 11. Pitching Rules & Limitations

Table below describes the maximum number of innings a pitcher can pitch in one (1) day and the maximum number of innings a pitcher can pitch in 3 days.

Age Division	Maximum Innings / Outs - 1 day	Maximum Innings / Outs - 3 Days
8U-12U	6 Innings / 18 Outs	9 Inning / 27 Outs
13U-15U	7 Innings / 21 Outs	10 Innings / 30 Outs
16U-18U/HS	Unlimited	Unlimited

**For all cumulative totals in these rules**, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched. **NOTE:** A pitcher that records "NO OUTS" will show a "0" on the Game Card to record his appearance.

**Example:** A pitcher pitches the 1st inning and records 3 outs, then returns to the mound in the 2nd inning and records 1 out, and is then removed from pitching. This pitcher would have accumulated 1 1/3 innings pitched for that game.

- A. **Maximum innings in any 1 day:** This is the maximum number of innings a player can legally pitch in one (1) day. Example: In the 7U – 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. In the 13U – 15U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day.
- B. **Maximum innings in 3 days:** This is the maximum number of innings a player can legally pitch in three (3) consecutive days. Example: In the 7U – 12U age divisions, a player may legally



pitch a maximum of nine (9) innings in three (3) consecutive days. In the 13U – 15U age divisions, a player may legally pitch a maximum of ten (10) innings in three (3) consecutive days.

- C. **In 16U – 18U age divisions**, there are no pitching limitations.
- D. Any pitcher in the 15U or younger divisions that has pitched three (3) days in a row must rest the 4th day regardless of innings recorded.
- E. **Once a pitcher is removed from the pitching position, he or she cannot return to the pitching position during that game, but can re-enter to any other position.**
- F. When a pitcher takes his or her position at the beginning of each inning or when he or she relieves another pitcher, he or she is permitted warm-up pitches, not to exceed eight (8) preparatory pitches to the catcher or coach.
- G. When a game is suspended and continued the next day, pitching limitations are split between the two days of game play. Note: All outs recorded in a given day, count for out totals on the day they were 16 recorded regardless if it is continuation of play of a suspended game from a previous day.
- H. **For purposes of pitching limitations rules, a pitcher is in violation of the rule** if he records any out above the legal pitching limits pursuant to these rules. **Penalty:** It shall be the responsibility of each team manager to challenge pitching violations by notifying the tournament director or site director and then filing a protest. A protest may be filed at any point after the pitcher in violation records an out beyond his or her legal limit AND while the pitcher in violation is in the game and in the pitching position. If such violation is the last recorded out of the game, the protest **MUST** be filed prior to the umpires and the protesting team leaving the field of play. Violation of the pitching limitation shall result in player being ejected from that game and the head coach being ejected from that game and the next game played. **Violation of the pitching limitation on the last recorded out of the game shall result in an immediate forfeit of the game.** Note: Exception: In the case of a double or triple play, there is no penalty for exceeding outs recorded. **Exception:** In the case of a double or triple play, there is no penalty for exceeding outs recorded.
- I. It is the duty of each team's manager to protest pitching violations by contacting the tournament director or site director. Any outs recorded during a game once it is ruled a forfeit count toward the pitcher's recorded outs
- J. **A second visit to the same pitcher in the same inning causes the pitcher's automatic removal from the mound (not the game).**

## 12. Balks

In age divisions 10U – 18U, balks shall be strictly enforced without warning. In age divisions 9U and below, Balks are not enforced strictly unless a persistent violation of the balk rule occurs. **There are no Balks called in 9U Modified Steal.** **NOTE** The Crystal Coast Wood Bat World Series uses NFHS Rules for Balks. **A Balk is a Dead Ball once called.**

## 13. Tie - Breaker Rules

The following rules determine which teams advance to higher seed or position:



1. Win-Loss Record
2. Head to Head (2 teams only)
3. Fewest Runs Allowed
4. Highest Run Differential – Note – This calculation is determined by taking total runs scored minus total runs allowed. The maximum run differential per game is +8 or -8.
5. 5. Coin Flip

**NOTE:** When three or more teams are tied, fewest runs allowed in all pool play games are used in determining all three places. If there is still a three-way tie, the highest run differential is used to determine who advances.

When a three-way tie is broken, and the remaining two teams are tied with runs allowed, the next tie-breaker is highest run differential in all games. If the teams are still tied, a coin is flipped.

#### 14. 7U & 8U Coach Pitch Rules

- A. There shall be a thirty (30) foot safety arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit or struck even in Bunt situations.
- B. There is a pitching plate or line 40-feet from the tip of home plate from which the coach must pitch.
- C. There is a circle drawn with a 10' diameter with the pitching rubber or line in the middle. This is a safety area for the player in the pitching position. The defensive player listed as the pitcher cannot leave the pitching circle until the ball is hit.
- D. Teams can use either nine (9) or ten (10) defensive players. One (1) player must be a pitcher and one (1) player must be a catcher. **NOTE:** The defensive team may place a Coach in foul territory down in the area of left and right field. Cannot cross foul line when the ball is live.
- E. All teams must roster bat.
  - a. Because teams must roster bat, there is free substitution on defense. The batting order must remain the same.
  - b. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- F. Each batter is allowed six (6) pitches or three (3) strikes. If a batter hits a foul ball on the sixth (6th) pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play.
- G. **Scoring Runs:** Each team may score a maximum of 7 runs per inning. **In the 6th inning** and any subsequent innings thereafter, teams may score unlimited runs.
- H. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, by the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.
- I. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur:
  - a. The lead runner stops attempting to advance.
  - b. The ball is in the possession of a fielder in the infield.
  - c. No defensive play is imminent.
  - d. Time does not have to be called by the defense for the purpose of this rule.

- J. Teams must have a minimum of eight players to start and finish a game but must take an out for the ninth player. With less than eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament or league director. Umpires have no authority to forfeit a game.
- K. The catcher must be located in the catcher's box, no more than four (4) feet behind home plate.
- L. **Bunting:** At the Crystal Coast Wood Bat World Series, teams are allowed "One Successful Bunt" per inning of play.
- M. In the 7U & 8U Coach Pitch Division, there is no:
  - a. Base stealing
  - b. **No Fake Bunt Then Swing - Penalty Automatic Out even if No Contact.** Ball is dead and no runners can advance.
  - c. Lead Offs
  - d. Baseball On Balls
  - e. Awarding a base on hit by pitcher
  - f. Infield Fly Rule
  - g. Intentional Walks

## 15. 9U Modified Steal Rules

- A. There is a 10-foot hash mark placed off first (1st), second (2nd) and third (3rd) base.
- B. The runner can take a lead, but cannot cross the ten (10) foot hash mark until the ball crosses home plate.
- C. Stealing base: The base runner may steal or advance any base after the ball crosses home plate
- D. If the runner gets a running start in an attempt to steal before the ball crosses home plate:
  - a. The runner is placed back on the base.
  - b. If the runner is put out on the play, the runner is out.
  - c. If the ball is put in play, the runner is only allowed a base if forced up by the batter/runner
  - d. If it is a passed ball or wild pitch, the runner does not have to return.
  - e. **NOTE:** If players are persistently in violation of leaving early a warning can be given to the manager and after the warning an out can be called for violation of the 10 foot hash mark for the rest of that game for that team.
  - f. **BALKS are not enforced.**
  - g. **Dropped 3rd strike:** Dropped 3rd strike is a live ball and the batter and runners can advance at their own risk.

## 16. Protests

- A. **Protest fee is \$100 in cash.** If a team protests, the manager must notify the home plate umpire. That umpire summons the tournament director that is on-site to the field to address the protest. The protest fee is returned if the protest is ruled in favor of the protesting team. **Note: Judgment calls cannot be protested.**

## 17. Ejections

- A. When a manager, assistant coach, player, or scorekeeper is ejected from the game, he or she can take no further part of the game. The individual must leave the field of play.
- B. The tournament director assesses the length of the suspension following the ejection based upon the incidents of the ejection.

### **19. Refund Policy**

Should the event be cancelled due to adverse weather or natural causes beyond our control, the Tournament Director has discretion to hold back a minimum of 35% of a teams entry for unrecoverable costs / expenses associated with the event. If the event is cancelled after one game is played up to %50 of a teams entry fee will be refunded. After a team plays two games, there are no refunds.