

2018 MCCUTCHANVILLE BASEBALL TOURNAMENT

6 YEAR OLD DIVISION RULES

1. The maximum number of players on a roster is 13. No player may be on more than one team roster in the McCutchanville Firecracker Tournament.
2. All players must be born on or after May 1st, 2011. Birth Certificates shall be available upon request.
3. All players must play a minimum of 2 innings in the infield.
4. The entire roster must bat. Batting out of order will result in an out.
5. Games shall be 5 innings or 1 hour and 30 minutes, which ever comes first.
 - a. No new inning shall start after 1hour and 20 minutes.
 - b. The umpire will announce final inning when appropriate.
6. Each half inning will consist of 3 outs or 5 runs, whichever comes first, exception of the 5th inning in which runs are limited to 10 runs per team.
7. Pool play games may end in a tie; the team that records the outs (strikeouts excluded) will win the game. Bracket games, if needed, will go into extra innings if there is a tie at the time limit or 5 inning limit with a 10 run limit per inning per team in extra innings.
8. Run rule is 12 after 3 innings or 10 after 4 innings. Full inning must be completed even if the home team cannot overcome the run rule. The final score will be recorded at the run rule score and not count additional runs by the home team.
9. There is no time limit for the Championship Game.
10. Each team must have 9 players to begin a game. Pitcher and Catcher must be fielded at all times.
11. Home team will be decided by ball roll nearest to home plate. Seeding will decide home team during bracket play.
12. Late arriving players must be inserted at the bottom of the batting order and cannot enter defensively until the next inning.
13. Coaches will feed the pitching machine and the pitching machine will be placed at 35 feet and 34 mph.

14. Pitching machine may be adjusted at anytime as long as both team head coaches agree.
15. Only the umpire can call "No Pitch".
16. A batter will receive 5 pitches. If the batter does not put the ball into play after 5 pitches, the batter is out. A foul ball will result in an additional pitch until the ball is put into fair play or strikes out.
17. The umpire will be on the field behind the pitching machine.
18. On defense, only 10 players will be allowed on the field at one time. Positions will include 4 outfielders, 1st, 2nd, short stop, pitcher and a catcher. Two coaches are allowed in the outfield during their teams turn on defense.
19. On offense, you are allowed a first and third base coach. All other coaches must remain in the dugout with the exception of one additional coach. This additional coach must remain in the vicinity of the dugout during play.
20. Pitcher must stay behind the line near the pitching machine until the ball is batted into play.
21. Only infielders can call time out. Infielders must be within the foul lines and one foot on the infield in order to call time.
22. Outfielders cannot enter the infield to make a play at a base or call time out nor can they field a batted ball on the infield.
23. If time is called before a runner passes the midpoint between bases, the runner must return to the previous base. If the runner has passed the midpoint when time is called, the runner will be awarded the base. This is a JUDGEMENT call by the umpire.
24. A runner may advance at their own risk on an overthrown ball that remains in play. If a runner is thrown out, he is out. If a ball is thrown out of the field of play, each base runner will advance two additional bases, (The base they are going to plus one more base).
25. If a base runner leaves a base before the ball is hit into play, the runner will be called out. This is a JUDGEMENT call by the umpire.
26. If a base runner is hit by a batted ball inside the field of play before the defensive team touches the ball, the runner is out and a "Dead Ball" is called. The batter is awarded first base and the other base runners advance one base.

27. Should a batted ball hit the pitching machine, umpire, electrical cord, or electrical box, a "Dead Ball" will be called. The batter is awarded first base and any other base runners advance one base only if forced by the batter taking first base. Otherwise base runners will remain where they are.
28. Base runner must slide "feet first only" or seek to avoid contact at 2nd, 3rd or home plate. If not the umpire will call the runner out. This is a JUDGEMENT call by the umpire.
29. Defenders must not stand in the base path when a ball is hit. If a defender impedes the progress of a base runner, the runner is awarded the next base. This is a JUDGEMENT call by the umpire.
30. No bunting is allowed.
31. No infield fly rule.
32. Defensive changes cannot be made during an inning unless due to illness or injury.
33. The umpire will resolve all protests immediately and may seek input from the Tournament Director.
 - a. The Tournament Directors ruling is FINAL.
 - b. Only the head coach from a team may address any umpire.
34. The bat may not exceed 33" in length. Bats marked BPF 1.15, USA Bats or wood will be allowed.
 - a. A bat marked BPF 1.15 cannot have a barrel larger than 2 ¼ " in diameter.
 - b. A bat marked USA Bats cannot have a barrel larger than 2 5/8" in diameter.
 - c. A wood bat cannot have a barrel larger than 2 ¼" in diameter.
 - i. If an illegal bat is discovered prior to a batter completing his or her at bat, the bat is removed from play and the "at bat" continues.
 - ii. A player who uses an illegal bat and hits a fair ball will be ruled out. No advancement by any base runners will be allowed and any outs during the play will stand. This is an appeal play. The "at bat" will be considered legal once a pitch is delivered to the next batter. The illegal bat will be removed from play.
 - iii. Any bat discovered prior to the start of the game not meeting the above rules shall be removed from the field immediately and not used.
35. A player removed for disciplinary reasons will be called out during his or her spot in the batting order.
 - a. A player that is ill or injured will not be called out when his or her "at bat" occurs.

36. A player removed for disciplinary reasons will not be allowed to re-enter the game but can return for the next game. Unless the Tournament Director deems the player's disciplinary action to be extreme such as punching or kicking another player, then the player will be ejected from the remainder of the tournament.
37. Arguments and poor conduct with umpires will not be tolerated. Umpires or the Tournament Director will give coaches one warning for conduct violations. A second violation will result in an ejection from the game and must serve a 1 game suspension. A second ejection will result in a tournament suspension. Any physical actions by a coach will result in an immediate ejection and tournament ejection and must leave the park.
38. A courtesy runner will be allowed for the catcher after there are 2 outs. The courtesy runner must be the player who made the last out. The runner being replaced must catch the next inning.
39. There will be no infield practice prior to games due to field preparation will be underway. Please have players remain off the infield until the game begins.
40. Pool play standings will be determined as follows:
 - a. Overall Record
 - b. Runs allowed
 - c. Results of Head to Head Competition
 - d. Run differential
 - e. Coin Flip
41. Only 1 team cooler is allowed into the park. Concessions will be offered during every game.