

2018 RAIL YARD CLASSIC PLAYING RULES

1. Games will be **6** innings, unless it is a tie game or called by the Umpire in Chief. Games will be played to conclusion or deemed unsafe due to darkness based on the judgment of the umpire or tournament director.
2. Each team will play with 10 defensive players on the field. A rover is permitted.
3. Home team is decided by coin-flip for all games. Home team shall choose their dugout.
4. A team must forfeit a game if at least eight players are not present for the start of the game. If a team should drop below the eight-player minimum during the game, the forfeiture rule shall apply.
5. **Each batter will receive 5 pitches.** A batter can strike out. A batter can only record a strike by a swing resulting in a foul or miss. If the 5th pitch is fouled off or an errant pitch (umpire judgment), the batter is still alive for another pitch. Foul balls keep the batter alive.
6. The fielder in the **pitcher position** must have at least one foot on the dirt of the mound when the ball is released.
7. There is no stealing or leading off. Runners may not leave the base until the ball crosses the plate or is struck. One warning per team. Second offense, runner is out.
8. **The Infield Fly Rule is in not effect.**
9. Bats must contain the USA Bat emblem. Bats shall not exceed 2^{5/8}" (Please let me know if you need bats for a game)
10. The batting team will provide an operator for the pitching machine. He/she may not coach or instruct from the playing field while the ball is in play. The machine operator may direct/advise the batter prior to release.
11. **Runners may advance no more than one base on an initial infield overthrow.**
12. **Play stops when the ball is in possession of any player within the arc or the infield (extending into foul territory).** Any runner off base at time of possession can advance or recede to the nearest base. An infielder at any time may attempt to get a runner out. Upon the runner safely reaching base or being tagged out, play is over. No other runners can advance beyond the base they were heading to or occupying at the time the ball was first possessed in the infield. A player may not leave a base once possession is established in the infield. ---SEE CLARIFICATIONS AND EXAMPLES BELOW---
13. A Continuous-Batting Rule will be used. All Players on the bench will be in the batting line-up. **There will be unlimited defensive substitution.** All players present must play at least 2 full innings in the field. If a player is injured and cannot continue to play the player's position in the continuous batting order will be crossed out. A player cannot re-enter the game if batting position is passed.
14. There will be a **six-run limit per inning** with exception of the 6th inning or any extra inning. This will not be in effect for any presumed "last inning" prior to the 6th inning.
15. **10 Run Rule** will be in effect so long as the team with fewer runs has had at least 4 at bats. This rule will also apply in all Playoff & Championship Games.
16. A team down by more than 10 runs prior to the 4th inning can score unlimited as needed to get within 10 runs to prevent the mathematical end of the game prior to their 4th at bat.
17. Batters can be put out at first base from the outfield.
18. Outfielders can participate in any capacity in an out.
19. **No bunting.** A fair ball judged to be bunted by the umpire shall result in the batter being called out. Runners may not advance.
20. If the batted ball **strikes the machine**, it is an automatic re-do and the pitch count returns to zero.
21. If the batted ball **strikes the machine operator**, the batter is out, and all runners remain at their base.
22. Machine Operators may only adjust the nub, (which contacts with the ball) between innings, batters or pitches. All other adjustments will be at the discretion of the Umpire or Tournament Director.

2018 RAIL YARD CLASSIC TOURNAMENT RULES

1. This Tournament will be administered by the Rail Yard Classic Tournament Committee. All questions should be directed to one of the Tournament Directors. All decisions made by the Tournament Committee are final.
2. Field conditions can be found on the **Tournament Hotline 585-234-3570 ..Option #1.**
3. The Tournament Committee may change times and field locations of individual games whenever necessary. Please call the Hotline number listed above whenever weather poses a problem.
4. Managers, Coaches, Spectators and Players will show the **utmost respect** for opposing Players, Umpires, Spectators and Tournament Officials. Managers, Coaches, and Players ejected for unsportsmanlike conduct may forfeit further participation in this Tournament. *Spectators ejected from any game will not be allowed back for the duration of the tournament.*

5. All Teams will play 3 random pool games prior to Sunday's playoff seeding. Teams not making the playoffs will be scheduled a consolation game on Sunday. The Tournament Committee will make every effort to provide each team with 3 games. However, if the weather conditions prevent games from being played, the decisions of the Tournament Committee will be final whether games will be rescheduled.
6. Scores must be reported immediately after the close of your game by the winning team. If scores are not turned in, your team may be penalized.
7. There is no batting practice allowed on the game field within 30 minutes of game start time. Please feel free to use our batting cages.
8. There is **no on-deck circle** and there is no swinging of bats or playing catch outside of a fenced-in field by players or spectators.
9. All players and coaches must remain in the dugout, behind the fencing. Players are not permitted to leave the dugout during a game.

When pool play is completed, playoff rounds will be played. Playoff seeding is dependent on how many teams are in the tournament. Teams with the highest winning percentage are ranked highest. In case of a Tie, the Tie Breaker Rules listed below will be implemented in the order they are listed:

(1) Head to Head Competition (when only two teams involved in tie).

(2) Fewest total runs allowed divided by 6 time games played.

(3) Difficulty of schedule (opponents with most wins)

(4) Coin Flip

*When multiple teams are involved in a tie, teams will be eliminated in determination order. Each time a team has been eliminated per rule, the remaining teams restart the tie-breaker rule process.

Both teams are advised to keep a game book.

Tournament Notes

Fairport Little League does not permit dogs, smoking or alcohol on the property. Please leave your pets at home. Please pass this on to all player families to avoid conflict.

Game balls will be RIF 10.

Stoppage in Play Clarification and Examples

A runner cannot leave a base once possession is established within the infield. If a runner is off base, he can proceed to one base or the other at his own risk, but cannot advance beyond the highest base of the two, regardless of defensive action (ex: ball over-thrown to outfield).

Exception: Infield fielded over-throw. When a batted ball is fielded by an infielder and a play is made to get a runner or the batter out, all runners may advance 1 more base at their own peril. They cannot advance beyond that next base.

Example 1: No runners on, batter hits ground ball to shortstop, bad throw gets by 1st baseman. Runner can advance to 2nd at his own risk (assumes ball remains in play). Runner can be safe or out at second, or can recede to 1st based on the throw. Under no circumstances can he end up at third.

Example 2: Runner on first, same situation, overthrow to first, the runner on first can run to third on an overthrow, but not beyond, regardless of action taken on defense.

Example 3: Runner on 2nd, ball hit to 1st base. First baseman fields ground ball and steps on first. At this time, the batter is out and the runner on second cannot advance beyond 3rd base, regardless of the throw.

Example 4: Runner on 2nd, ball hit to 1st base (same situation), first baseman fields ground ball and DOES NOT step on first, but throws to 3rd in an attempt to get the runner. The runner may proceed home at his/her own peril on an overthrow and the batter/runner may not advance beyond 2nd base.

Example 5: Runner on first, ball hit to center field. Runner rounds second as ball thrown in, and fielded by pitcher. The pitcher attempts to get the runner out at 3rd. The throw goes over the 3rd baseman's head. The runner must remain on third base as possession was established and the batted ball was not fielded in the infield.

Recap: You cannot advance beyond the base you are headed to once possession is established in the infield other than one base if the defense is attempting to make the first out on a batted ball fielded in the infield.

The intent is to encourage the defense to get the ball in to the infield, and allow infielders the chance to throw out over-aggressive runners without repercussion.

