

CAPS INDOOR BASEBALL TOURNAMENT RULES

- All rules stated here are exceptions to the NFHS Rules Book. All other playing rules follow NFHS guidelines. Tournament Directors reserve the right to modify rules prior to the start of and during the tournament, if any item is misrepresented in this document.

Tournament age is player's age as of April 30

- All teams are required to register with Nations Baseball **and to validate their team insurance, and input your roster** with player's full names and birth dates, prior to their first game. Birth certificates must be available upon request unless pre-approved by Nations Baseball.
- Awards will be presented to first and second place teams in each division. (13 per team)
- Teams shall be at the field 30 minutes before the scheduled game time. If a team cannot field a team at the scheduled start time, they will forfeit.
- There is **no infield practice**.
- Home team will be decided by coin flip in all pool play games. The higher seed **will have the choice** to be the home team in all seeded games and Semi-Finals / Championship.
- No protests are allowed.
- **PLAYING RULES:**

All batted balls are "live" if fair and off the netting

Any Infield Fly Ball that gets stuck in the net is a Dead Ball Single

Any Outfield Fly Ball that gets stuck in the net is a Ground Rule Double

Any Fly Ball off the net that is above the Home Run Tape is a Home Run

- The infield fly rule shall be in effect for all age divisions (except 8U)
- No "Slug Bunting" allowed
- **All Batters will start with a 1-1 Count**
- **Roster Batting will be allowed in all tournaments.**
 - a. Teams can bat a 9-player lineup, a 10-player lineup using an additional hitter (AH), or roster bat all present uniformed players. The lineup must be declared before the start of the game and used the entire game.
 - b. If a team uses a lineup that contains 10 players, the player in the AH position, while not actually playing a defensive position, is treated as such for substitution purposes.
 - c. If a team chooses to roster bat, then all players other than the nine defensive position players are additional hitters and can move freely in defensive positions.
 - d. If a team is batting all present, uniformed players, with no eligible substitutes listed on the lineup card, and the number of players is 11 or more, that team is considered to be roster

batting for the purposes of defensive substitutions and courtesy runners, unless the coach has specifically declared otherwise at the pregame plate conference. If additional players arrive after the game has started, those players are placed at the end of the batting order. If the coach declares at the pregame plate conference that he is not roster batting, the late players are listed on the lineup as eligible substitutes.

e. If a player is injured during a game, that player can be removed from the line-up without penalty provided the team is roster batting.

f. If a player is ejected during a game, that team will take an out in that spot in the line-up even if roster batting.

- An “Additional Hitter” Rule **will be allowed. The “AH” Rule is optional in all age divisions.** The “AH” is a 10th hitter placed anywhere in the line-up. The “AH” can be substituted for and the re-entry rule will apply. The “AH” is considered a defensive position and can play in the field.

- Speed-up rule: Teams may use a courtesy runner anytime for the pitcher and/or catcher. The runner must be a player from the bench, or if none available -- the last batted out.

Pitching Rules: One pitch constitutes one inning pitched. (Does not include warm-ups)

9u----3/game 11u----4/game

10u----3/game 12u----4/game

**A pitcher may not return to the mound once removed in that game.

If a pitcher returns to the mound “illegally”--- Correct the wrong—NO PENALTY

- **Five Tool Youth Baseball recommends that each Team utilizes the Pitch Smart Guidelines as published by Major League Baseball and endorsed by USA Baseball.**

SPECIAL GROUND RULES FOR CAPS ONLY:

If fair, all balls off the net are playable

Any pop up in the Infield that is stuck in the net above is a dead ball single (Umpire Discretion)

Any fly ball to the outfield that gets stuck in the net above is a ground rule double (Umpire Discretion)

Any passed ball or wild pitch that gets through the net, or stuck in the net, or hits the ball bucket is a dead ball
.. all runners return to their base (no cheap run)

- No Metal cleats are allowed.

- Tie Breakers : 1) Head to Head (2 Teams Only)
2) Fewest runs allowed
3) Highest Total Run Differential (Max + / - 8 per game maximum)
4) Coin-flip

If 3 or more teams are tied, eliminate head to head

Never revert back to head to head once a team is eliminated in an above-mentioned tiebreaker

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Bat Restrictions : None

No malicious contact on all close plays, umpire's discretion.

Profanity or misconduct by a player, coach, or manager will not be tolerated and may result in dismissal from the game, tournament, and facility..

Both teams shall turn in a score to the onsite representative or call / text in to the Tournament Director.

All forfeits are 6 – 0. Teams forfeiting games ARE NOT eligible for the championship round. A team receiving a forfeit will have an average of runs allowed in all games played toward any tie-breakers.

All games will have a 1:45 time limit. No inning shall start after 1:45 unless the inning is needed to create an official game or to complete an extra inning game.

Note: If a Home team is at bat and leading at the time limit, no further batters permitted-game over.

- NO TIME LIMIT IN SEMI FINAL and CHAMPIONSHIP GAMES ONLY

There are Tie Games provided the teams have played the time limit in pool play only.

Dropped 3rd Strike Rule is in force for all Ages (except 8U)

There will be a (10) run after 5 innings mercy rule in effect in all age divisions.

Playoff Format : To be determined based on the number of teams entered

- Refund Policy : A Team may request a full refund if the Tournament Director is notified 30 Days prior to the 1st Day of the Tournament

General Points of Reference

	Innings	Official Game	Mercy Rule	Stealing	Lead-offs	Base Distance	Pitching Distance	Pitching Innings/Game Per Pitcher
9u	6	4	10 / 5	Yes	Yes	65	46	3
10u	6	4	10 / 5	Yes	Yes	65	46	3
11u	6	4	10 / 5	Yes	Yes	70	50	4
12u	6	4	10 / 5	Yes	Yes	70	50	4

All Out of Town Teams Must Use Helms-Briscoe:

***** Free Hotel Service *****

Brandon Gessner

Director, Global Accounts

HelmsBriscoe

20 S. Otterbein Ave.

Westerville, OH 43081

Tel: 614.519.7458

Fax: 614-423-2913

Bgessner@helmsbriscoe.com

Revised