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**2016 King Philip Summer Classic Rules**

**Hosted by Plainville Athletic League (PAL)**

**8, 9, 10, 11 & 12 Year Old Divisions:**

All games are at the Plainville Athletic League Complex, 35 Everett Skinner Road, Plainville, MA

**Please inform your parents and fans of the following:**

* **No pets** **allowed at the PAL Complex.**
* No grills or open flames at either Complex.
* No alcoholic beverages permitted.
* There will be a concession stand with grilled food items.
* Each year the PAL relies on the revenue from our concession stand sales to enable us to reinvest the thousands of dollars necessary to repair and continually improve our facility. Please urge your families to NOT bring coolers, outside of players’ game drinks, or outside food onto the PAL complex and instead encourage them to enjoy what we have to offer at our concession stand.
* PAL has, and enforces, a zero tolerance program for parents, fans, coaches and players. Any behavior by parents, coaches, fans or players that is deemed by the Tournament Staff or umpires to be unsportsmanlike can result in ejection from the game and complex. The Manager of each team is responsible for the actions and behavior of his players, parents, and fans.
* Please follow all parking signs and markings.

**2016 King Philip Baseball Classic Rules**

The Tournament will be played according to the 2016 Babe Ruth League Rulebook, with the following exceptions and clarifications:

**A. General Rules**

1. Players may not compete on more than one team in the Tournament. All players must reside within the town boundaries of the team they play on or be approved by the Tournament Directors.
2. A team roster, with a maximum number of 13 players, must be filed with the Tournament Directors prior to any team’s opening game.
3. Birth certificates (or Babe Ruth League ID cards) for each player must be available for inspection by the Tournament Directors prior to any team’s opening game.
4. All eligible players must have been born on or after May 1st of their respective divisions’ cutoff date. For example, all 12U players must have been born on or after May 1, 2003.
5. Maximum number of adults in dugout is four. If anybody under 18 years of age coaches a base, he/she must wear a helmet.
6. The umpire has the right to rule on anything not covered in the Babe Ruth Rulebook or in the Tournament rules. The umpire may confer with Tournament Staff about any particular situation at his discretion.
7. Tournament Staff will do all that it can to deal with games that are impacted by a no show or drop out team at the last minute. Tournament staff reserves the right to handle and alter schedules in order to have all games played.
8. The Tournament Staff’s main concern is the safety of players and spectators. There may be as many as three games going on at one time. There are many opportunities for balls to enter spectator and waiting areas. We urge you to caution your players and families to be aware of the fields around them. Please be certain to watch small children.
9. Managers are responsible for the conduct of their players, coaches and fans. A game may be forfeited by an umpire if unruly behavior disrupts the game. This rule is at the sole discretion of the umpire. Any coach, manager or player ejected from a game will also be forced to sit out the remainder of the Tournament.
10. The Tournament does not provide insurance. Each team shall take full responsibility for providing its own insurance.
11. **Game Results must be reported after each game is completed by the Managers of both teams. All scores and pitching stats must be reported at the tent. Pitchers: we need name, jersey number and innings pitched. One pitch is considered 1 full inning. All results will be posted outside. This is critical for accurate standings.**

**B. Game Play**

1. Home team in Seeding/Pool Play designated by flip of coin.
2. Teams must be present 30 minutes prior to the start of each game. Teams are awarded 10 minutes grace period after the scheduled start of a game to field 9 players. After the 10 minutes expire, the team must forfeit the game. If a team has 9 players and one is injured, that team may finish the game with 8 players without penalty. Simply skip over that spot in the batting order. If a team is unable to field at least 8 players for any reason, including injuries, that team shall forfeit.
3. **No infield practice is allowed on a game field prior to the start of a game**. The outfield area may be used to warm up. In addition, there is ample open space available for teams to warm up prior to the start of their respective games.
4. **Batting practice, including soft toss, is not allowed on any field**. There are batting cages and soft toss nets that can be used on a first-come basis. Maximum of 20 minutes.
5. In order to maintain scheduling, no inning may start after **1 hour and 45 minutes after first pitch. This includes the last game of the day**. Games may end in a tie in Seeding/Pool play. After 6 full innings are played and the game is tied, the game shall end in a tie during Seeding/Pool play even if the game has not yet exceeded the time limit. **Note: there is no time limit during Semi-Final & Championship Games.** If a Semi-Final or Championship game is tied after 6 innings, extra innings will be played.
6. There is no minimum play rule. While each rostered player present must have a fixed spot in the batting order, a free substitution rule will be used in the field (except for pitcher).
7. There is not an on deck hitter. The batter next in order must stay in the cages provided at each field, without swinging the bat.
8. Coaches are asked to remain behind fences out of the field of play. The umpires shall enforce this if a coach’s presence in front of a fence is a distraction.
9. Any player who warms up a pitcher must wear a mask. Coaches may warm up pitchers.
10. Metal spikes are not allowed.
11. A player must wear a helmet at all times when batting, coaching or running the bases.
12. Games with a **10-run differential will be stopped after 4 innings** or 3 ½ with the home team leading, or a complete inning thereafter. Slaughter Rule is in effect for the Semi-Final and Championship games.
13. All suspended games will be continued at point of umpire suspended play.
14. Protests: All protests will be resolved before resuming play by Tournament Staff. If a manager has a protest situation and allows the game to continue before resolving the matter, the protest **shall not** be considered.
15. Chanting or singing in cadence of any kind is prohibited.

**B. Pitching**

1. A player may pitch no more than 9 innings during the Tournament, and no more than 6 innings in one day.
2. 1 pitch equals 1 inning.
3. Use of an ineligible pitcher will result in an automatic FORFEIT (Score to be recorded 6-0).
4. Each manager will be allowed only two trips to the mound per inning for a single pitcher, at which point in time the pitcher must be removed from the pitching mound.
5. No pitcher shall be allowed to reenter as a pitcher in the same game.
6. There will be no balks.
7. Curve balls are not allowed. Umpire will warn the pitcher on the first curve ball thrown and award the batter first base on any future curve ball thrown.
8. There are no pitch count limits
9. No rest period required – Please use discretion, remember these are kids and this is not the World Series.

**C. Batting & Base Running**

1. Continuous batting order will be used. The batting order may change from game to game, but all rostered players in attendance for a given game shall have a fixed spot in the batting order. Any late arriving player must be added to the end of the batting order when they arrive. If during the game, a player is injured and unable to continue, his/her spot in the batting order will be skipped over without penalty.
2. SLIDE OR AVOID: All players must slide or avoid the defensive player. Failure to slide or avoid will result in player being called out.
3. There will be no head first sliding into any base. If a player does head first slide into an advancing base, he will be called out. Players may head first slide back to a base that he has already earned.
4. In the 11 and 12 year old Divisions, dropped 3rd Strike advancement is allowed.
5. No slashing. Batter will be called out, and the ball is dead.
6. No courtesy runners are allowed for the pitcher or catcher, and no pinch runners are allowed, except for injuries.
7. Stealing of any base is allowed in all tournament ages 9 through 12. However, a runner may not leave the base until the ball hits the ground or reaches home plate.

**D. Advancement from Seeding/Pool or Division Play**

1. **6 Team Division**

Each team will play two seeding games. All 6 teams will advance into playoffs based on these tie-breakers:

1. Division winner decided by record

2. Head to head

3. Least runs allowed

4. Total differential from all 3 game scores

5. Coin Flip

1. **8 Team Division**

Each team will play three seeding games. Top 4 teams will advance into playoffs. The 2 division winners and 2 wild cards advance based on these tie-breakers:

1. Division winner decided by record

2. Head to head

3. Least runs allowed

4. Total differential from all 3 game scores

5. Coin Flip

1. **Tiebreaker for 3-Way Ties within a Pool or Division**

In the case of a 3 way tie within a pool, the tiebreakers are as follows:

1. Least runs allowed

2. Run Differential

3. Coin Flip

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**Inclement Weather**

Please note: In the case of inclement weather the Tournament Staff reserves the right to modify the tournament schedule in any way it deems necessary to complete the tournament. This could include changing game times and game locations, shortening the time allowed to complete games or in the worst case, eliminating games.

In the case of weather that occurs after the tournament has started and prevents the tournament from being played to completion; PAL reserve the right to retain the portion of registration fees it deems necessary to cover costs. Please understand there are fixed costs associated with running the tournament that cannot be recouped regardless of whether the tournament is played to completion.