



CAPITAL CITY CHAMPIONSHIPS

Rules of Play

CAPITAL CITY CHAMPIONSHIPS will follow the Official Rules of Professional Baseball, as published by the National Baseball Congress. The following rules of play apply:

1.1 Name & Objective

- This baseball tournament shall be named **CAPITAL CITY CHAMPIONSHIPS**. The objective of **CAPITAL CITY CHAMPIONSHIPS** is to organize and promote youth baseball in a 4 game guarantee tournament format.

2.1 Team Composition

- Teams entered in **CAPITAL CITY CHAMPIONSHIPS** must have a roster comprised of a minimum of 8 players and a maximum of 16 players.

2.2 Rosters

- The Directors of **CAPITAL CITY CHAMPIONSHIPS** will be tracking rosters of all teams entered in the tournament to verify that each team is comprised of eligible players. Coaches of teams entered in **CAPITAL CITY CHAMPIONSHIPS** are responsible for verifying that their players are of the age/grade that corresponds with their division in the tournament. Coaches of teams entered into **CAPITAL CITY CHAMPIONSHIPS** must provide an accurate line-up to opposing coaches/scorekeeper/umpires.

2.3 Proof of age/Grade

- Proof of age/grade must be available onsite throughout the tournament. Any player deemed ineligible by the Directors of **CAPITAL CITY CHAMPIONSHIPS** may cause that player's team to be disqualified or put into the tournament as a bottom seed, at the discretion of the Directors of **CAPITAL CITY CHAMPIONSHIPS**. Failure to produce proof of age/grade upon request of the Directors of **CAPITAL CITY CHAMPIONSHIPS** may result in the player being declared ineligible for participation, at the discretion of the Directors of **CAPITAL CITY CHAMPIONSHIPS**.

Acceptable documentation to show age/grade include the following:

- A certified copy of a U.S. birth certificate,
- Certified documentation of naturalization,
- Military Certificate of birth or passport,
- Current school issued report card, OR
- Official school ID with grade.

2.4 Age Divisions

- **CAPITAL CITY CHAMPIONSHIPS** includes individual age levels 8-13U. In the 8-13U year-old age groups, the player's age and grade will be the guidelines for a player's eligibility. Birth Certificates (or other acceptable form of proof of age as outlined in section 2.3) are required for all players. If a player is participating in the tournament using the grade exception, that player will also be required to have a current report card or school I.D. onsite at all games.

- April 30th of the current year is the birthday cutoff used in the age divisions of **CAPITAL CITY CHAMPIONSHIPS**. The following chart should be used as a reference for determining what division a player should be in based on that player's age:

AGE DIVISION PLAYER AGE ON APRIL 30 PLAYER GRADE BASED AGE:

8u Division – Player turning 9 prior May 1 of current year is NOT ELIGIBLE, unless player is in 2nd Grade during the spring of the current year.

9u Division – Player turning 10 prior May 1 of current year is NOT ELIGIBLE, unless player is in 3rd Grade during the spring of the current year.

10u Division – Player turning 11 prior May 1 of current year is NOT ELIGIBLE, unless player is in 4th Grade during the spring of the current year.

11u Division – Player turning 12 prior May 1 of current year is NOT ELIGIBLE, unless player is in 5th Grade during the spring of the current year.

12u Division – Player turning 13 prior May 1 of current year is NOT ELIGIBLE, unless player is in 6th Grade during the spring of the current year.

13u Division – Player turning 14 prior May 1 of current year is NOT ELIGIBLE, unless player is in 7th Grade during the spring of the current year.

2.5 Player Eligibility

- No player is allowed to be on more than one roster of a team entered in the **CAPITAL CITY CHAMPIONSHIPS**. Any player who is determined by the Directors of **CAPITAL CITY CHAMPIONSHIPS** to be playing on more than one roster of a team entered in the tournament may result in that player's team(s) to be disqualified or put in as bottom seed, as determined by the Directors of **CAPITAL CITY CHAMPIONSHIPS**. The player, parents and managers of any such player may be suspended from further participation in **CAPITAL CITY CHAMPIONSHIP** at the discretion of the Directors of **CAPITAL CITY CHAMPIONSHIPS**.

2.6 Proof of Insurance

- All teams participating in **CAPITAL CITY CHAMPIONSHIPS** must upload to proof of General Liability and Participant Accident Coverage. **CAPITAL CITY CHAMPIONSHIPS** requires that all insurance be \$1 million of coverage.

3.1 Playing field and equipment.

- 3.1A Game balls will be provided by **CAPITAL CITY CHAMPIONSHIPS**. Home run balls (over the fence) should awarded to the batter who hit the home run. The playing field dimensions for the **CAPITAL CITY CHAMPIONSHIPS** will be as follows:

8U Base Path 60' Pitching distance 40'

9U Base Path 65' Pitching distance 46'

10U Base Path 65' Pitching distance 46'

11U Base Path 70' Pitching distance 50'

12U Base Path 70' Pitching distance 50'

13u Base Path 80' Pitching distance 54'

- **3.1B Metal Spikes**

Metal spikes are prohibited for the 8U-12U divisions of CAPITAL CITY CHAMPIONSHIPS. Metal spikes are allowed for the 13U division. Only prohibited by the city rules when on their portable mound, or on their turf fields. If a player is found to be in violation of rule 3.1 B, that player must change footwear upon notification or be removed from the game.

- **3.1C Uniform**

All players are to be fully dressed in baseball uniform, which must include baseball pants, socks, baseball caps, shoes and jerseys.

- **The catcher on every team in CAPITAL CITY CHAMPIONSHIPS shall wear appropriate protective gear including a catcher's helmet fully covering the ears, a face mask, a throat guard, a chest protector, shin guards, and a protective cup.**
- **Batters and base coaches under the age of 18 must wear a double ear flap batting helmet outside of the dugout.**
- **No visible jewelry of any kind will be allowed, with certain exceptions allowed for medical needs (e.g. Medical Alert bands).**

- **3.1D Bat Restrictions**

BASEBALL BAT CERTIFICATIONS

- **BBCOR (0.50 BPF):** Bat-Ball Coefficient of Restitution. This certification is the standard that regulates the overall performance of adult bats used by high school and collegiate players. BBCOR measures the trampoline effect of the bat. BBCOR bats are only made in a drop 3 (-3) or minus 3 and have a 2 5/8" Barrel. Search available [BBCOR Certified Baseball Bats](#).
- **USSSA (1.15 BPF):** Bat Performance Factor measures how fast the ball comes off of the bat. 1.15 is the standard for travel baseball bats. Includes 2 1/4" Barrel, 2 5/8" Barrel, & 2 3/4" Barrel bats. Search available [USSSA 1.15 Certified Baseball Bats](#).
- **New NTS Stamp (2020):** Nothing is Changing with the Current Standard and Both Stamps are LEGAL! There is nothing to worry about the new stamp simply denotes the new bats that are tested at the NTS Facility.
- **USA Baseball (Little League):** Effective on January 1, 2018, Little League Baseball will adhere to the new USABat standard. **NO** bats previously approved for use in Little League Play (Junior League Baseball and below) will be permitted to be used in any Little League game or practice, or other Little League function, event, or activity. USA Baseball believes that a wood-like performance standard will best provide for the long-term integrity of the game. The new bats will be designed to perform much like wood and BBCOR bats. USA Baseball bats can be 2 5/8" Barrel or smaller. For more information read our [New USA Baseball Standard](#) post. Search available [USA Baseball Certified Bats](#).
- **INK DOT (Wood):** An ink dot on a bat certifies that the wood is MLB grade. Often MLB-quality wood bats are bone-rubbed, which is the process of making a bat denser by compressing the wood. Search available [MLB Ink Dot Wood Bats](#).

*****ALL 8-13U MUST HAVE A BAT STAMPED WITH ONE OF THESE STAMPS*****

The rules governing eligible bats for CAPITAL CITY CHAMPIONSHIPS are as follows:

- **Wood bats are allowed at every division of CAPITAL CITY CHAMPIONSHIPS**
- **Any bat declared unsafe for any reason as determined by the Directors of CAPITAL CITY CHAMPIONSHIPS must be removed immediately from the field of play.**
- **If a bat is declared ineligible or otherwise non-compliant (as outlined in the chart above) according to the Directors of CAPITAL CITY CHAMPIONSHIPS, the following penalties shall apply:**

- **First Offense-** the bat will be removed from the field of play and the player and coach will be warned not to use the ineligible bat. However, if the ineligible bat is discovered after the ball was been put in play, the batter will be called out automatically.
- **Second Offense -** the player and head coach will be ejected for the remainder of the game and the following game of CAPITAL CITY CHAMPIONSHIPS. If the ineligible bat is discovered after the ball was put in play, the batter will be called out automatically.

3.2 Game Preliminaries

- **3.2A** The home team in every pool play game will be determined by a coin toss. For bracket or “tournament style” games, the higher seed will have the choice of being the home team or the visiting team.
 - The home team will be the official scorekeeper. Electronic score books will be allowed so long as a printable copy is available at the request of the tournament director.
 - Upon completion of the game, both coaches must sign the game cards and verify the score of the game along with the pitchers that played in the game and how many innings each pitcher completed. By signing the game card, both coaches agree that the information contained within the card is correct and accurate to the best of their knowledge. Any objections to the game card require the head coach or team manager to submit an objection online within two (2) hours of the completion of the game (e.g. scores/pitching inaccuracies). Refusal to sign the game card will result in forfeiture from CAPITAL CITY CHAMPIONSHIPS. The Directors of CAPITAL CITY CHAMPIONSHIPS maintain the final decision on any changes once score cards are signed and submitted.
- **Pool Play/Tie breaker criteria** according to pool play win/loss record.
 - (1) Win/loss record (Win Percentage)
 - (2) Head to head. (Only when 2 teams are tied) if there are more than two teams tied, move to #3 “Head to Head.”
 - (3) Head to Head Run Differential
 - (4) Runs Allowed (all teams).
 - (5) Runs Scored (all teams).
 - (6) Total Runs Differential (against all teams not just tied teams) (maximum +/- 7 runs per game).
 - (7) Coin Toss -by an onsite CAPITAL CITY CHAMPIONSHIPS Director and witness to be determined by the Director - *Note: once a team moves on by way of tie breaker, that move is final, meaning that the team does not “go back” under any circumstances.
 - (8) Lowest number of Forfeits
- **3.2B Batting Lineup:**

Teams have the following 3 and only 3 options for the batting lineup:

Option 1. A batting lineup of 9 players with legal substitutes on the bench. A substitution can be made with eligible players. Upon substitution, the original player in the batting lineup can only re-enter in that player’s original spot in the batting order. The original substituted player taken out of the game is not eligible to play on offense or defense for the remainder of the game. Players in the batting lineup can play any defensive position at any time. Players not in the batting lineup are NOT allowed to play defense at any time. Prior to any substitutions during the game, the plate umpire must be notified by a member/coach of that team. No designated hitter is permitted at any time during CAPITAL CITY CHAMPIONSHIPS.

Option 2. A batting lineup of 10 players with legal substitutes on the bench is allowed in CAPITAL CITY CHAMPIONSHIPS. Substitutions can be made with eligible players. Upon a substitution, the original player in the batting lineup can re-enter in the original batting spot only. The original substitute taken out of the game is not eligible to play on offense or defense for the remainder of the game. Players in the batting lineup can play any defensive position at any time during the game. Players not in the batting lineup are not allowed to play defense at any time during the game. The extra hitter (EH) can be placed anywhere in the lineup. The EH can play defense at any time. Again

under this option, no designated hitter permitted at any time during CAPITAL CITY CHAMPIONSHIPS.

Option 3. A batting lineup of all players present with no substitutes. All players can play any defensive position at any time. Any player taken out of the lineup will be counted as an out unless that player is injured with a concussion, where blood is present, or where a Director of CAPITAL CITY CHAMPIONSHIPS determines that the injured player should not be counted as an out.

- A team's lineup choice must be determined prior to the start of the game and must be used for the entire game.
 - NO courtesy runners are allowed in the 8-13U divisions of CAPITAL CITY CHAMPIONSHIPS. See 3.3e for additional clarification.
 - The lineup for each game shall be established at the plate meeting with the umpire prior to the start of the game.
- 3.2 b1: If a team uses a lineup with substitutes, starters must return to the original batting slot in the lineup after being removed from the game. Players in the starting lineup **MUST** return to the same batting slot in which that player started the game. Substitutes may not reenter the game once that player is removed from the game.
- 3.2 b2: In the event a team uses a lineup with 9 or 10 players, the team is allowed to make defensive substitutions with the players in the lineup at any time during the game.
- 3.2 b3: If a team chooses to bat every player in the team's lineup, all players not playing defensive positions are considered extra hitters. Again in this scenario, defensive substitution is allowed for all players at any time during the game.
- 3.2 b4: A team may play with 8 players in the lineup; however, an out must be taken each time the 9th position comes to bat.

3.3 Games

- a) If a player leaves the game due to injury or illness, that player may not return to the lineup for the remainder of the game. That player's batting position in the lineup shall be skipped and an out shall be assessed if no eligible substitutes are available to take that player's spot. Exceptions: If during a play it is determined by the head coach, or acting head coach, that a possible concussion has occurred, the player shall be removed from the game without penalty. Players removed for possible concussion must have a signed medical release prior to returning to any game for the remainder of the tournament. In addition, if a player leaves the game based on the transmission or threat of transmission of a communicable disease, the player who recorded the previous out assumes the runner's position on base and for all remaining at bats the players turn in the batting order shall be omitted for the remainder of the game without penalty.
- b) A 9th player (and any additional player(s)) may be added to the bottom of the lineup if the player arrives at any point after the start of the game.
- 3.3a The game begins after the coin flip (for purposes of the timing of the game). The home plate umpire will be the official timekeeper. Failure to field a team at the start of the game will result in a forfeit by that team. A forfeit will be recorded as 7-0 in the score book. A team that forfeits a pool-play game may not be eligible for championship/bracket play regardless of that team's record. Pitcher innings allowed will be reduced according to the Director's discretion.
 - 3.3b: A regulation game shall consist of 6 innings or be 1 hr. and 45 minutes long, or as much time as it takes to complete the inning after the time limit expires for 8U-12U; 7 innings or 2 hr. long, or as much time as it takes to complete the inning after the time has expired for 13U. There shall be a 2-hour time limit for championship games at the 8U-12U level, and there shall be not a time limit for the 13U & 14U/15U Championship Game.
The following run rule is in effect for all games, and all games meeting the criteria below will end pursuant to the "run rule":
 - 3.3c: 8u - 12u 20 after 2 innings, 15 runs after 3 innings; 8 runs after 4 innings.

- 13u 20 after 2 innings, 15 runs after 3 innings; 12 runs after 4 innings; 8 runs after 5 innings
- 3.3d: In the event a game cannot be completed due to weather, light failure, or an act of God, the game, is considered completed so long as the following criteria are met:
 - 8U-12U for a 6 inning game 3 innings have been completed, or if the home team has scored more runs in 2 innings or 2 1/2 innings than the visiting team has scored in 3 innings or if the home team scores 1 or more runs in its 1/2 of the 3rd inning to tie the score.
- 3.3e: Pool games shall end in a time limit OR when the inning limit is reached. Pool play games can end in a tie. Conversely, any elimination game that is tied at the end of regulation (either by time or inning limit) will finish according to the "California tie breaker."
 The California Tie-breaker is defined as follows: each half inning will start with zero outs and the last batter who recorded an out of the respective team's previous half-inning occupying second base as a runner. The game will continue until a winner is determined under the California Tie- breaker rule.
 (For example, if a game ends in a tie, with the visiting team 8th batter in the lineup due up in the next inning, the visiting team will put the #7 batter on second base as a runner and there will be one out in the inning. The game is played under these auspices for each until a winner is determined).
- 3.3f: Courtesy runners will NOT be allowed in CAPITAL CITY CHAMPIONSHIPS. (Exception: if a player/ batter is removed from the game due to injury, a courtesy runner can be used, and that courtesy runner must be the player who recorded the last out. The injured player/batter is not allowed to return to the lineup unless the player/batter has been removed because of concussion or due to the presence of bleeding. If there is no eligible substitute, the spot in the lineup will be recorded an out unless blood is present, or that player/batter has been removed for a concussion).
- 3.3g: An intentional walk may be issued by informing the home plate umpire. Four pitches need not be thrown to the batter for an intentional walk to occur.
- 3.3h: In the event of close plays at bases (virtually inevitable over the course of the CAPITAL CITY CHAMPIONSHIPS), the runner must either attempt to avoid contact or slide, or both. Malicious contact that is intended to dislodge the ball in from the defensive player's possession is prohibited and shall result in the player being called out. Failure to abide by this rule may result in the player being ejected (and called out), depending on the point of contact, and depending on variables otherwise considered by the umpire.
- 3.3i: Tie Breakers will be determined by Win/Loss record in the CAPITAL CITY CHAMPIONSHIPS, head to head competition (only if 2 teams are tied), run differential, runs allowed, runs scored, and by coin flip. The maximum differential will be +/- 7.
 - Three (or more) way ties will be determined by Head to Head competition between those teams (only if all tied teams played each other), total run differential, runs allowed, runs scored, and by coin flip.
- 3.3j: Mound Trips: If a coaches makes a second mound visit, the pitcher may not return to pitching.

3.4 Pitching

- 3.4a: A pitcher may NOT return to pitch in a game once removed from a game as the pitcher.
- 3.4b: Full innings will be tracked for each pitcher. Coaches are to be reasonable and responsible with player safety (specifically pitchers arms). A guideline of Total Innings is suggested below as for what is "reasonable".
- 3.4c: Each pitcher is allowed the following innings pitched.
 - There will be a ONE DAY restriction for number of innings pitched over 3 innings in one day (example.. pitcher pitches 3 on Saturday and has pitched one or more pitches or has taken a warm-up pitch in the 4th inning is NOT eligible to pitch on Sunday).
- Innings may be used at the coaches' discretion. An additional inning will be added to the total allowance beginning with a team's 5th game of the tournament.

Age	Total Innings	Age	Total Innings
8	7	12	8
9	7	13	8
10	7		
11	7		

- **3.4d: If a pitching violation is determined at any time, a forfeit shall occur.**
- **3.4e: For ages 9U-10U in CAPITAL CITY CHAMPIONSHIPS, one (1) balk warning shall be issued by the umpire for each pitcher in a game. For ages 11U-13U in CAPITAL CITY CHAMPIONSHIPS, there will be no balk warning issued, i.e. a balk can/will be called by the umpire.**
- **3.5 Code of Conduct:**
 - **3.5a: All players, coaches, managers, and spectators will conduct themselves in a sportsmanlike manner at all times during CAPITAL CITY CHAMPIONSHIPS. Coaches are responsible for controlling the behavior of parents and spectators associated with their teams.**
 - If a player is ejected, they may not return to the playing field but can remain in the dugout.
 - If a coach or spectator is ejected, the coach and/or spectator must exit the premises for the remainder of the day. If they choose not to exit premises in a timely manner then the team will be disqualified from the remainder of the tournament and forfeit all remaining games.
 - Physical contact with an official, opposing staff or site staff will not be tolerated under ANY circumstances and will result in an immediate ejection for the remainder of the event and removal from CAPITAL CITY CHAMPIONSHIPS.
 - Abusive language or cursing will not be tolerated under any circumstances and will result in immediate ejection for the remainder of CAPITAL CITY CHAMPIONSHIPS.
 - Throwing of equipment will result in immediate ejection of CAPITAL CITY CHAMPIONSHIPS.
 - **3.5b: At the discretion of the umpire, site director or tournament director, any player, coach, manager or spectator whose conduct is unsportsmanlike or abusive shall at a minimum be given a warning. If warranted according to the umpire, site director, or tournament director, the offending party shall be ejected from the game and or additional future games as well as the player associated with the incident. Stated another way, the following steps shall apply in the scenario described in this section:**
 - 1) Verbal warning
 - 2) Restriction to the dugout
 - 3) Removed from facility for the remainder of CAPITAL CITY CHAMPIONSHIPS
 - **3.5c: Any non-player (e.g. coaches, parents, grandparents etc.) ejected from a game shall immediately leave the vicinity of the fields and/or stands for the remainder of the game. Ejected persons are required to leave the venue. Further penalties are at the discretion of the CAPITAL CITY CHAMPIONSHIPS Directors.**

8U Level Only:

- **No leadoffs, no stealing home -- a runner *starting a play* at 3rd Base may *only* advance home on a batted ball or when *forced* home by a walk, hit batter, or other force play (bases loaded). For 8u, note that a walk is considered a "Dead Ball" situation -- the batter may only take 1st Base and any forced runners may only advance one base.**
 - **A runner starting from 1st or 2nd Base may advance home as a continuation of a play (there is not a mandatory "red light" at 3rd Base for a play in motion). Runner may leave base only after ball crosses plate: 1st Offense = Dead Ball / warning; 2nd Offense = Dead Ball / offending runner is called out, other runners return to previously occupied bases, no ball/strike charged to batter). Batter may not run on dropped 3rd strike ... bunting is allowed. 10 run MAX. per half inning. No balk**
- Additional Rules:**

- Games **WILL** be played in adverse weather conditions. The tournament format may be changed at the discretion of the CAPITAL CITY CHAMPIONSHIP Tournament Directors. Format changes may include but are not limited to the following: shortening game times or innings, schedule changes and shortening of brackets. ***If no games are played due to adverse weather, Teams will be reimbursed Fees minus \$100. Teams choosing not to participate due to format changes will not be issued a refund of the entry fee for CAPITAL CITY CHAMPIONSHIPS. If only one game is played throughout the tournament a 50% refund will be given back to the participating team(s); if two or more games are played, no refunds will be awarded back to the participating team(s). No awards will be given if an event does not complete in its entirety.

Teams and their coaches hereby acknowledge and accept this policy by entering the tournament. All teams must be prepared to play starting at 8:30 am both days of CAPITAL CITY CHAMPIONSHIPS.

- 8U will play with modified rules. No leadoffs, no stealing until ball has crossed the plate, no drop third strike rule. See Above "8U Level Only."
- 9U's and above will play straight baseball according to the rules described above, at all divisions. • Infield warm-ups: No Pre-game infield warm-ups are allowed
- Dugouts are first come first serve for the teams competing in CAPITAL CITY CHAMPIONSHIPS.
- If a team fails to show up for a registered event, they will forfeit their entry fee in its entirety and may be suspended from any future Cheyenne Tournament events, including but not limited to CAPITAL CITY CHAMPIONSHIPS.
- No awards will be given if an event does not complete in its entirety. "Entirety" is defined as by run or by rule. Please see 3.03a and 3.03b.
- It is the intention of CAPITAL CITY CHAMPIONSHIPS Tournament to provide 2 officials for each game. CAPITAL CITY CHAMPIONSHIPS Tournament does not however guarantee 2 officials for each game. As such, no refunds or credits will be issued.
- *RULES SUBJECT TO CHANGE*according to the discretion of CAPITAL CITY CHAMPIONSHIPS directors.

TOURNAMENT MAP GUIDE

**PLEASE USE THE APPROPRIATE LINK TO ADD YOUR TEAM TO OUR
TOURNAMENT GAMECHANGER**

LINKS WILL BE ADDED ONCE THE REGISTRATION DEADLINE HAS PASSED