

# 2010 NCRL "End of Season" Tournament

## Rule Addendum

The Northern Colorado Rookie League **End of Season Tournament** are governed by the 2010 National Federation of State High School Associations Baseball Rules as modified by the rules listed in this document. References to NFHS rules are included where appropriate.

**Differences between this Rules Addendum and the Rules Addendum for regular season league games in the NCRL are highlighted in RED text.**

**Three, "points of emphasis" will continue** to be stressed with all coaches, umpires and players prior to the 2010 season. The intent of these points of emphasis is to better maintain order and safety of everyone during Rookie League games.

1. **The head coach only shall be permitted to dispute calls or request clarification** during any contest played under Rookie League Sanction. Any other coach or team member who leaves his or her position on the field or in the bench area for the purpose of arguing with an umpire or disputing any decision rendered by an umpire will be immediately ejected from the game. The head coach must attend the pre-game conference with the umpires in accordance with high school rules. If the head coach is unable to attend the conference due to late arrival or other exigent circumstance, the assistant coach attending the pre-game conference will be considered the head coach until such time as the head coach is available to assume his duties. The assistant coach attending the pre-game conference shall be responsible for declaring that such a situation is occurring, and for informing the umpire when the head coach arrives.
2. On **disputed rule interpretations only, a head coach may request that an umpire confer with the other umpire(s) on the field** to be certain that the rule is being interpreted and applied correctly. Umpires are required to comply with such a request, and will conference with their partner(s) to be certain that the rule interpretation is correct. During their conference, coaches are required to remain in the immediate vicinity of their bench area. Once a decision has been made, no further argument or discussion may take place. If the call is changed as a result of the conference, the opposing coach will receive an explanation. Failure to comply with a coach's request for a conference will result in loss of game pay for the umpires involved, unless the request is deemed frivolous or based on judgment, rather than rule interpretation. Failure to remain in the bench area or further argument once a decision has been reached by the head coach or any member of the team shall result in ejection from the game.
3. Umpires have been instructed to enforce the existing HS Baseball rule regarding the requirement for all **coaches to remain inside the dugout** when their team is on defense, and to have no more than two coaches outside the dugout when their team is on offense (one coach at 3<sup>rd</sup> base, one coach at 1<sup>st</sup> base). In general, we strongly encourage not having more than 2 – 3 coaches actively involved in a game. **Additionally, "BUCKETS" are not allowed on the field of play – keep them in the dugout.**

**Home Team Determination: See the tournament bracket sheet for home team determination for all games.**

- 1-1-5 Battering helmets and catcher's equipment must be NCRL League approved. ALL CATCHERS HELMENTS MUST HAVE FULL EAR PROTECTION (DUAL EAR FLAPS).
- 1-1-6 Players must have written permission from a parent (or legal guardian) and a doctor to resume play with an injury of this type.
- 1-1-8 Non-traditional playing equipment must be reviewed by the League commissioner(s) before it will be permitted to be used.
- 1-1-9 Metal Cleats; Metal cleats are allowed in age groups 13 and OLDER only.
- 1-2-1 The following playing field distances shall be used for all NCRL End of Season Playoff games.
  - All Age 9 & 10 divisions: The diamond shall be sixty-five (65) feet between bases. The distance from the front edge of the pitcher's plate to the point of home plate shall be forty-six (46) feet.
  - All Age 11 & 12 divisions: The diamond shall be seventy (70) feet between bases. The distance from the front edge of the pitcher's plate to the point of home plate shall be fifty (50) (SHOULD BE 51, BUT ALL FT. COLLINS FIELDS ARE 50')
  - All Age 13 & 14 divisions: The diamond shall be eighty (80) feet between bases. The distance from the front edge of the pitcher's plate to the point of home plate shall be fifty-four (54) feet.
- 1-3-5a There shall be no weight or length restrictions applied to bats in any age or division.
- EXTRA HITTER
  - A. A player may be designated as the Extra Hitter (EH) on the starting line-up card. This player will be considered a starter and will be governed by the substitution rule (3-1-x). A team that elects to use the EH will have ten (10) starters, each with a designated position in the batting order.
    - Age Divisions 9, 10, 11, & 12: Teams may choose to 'bat everyone' by designating ALL rostered players present BEYOND the starting 9 fielders as Extra Hitters (EHs). These players will be considered starters.

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(By definition, the substitution rule does not apply as there are no players left to substitute! ) A team that elects to use multiple EHs will have >10 starters, each with a designated position in the batting order.

- To be clear, teams in Age Divisions 9-12 have three options with regards to EHs:
  - No Extra Hitters – 9 starters
  - One Extra Hitter – 10 starters
  - Enough Extra Hitters such that ALL rostered players present are starters
- B. If a team chooses to use an EH (or EHs) they must do so for the entire game. If a team that has chosen to use an EH (or EHs) is unable to provide ten (10) (or the total number of batters specified at the beginning of the game, if using multiple EHs) legal batters during the game an out will be charged each time the missing player(s) turn at bat is encountered in the line-up.
  - Users of multiple EHs take special note: you cannot remove ANY batters from the lineup once the game has begun, and an ejected player will be an out each time they come up in the lineup after the ejection. And as stated, if a player becomes ill or injured, an out will be charged each time the missing player(s) turn at bat is encountered in the line-up.
  - EXCEPTION: See rule 3-1-3 in this League Rule Addendum.
- 2-17-1a INNINGS (see also 4-2-2a, 4-2-2b, and TIME LIMITS)
  - All Age 9 &10 divisions: Games will consist of six (6) innings.
  - All Age 11 & 12 divisions: Games will consist of six (6) innings.
  - All Age 13 & 14 divisions: Games will consist of seven (7) innings.
- 3-1-3 If necessary, due to a player becoming injured or ill, a team will be allowed to re-enter a player not normally able to do so under the substitution rule. This exemption is valid only when a team has no eligible substitutes remaining, and is down to eight (or nine with EH) players. This exemption is not allowed if due to an ejection. If a starter, the player who is reentering must do so in his original spot in the batting order, and the player who substituted for him will take the injured player's spot in the batting order. This exemption specifically does NOT apply in the case where a team has chosen to use multiple EHs to 'bat everyone.'
- 3-1-6 COURTESY RUNNERS will be allowed for pitchers and catchers as outlined in the suggested speed up rules section of the rulebook.
- 3-2-1a Coaches are not required to be in team uniform. However, coaches must wear athletic attire that corresponds to his team's uniform colors. A player base coach is required to wear a batting helmet
- 3-3-1g5 EXCEPTION; During infield warm-ups the opposing team's starting pitcher may warm up in live ball territory. The starting pitcher shall warm-up at a location in which his warm-up activities will not obstruct or interrupt the opposing team's infield warm-up. The safety of the pitcher and catcher should be considered when selecting a warm-up location. The catcher may be any player or coach on the starting pitcher's team. If the starting pitcher elects to warm-up in live ball territory it is recommended that a protector (another player or coach with a glove) be used to help insure the safety of the pitcher and catcher.
- 3-3-1p Use of tobacco or tobacco-like products within 250 feet of the dugout is prohibited for all players, coaches, and team personnel (scorekeepers, attendants, etc). Offenders shall be ejected immediately upon discovery, and the league may impose additional sanctions.
- 4-1-1 The umpire-in-chief shall decide if the grounds and conditions are suitable for play.
- 4-2-2a NOMINAL TIME LIMITS:
  - For ALL NCRL End of Season Playoff games EXCEPT Championship games, a new inning may only start prior to completing
    - **Ages 9-12: 1 hour 45 minutes**
    - Ages 13-14: 2 (two) hours
  - of play, unless the game is tied, in which case Rule 4-2-2b (REGARDING EXTRA INNINGS) is applied to end the game. The game clock starts immediately at the conclusion of the umpire/coach pre-game conference. A new inning begins the instant the third out is made in the bottom half of the previous inning.
  - When a game is stopped under this rule, the team that is ahead wins, regardless of the number of innings completed. The game is treated as a complete game.
  - **For NCRL End of Season Playoff Championship games, there is no time limit.**
- 4-2-2b REGARDING EXTRA INNINGS:
  - I. "Extra innings" definition: Innings that are played in order to break a tie. These may include innings played beyond the prescribed number of game innings (as specified under 2-17-1a), or innings started after the game time limit (as specified above in 4-2-2a), in order to break a tie, **or innings played to determine a winner in a 'called, complete game' for which the score would have been figured as a tie (as specified in 4-2-3a).** Once the first extra inning begins, the specified game time limits **and game inning limits** no longer apply.

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- II. During the first extra inning the last scheduled batter for that inning will be placed on second base. There will be zero (0) outs to start the inning.
- **III. This process is followed until the tie is broken at the end of a complete inning. There is no limit on the number of extra innings played to break a tie in the NCRL End of Season Tournament.**
  
- 4-2-2c MERCY RULES: The following mercy rules will be in effect for all NCRL End of Season Playoff games. In all age groups & divisions **the game will end ANYTIME after two (2) complete innings if either team goes ahead by 20 runs or more. "ANYTIME" means IMMEDIATELY after the prescribed number of runs is scored, NOT the end of the half-inning.** In addition to the 20 run rule, the following 15-run rule is in effect (varies slightly by age):
  - All 9 & 10 divisions: The game shall end at the conclusion of four (4) full innings (or three and one-half (3 ½) when the home team is ahead) when a team is ahead by fifteen (15) runs or more.
  - All 11 & 12 divisions: The game shall end at the conclusion of four (4) full innings (or three and one-half (3 ½) when the home team is ahead) when a team is ahead by fifteen (15) runs or more.
  - All 13 & 14 divisions: The game shall end at the conclusion of five (5) full innings (or four and one-half (4 ½) when the home team is ahead) when a team is ahead by fifteen (15) runs or more.
- 4-2-3a Additional conditions under which an umpire may "CALL" (end) a game.
  - When any valid condition exists which prohibits the game from continuing, e.g. park rule stating no play is allowed after a certain time. Any such ground rules must be discussed in the pre-game conference, if known in advance.
- 4-2-3b COMPLETE GAME: A game shall be considered complete, and will be counted in **the NCRL End of Season Tournament results** after:
  - All age 9 & 10 divisions: Four (4) complete innings (or three and one half (3 ½) if the home team is ahead).
  - All age 11 & 12 divisions: Four (4) complete innings (or three and one half (3 ½) if the home team is ahead).
  - All age 13 & 14 divisions: Five (5) complete innings (or four and one half (4 ½) if the home team is ahead).
- 4-2-3a CALLED GAME: A game that is called (i.e., stopped) by the umpire for any reason (darkness, rain, another scheduled game, etc.) shall be handled as follows:
  - 4-2-3a-1: If the game is called before it is officially completed, it shall be considered a **SUSPENDED game**. In this case, the game will be restarted at a later date/time at exactly the same point (innings played, outs, ball/strike count, score, runners on base, batter, batting order, etc.) that it was suspended. **[Any exceptions, for example, unavailability of a player, must be approved by the Tournament Director IN ADVANCE of the restarted game.]**
    - *Exception for all games in End of Season Tournament: If a game is called and is over half-way through its time limit, the game is considered to be official and COMPLETE. See rules below to figure score. In case of extreme circumstances, the TD may be required to revise the entire tournament format.*
  - 4-2-3a-2: Otherwise, the game is considered a COMPLETE game and the score will be figured as follows;
    - If the game is called when the teams have had an equal number of complete turns at bat, the score shall be as recorded when the game was called. **(exception: in the case the score would be a tie, see 4-2-3a-3 for how to proceed)**
    - If the game is called when the teams have NOT had an equal number of complete turns at bat, the score shall be the same as it was at the end of the last completed inning; except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score the final score shall be as recorded when the game is called. **(exception: in the case the score would be a tie, see 4-2-3a-3 for how to proceed)**
      - NOTE: *If a game is called after it has qualified as a complete game under 4-2-3b, and, if, as per this rule, the score must be recorded as it was at the end of the previous inning, and that inning would not qualify as a complete game, the game shall still be recorded as a complete game.*
    - **4-2-3a-3: Due to the predominance of double elimination bracket formats, no game can end in a tie in the NCRL End of Season Tournament. Thus, if the score in a "called, complete game" would be figured as a tie using the method described in rule 4-2-3a-2, then the following process will be used to determine a winner**

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- The game will be restarted at a later date/time at exactly the same point (innings played, outs, ball/strike count, score, runners on base, batter, batting order, etc.) that it was called. [Any exceptions, for example, unavailability of a player, must be approved by the Tournament Director IN ADVANCE of the restarted game.]
  - If the game was called when the teams **had NOT had an equal number of complete turns at bat**, the resumed inning will be played to completion as normal. If the game is still tied at the end of this inning, then the rules in section 4-2-2b REGARDING EXTRA INNINGS will be followed to determine a winner.
  - If the game was called when the teams **had had an equal number of complete turns at bat**, then the rules in section 4-2-2b REGARDING EXTRA INNINGS will be followed to determine a winner.
- FORFEITS:
  - 4-4-1a FORFEITED GAMES: A game shall be forfeited to the offended team by the umpire when a team:
    - Is unable to provide at least nine (9) players to start a game.
    - Is unable or unwilling to participate in the resumption of any suspended game or in any game that has been rescheduled by the NCRL End of Season Tournament, Tournament Director for any valid reason.
    - Forfeited games will be scored as a 7-0 win for the offended team, and count in the NCRL End of Season Tournament results (pool play, single elimination, double elimination, championship and consolation games),
  - 4-4-1b Neither teams shows up for a game. Teams must play all games on the published NCRL End of Season Playoff Schedule. If both teams fail to show up for a scheduled game, each team will be credited a loss and no score will be entered. **If this occurs in any game other than a pool play game, both teams will be removed from further participation in the tournament. The subsequent game(s) that the winner/loser would have played will be scored as a forfeit for that team.**
- **➡** In the event of a **FORFEIT**, the team(s) that play any team(s) that benefit from a forfeited win will be awarded one (1) extra inning of pitching, per player for the remainder of the tournament. This rule may be modified at any time by the Tournament Director. There are no protests allowed for this rule.
- PITCHING RESTRICTIONS
  - The following notes apply to all age groups
    - **Pitcher counts are set to '0' at the beginning of the End of Season Tournament, regardless of when the last NCRL regular season league game was played.**
    - One Pitch equals a full inning.
    - All totals apply to **NCRL End of Season Tournament games only**. While totals apply to **End of Season Tournament only**, it is recommended that coaches attempt to follow NCRL league restrictions for all games (NCRL league, NCRL playoff, and tournament) to insure the health of all pitchers.
  - All Age 9-12 divisions:
    - **A maximum total for the entire NCRL End of Season Tournament of six (6) innings, plus 1 (one) extra inning/pitcher for each game played after 4.**
  - All Age 13 & 14 divisions
    - **A maximum total for the entire NCRL End of Season Tournament of seven (7) innings, plus 1 (one) extra inning/pitcher for each game played after 4.**
  - **See above for impact of a forfeit on pitcher innings allowed.**
- PROTESTS: Protests will be allowed for game ending procedures questions **ONLY**. **Protests must be made to the FCBC Field Supervisor of the game in question immediately after the game, before signing the game card, and in no case more 30 minutes after the completion of the game in question.** A \$100.00 protest fee must accompany all protests. The protest fee will be returned if the protest is up held.
- PRE-GAME WARM-UPS: Both teams should get an equal amount of on-field warm-up time. Coaches should work together to be certain that both teams' warm-ups are completed five (5) minutes prior to the game's scheduled start time. **Umpires WILL NOT consider unequal warm-up time, and will start the game on schedule.** See also 3-3-1g5.
- NON-GAME TEAM FUNCTIONS: Any use of alcohol by team personnel before or after games or at any team parties, tournaments, or other functions where the players are present is prohibited.
- ENTERING OF GAME SCORES **will be handled by the Field Supervisors and the FCBC Office.**

### NCRL End of Season Tournament Suspension and Ejection Policy

The following NCRL End of Season Tournament ejection and suspension policies will be in effect for all NCRL End-of-Season Playoff games.

- **DEFINITION OF TERMS:**

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- EJECTION: A penalty for un-sportsmanlike conduct or other violation penalized by ejection as outlined by NFHS baseball rules. An ejection is served during the game in which the ejection occurred.
- SUSPENSION: A penalty for un-sportsmanlike or other inappropriate conduct. The League Competitive Committee governs suspensions. A suspension can be additional punishment to an ejection. A player, coach, or other person associated with a team may be suspended even if they haven't been previously ejected.
- **EJECTIONS:**
  - COACH EJECTIONS: All coach's ejections are governed by the NFHS baseball rules.
  - PLAYER EJECTIONS: All player's ejections are governed by the NFHS baseball rules.
- **SUSPENSIONS:**
  - COACH SUSPENSIONS: A coach, or other person associated with the team, who is ejected from any league game will be suspended for a minimum of one (1) additional game. A coach, or other person associated with the team, may be suspended for more than one game. A coach, or other person associated with the team, may be suspended without having been previously ejected.
    - **A suspension is 'served' as follows: The suspended person must 1) refrain from ANY contact (verbal, visual, written, or electronic, whether direct or indirect through another person) with ALL players, coaches, & other team personnel (e.g. scorekeeper) of the team for the period beginning one hour before game time and ending when the game card is signed after the game, and 2) remain at least 250 feet away from the team's dugout during this same time period.**
  - PLAYER SUSPENSIONS: All player ejections will be reviewed by the **NCRL End of Season Tournament, Tournament Director** to determine if a suspension is necessary.

Please direct any rule questions to a **Field Supervisor, the Tournament Director**, or the NCRL age group/division commissioner.