

# LA CANADA BASEBALL SOFTBALL ASSOCIATION

## 2024 SUMMER SMASH TOURNAMENT RULES

This is a friendly tournament to be used as an All-Star tune-up before you begin your official league sanctioned tournament play. Play to win, but please treat it as such. Although not required, we recommend you bat your roster and develop your pitchers.

Tournament Books: All teams should prepare and bring their tournament book to each game during the tournament. Tournament Books will be reviewed by and LCBSA official prior to your first game and waiver forms will be collected at such time.

LCBSA will provide 3 baseballs for each game.

If the game before you end early, be prepared to start up to 30 minutes early. We will do our best to allow you time to warm up, but we must also stay on schedule get all of our games in. If you are traveling from one field to another field in back-to-back games, we will delay the start of the game to accommodate the drive, but please make your best effort to arrive at the second game ASAP.

The tournament will be governed by the most recently published Official Rules of Baseball as promulgated by the Sporting News except for the rules contained in this document.

Division	Time Limit	Mercy Run	Mount/Base Distances	Pitching Limits	Metal Cleats
<b>SHETLAND</b> (6U BLUE FLAME)	<ul style="list-style-type: none"> <li>● 6 innings</li> <li>● 1:30 - No New Inn.</li> <li>● No Drop Dead</li> <li>● 5 Run Rule</li> </ul>	<ul style="list-style-type: none"> <li>● No Mercy Rule, but when the game becomes mathematically impossible to win the umpire shall end the game</li> </ul>	<ul style="list-style-type: none"> <li>● 38' mound/ 50' bases</li> </ul>	<ul style="list-style-type: none"> <li>● Blue Flame</li> <li>● Level 10 ball</li> </ul>	<ul style="list-style-type: none"> <li>● NO</li> </ul>
<b>PINTO</b> (7U & 8U)	<ul style="list-style-type: none"> <li>● 5 innings</li> <li>● 1:40 - No New</li> <li>● 1:50 - Drop Dead</li> <li>● No Drop Dead in Bracket /Championship</li> </ul>	<ul style="list-style-type: none"> <li>● 20 after 2 innings</li> <li>● 15 after 3 innings</li> <li>● 10 after 4 innings</li> <li>● 5 Run Rule, except the 5<sup>th</sup> inning which has no cap</li> </ul>	<ul style="list-style-type: none"> <li>● 40' mound/ 60' bases</li> </ul>	<ul style="list-style-type: none"> <li>● 6 innings per tournament</li> <li>● Each player received 1 additional inning AFTER your 3<sup>rd</sup> game</li> </ul>	<ul style="list-style-type: none"> <li>NO</li> </ul>
<b>MUSTANG</b> (9U & 10U)	<ul style="list-style-type: none"> <li>● 6 innings</li> <li>● 1:40 - No New</li> <li>● 1:50 - Drop Dead</li> <li>● No Drop Dead in Bracket /Championship</li> </ul>	<ul style="list-style-type: none"> <li>● 20 after 2 innings</li> <li>● 15 after 3 innings</li> <li>● 10 after 4 innings</li> </ul>	<ul style="list-style-type: none"> <li>● 46' mound/ 60' bases</li> </ul>	<ul style="list-style-type: none"> <li>● 6 innings per tournament</li> <li>● Each player received 1 additional inning AFTER your 3<sup>rd</sup> game</li> </ul>	<ul style="list-style-type: none"> <li>NO</li> </ul>
<b>BRONCO</b> (11U & 12U)	<ul style="list-style-type: none"> <li>● 6 innings</li> <li>● 1:40 - No New</li> <li>● 1:50 - Drop dead</li> <li>● No Drop Dead in Bracket /Championship</li> </ul>	<ul style="list-style-type: none"> <li>● 20 after 2 innings</li> <li>● 15 after 3 innings</li> <li>● 10 after 4 innings</li> </ul>	<ul style="list-style-type: none"> <li>● 50' mound/ 70' bases</li> </ul>	<ul style="list-style-type: none"> <li>● 6 innings per tournament</li> <li>● Each player received 1 additional inning AFTER your 3<sup>rd</sup> game</li> </ul>	<ul style="list-style-type: none"> <li>NO</li> </ul>

1. **Team Rosters:** All teams entered shall be LEAGUE ALL STAR teams, made up of no more than 15 players that are no older than the applicable age for that division as determined by Pony, registered and playing in the league for the current season. All players must be listed on the team's official roster that has been submitted to tournament officials. Players may only be on one team roster. Any exception to these rules shall be requested and approved by tournament officials in advance.
2. **Game Times:** All games are official regardless of length. All game times are based on umpire's time keeping and shall be recorded by the scorekeeper in the scorebook. If the umpire believes that a team is intentionally delaying the game to take unfair advantage of the Time Rule, the umpire may warn that team and if the condition persists, may declare a game forfeiture. New inning starts upon recording of 3<sup>rd</sup> out in prior inning. Umpire's calling of last inning makes it the last inning in the game even if time remains after completion of the inning. **No New Inning rules do apply, but Drop Dead rules do not apply to championship games.**
3. **Drop Dead Time Limit:** Game shall end and the score reverts back to the last complete inning.
4. **Protests:** Umpire judgments are final. Umpire decisions cannot be appealed, so don't even think about trying to protest....decide the game on the field.
5. **Ejections:** Any manager, coach, player or spectator ejected by an umpire **must leave the field area** and shall be suspended from the next game.

6. **Pitching Rules:** Pitchers may pitch no more than six innings per day and no more than eight innings per tournament (6 innings per tournament for Pinto). One pitch in an inning constitutes a full inning. If a game reverts back to the previous inning due to drop dead time limits, pitchers will be rewarded back any innings not used towards the final score.
7. **Bat Rules:** 2-5/8" max. diameter USABat or BBCOR certified only
- No illegal bat will be allowed in the dugout or used during a game.**
- (a) If an illegal bat is detected before the first pitch of an at bat, the bat shall be removed from the game. An out is not recorded, and a substitute batter shall complete the time at bat. The manager and the violating player shall be removed from the game as well as the next scheduled game, and cannot be replaced.
- (b) If an illegal bat is detected after the first pitch (whether the pitch is swung at or not), the batter is declared out and baserunners shall not advance. The manager and the violating player shall be removed from the game as well as the next scheduled game, and cannot be replaced.
- (c) If an illegal bat is detected after a ball is hit, the batter is out and baserunners shall return to their original base prior to the hit. The manager and the violating player shall be removed from the game as well as the next scheduled game, and cannot be replaced.
8. **Scorekeeper and Scorebook:**
- a. Official Scorekeeper will monitor each team's pitching in the scorebook for the purpose of compliance with rule 6 above. Teams also will be required to provide their Pitching Record form to the Official Scorekeeper prior to the start of the game for purposes of compliance with Rule 6 (pitching rules) above.
- b. LCBSA intends to provide an official scorekeeper. If no one from LCBSA is serving as scorekeeper, then the Home team is the official scorekeeper and is responsible for reporting the final score to tournament officials immediately after the game ends.
9. **Mercy Rules:** Mercy Rules are listed in the table above. Mercy Rules shall be in effect for the Championship Games in each division.
10. **Lead-offs/Balks:** Lead-offs are allowed in Mustang, Bronco and Pony. See Pinto-specific rule 4 below. Please note that MLB rule 6.02(a)(2) will be enforced: "If there is a runner, or runners, it is a balk when – The pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw." In Mustang, umpires have been encouraged to briefly instruct the pitcher on the reason for the balk but the base will nonetheless be granted to the base runner.
11. **Sliding:** Base runners must slide or avoid contact. Intent to injure will result in the ejection from the game, and possibly the tournament.
- a. Head first sliding is allowed in Mustang and Bronco at all bases except home.
- b. Head first sliding is *not* allowed in Pinto at any base.
- A player who violates the head first sliding rules shall be deemed automatically out.
12. **Minimum Play:** There is no minimum innings of play rule.
13. **Batting Order/Defensive Play Options** (please see substitution rules in rule 13 below):
- **You may bat 9 players** and all of whom play defense, or
  - **You may bat 10 players, one of whom is designated an Extra Hitter (EH).** The EH may be freely substituted on defense along with the other players in the line-up. However, the use of substitute players for the starting 10 and the re-entry of any of the starting 10 shall be subject to rule 13, or
  - **You may bat everyone on your roster**, with free defensive substitution. If batting your full roster and a player needs to come out of the game due to injury, that player's spot in the batting order will constitute an "automatic out" only for the first plate appearance following the player's removal from the game. Every subsequent at-bat simply goes to the next batter in the order.
14. **Substitution Rules:**
- a. A starting player who has been removed for a substitute may re-enter the game one time. The starting player shall return to the line-up in his/her original place in the batting order. While more than one substitute may be used in that position before the starting player is returned, no substitutions shall be made that shall alter the original batting rotation of any of the starting or substitute players.
- b. After making a pitching appearance, a pitcher may return to the lineup but shall not pitch again in the same game. Throwing one warm-up pitch constitutes a pitching appearance.
15. **Determination of Home Team:** Home team will be determined by coin-flip PRIOR to start of the game. In playoff rounds, the home team will be the higher seeded team.
16. **Courtesy Runner:** May use a courtesy runner for catcher or pitcher at any time. Must be a player not in the game, or last out if batting entire roster. Player pulled must start next inning as catcher or pitcher and complete the inning as catcher unless injured.
17. **Forfeits:** A forfeiting team will be charged with a loss and the game score will be deemed to be 6-0 in Pinto, Mustang and Bronco. However, neither the forfeiting team nor the team benefitting from a forfeit will be eligible to receive the highest seed in its respective playoff round (whether gold or silver bracket). If seeded first, the forfeiting team will be seeded second.
18. **Playoffs:** After the first 2 games are played, teams will be seeded for a single elimination playoff round. Divisions with 8 or more teams will be seeded into separate gold and silver playoff rounds.
- Tie-breaker in standings will be determined in the following order:
- a. Overall Record
  - b. Head-to-Head Record (Only used if resolves all tie-breaking questions between all tied teams. If not all tied teams played head to head, tie-breaking moves to fewest runs allowed.)
  - c. Run Differential (Runs For minus Runs Against up to a maximum of 8 runs per game)

- d. Fewest Runs Allowed
- e. Coin Flip (performed by Tournament Officials not in the presence of team managers or representatives)

19. **Tie-Breaker System (Elimination rounds):** Used only in playoff or Championship games. If the game (playoff or championship) is tied after all innings have been completed, the "California" tie breaker rule will go into effect. Each team puts the batter who is scheduled to bat last in that respective half of the inning on second base and plays out a full inning. This happens until the tie is broken and the game is complete.
20. **Managers & Coaches:** Only uniformed players, manager and coaches are allowed in the dugout and on the playing field: before, during and after games. No more than the manager plus 3 other coaches are allowed for any game. Only the manager is permitted to protest umpire calls.
21. **Behavior:**
- a. Each manager is responsible for the behavior of himself/herself, coaches, players and fans. Ejection of a fan will also cause the manager to be suspended for the remainder of that game plus the next game.
  - b. The use of artificial noise makers is prohibited.
  - c. There shall be no harassment or taunting by the teams or fans of the opposing team.
  - d. There shall be no banging fences during pitches, or raising voices at time pitch is thrown.
22. **No Throwing of Equipment:**
- a. Any player who intentionally throws bats or protective headgear, or who intentionally discards protective headgear while batting or running the bases, may be ejected from the game following completion of any play in progress at the time the violation occurs. Such action will constitute an out and such player shall be substituted as the batter or the baserunner, if appropriate.
  - b. Any player who unintentionally throws or discards a bat shall be given a warning in that game. If a warned player commits a subsequent violation, the player may be ejected from the game (subject to the remainder of this rule) following completion of any play in progress at the time the violation occurs. Such ejection does not constitute an out and such player shall be replaced as batters or baserunners, if appropriate. Rule 4 above shall not apply to an ejection for an unintentional act under this rule so the ejected player may continue to sit on the bench and is not considered ejected for the subsequent game.
  - c. With respect to the ejected batter, the substitution rules in rule 12 shall apply and with respect to the ejected baserunner, the substitute runner must be a player not in the game or last out if batting entire roster. If the ejected player's team is batting a full roster, any subsequent time the ejected player's position is reached in the batting order shall not constitute an out.
  - d. This rule shall be enforced upon the judgment of the umpire.
23. **Practice on Fields:** No batting practice is permitted on the fields. Baseballs cannot be hit against the fences except for areas with safety pads.
24. **On Deck:** On deck batter to remain in the dugout ON DECK area.

#### **PINTO Specific:**

1. Kid pitch only. No machine pitch or coach pitch allowed.
2. Infield Fly Rule is NOT in effect.
3. No headfirst sliding is allowed at any base or home.
4. No balks on pitchers.
5. There is a maximum of five (5) runs that may score for a team during the first four innings. Exceptions: a) no maximum applied in the 5<sup>th</sup> and all subsequent innings, or in an earlier inning if the umpire declares at the start of the inning that it will be the last inning; 2) on a home run "over the fence" all runs shall count.
6. Stealing:
  - a. Stealing is allowed of 2<sup>nd</sup> and 3<sup>rd</sup> base. No leading off until after the pitcher releases the ball on the pitch. Runner must remain in contact with the base until the pitcher releases the ball on the pitch. **PENALTY:** Once the pitcher has stepped on the rubber with possession of the ball, if a runner leaves base before the pitcher has released the ball and the pitch is subsequently hit, the runner is out and the ball is in play. If the pitch is not hit, the runner must return to the base and the ball is dead, however, if the runner is put out trying to steal, the out will supersede the dead ball.
  - b. Extra bases are allowed on any wild pitch, passed ball or overthrow of an attempted steal, but not home plate which is governed by Pinto-specific rules 5c and 6 below.
  - c. **Runner at third base may not steal home.** If a runner at third draws a throw from the catcher, it will be ruled as an attempt to steal home. The runner will be sent back if he is successful. However, if called out, the call will stand.
7. Scoring from third may only occur on (a) batted ball, (b) bases loaded walk or hit batter, or (c) continuation play on a batted ball.
8. No Dropped Third Strike.

## **SHETLAND Specific:**

The pitching machine will be throwing regulation baseballs from 35 feet at an approximately speed 2. Level-10 (RIF-10) safety balls will be used for this division. Pitching machine is a Slugger UPM 45 ("Blue Flame")

1. Each half inning will end when the offensive team scores five (5) runs or the defensive team records three (3) outs except as listed below.  
Exception: On homerun over the fence - all runs will count.
2. Each team will be allowed to score unlimited runs in the last inning only. Their half inning at bat will end upon the completion of one of the following: the defensive team records three (3) outs or the offensive team bats their entire lineup as described below:
3. Each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players. Team B will bat once through the line-up and then 2 additional batters will hit in order). This only occurs if the defensive team does not record 3 outs.
4. All players must wear a protective cup. Catchers must wear full protective gear: protective cup, shin guards, chest protector and helmet with face protector. Catchers must be in the correct position behind the plate while the ball is being pitched.
5. Players are NOT ALLOWED to pitch to other players.
6. Each player will be given 6 pitches from the machine. The batter is out if failing to hit a fair ball after 6 pitches or three strikes. A foul ball on the sixth pitch is an out. Baseballs are not to be laid on the ground during play. Buckets are not permitted out by the pitching coach.
7. Bunting is not allowed. A batter must take a full swing. Penalty: Dead ball strike, runners and batter don't advance.
8. There is a minimum distance that a batted ball must travel in order to be a fair ball; this area will be marked with a 10-foot arc in front of home plate. Ball is a foul-strike. (Remember, home plate is in fair territory so any batted ball that hits home plate first, is considered a fair ball unless it subsequently rolls untouched into foul territory prior to reaching first base or third base.)
9. No lead offs. Base stealing is not allowed. Players cannot break contact with the base until the batter hits the ball. PENALTY If ball is hit then runner is out and ball is live. If not hit, then runners return to base. Base stealing is not allowed.
10. A play is over once an infielder (not an outfielder) is in complete possession of the ball within the infield, i.e. on the dirt in fair territory at most fields, calls for and is awarded timeout by the umpire at his/her discretion. The infield for purposes of this rule ends 15 feet beyond the baselines so on certain larger fields, players may need to move closer to the baselines to get a called time-out. The player with the ball must have control of the ball and call time with his hands in the air.
11. One base on an overthrow does not apply. You may advance until the ball is dead as described in the above paragraph.
12. There will be chalked 5-foot hash marks between 1st and 2nd base, 2nd and 3rd base, and 3rd and Home plate. These hash marks will be the guidelines for base advancements. If a player passes the hash mark in the middle of the base path before the ball has been declared dead, that player is allowed to advance to the next base. If the player has not reached the hash mark, they must go back to the previous base.
13. A batted ball that hits the pitching coach is declared dead. It's ruled a dead ball, strike, no runners advance.
  - If a batted ball hits the machine or bucket and remains fair - the ball is in play.
  - If the batted ball strikes the machine or bucket and goes foul - then the ball is dead, the batter is awarded first base and all runners advance 1 base.
  - The coach-pitcher may give coaching instructions to the batter and baserunners however they must not in any way interfere with the defensive players.
14. The pitcher shall take a position 5 feet back and 3 feet left or right of the machine.
15. Teams are limited to six (6) players in the infield.
16. Teams are limited to four (4) players in the outfield.
17. Teams may field between 9 and 10 players on defense.
18. Outfielders may participate in infield play.
19. Outfielders must remain at least fifteen (15) feet behind the baseline (or on the outfield grass on most fields) until a ball is put in play.
20. On offense, teams should have a max of three coaches on the field, one feeding machine and two in the coaches' boxes. On defense, teams shall/must have a coach behind the catcher to assist with ball retrieval. This coach may not coach defensive players at all under any circumstance. All other defensive coaches must remain in the area of the dugout.
21. When the ball is put in play, the pitching coach will often need to duck to become inconspicuous, especially on plays in the infield. Players can neither see over a tall adult, nor should they be required to throw a ball over the pitching coach's head to the intended target. If a live ball hits the coach pitcher or in the umpire's judgment the coach interferes in the fielder's attempt to make a play the ball is dead and the lead runner is out. (This includes failing to get out of the way).
22. Pitching machine speed needs to be set on speed 2.
23. If at any time during the game a throw from a defensive player hits the pitching machine, the ball is dead and the runners advance one base.
24. There is NO mercy rule in Shetland. However, when the game becomes mathematically impossible to win the umpire shall end the game.

***Disclaimer to all rules: there will be issues and situations that test the integrity of the above listed rules during the Tournament. Please note that the Tournament Director and/or committee reserve the right to change or modify any of the above items at any time to better serve the Tournament. In the event of incomplete Championship games on Sunday, for any division and for whatever the reason, the Director reserves the right to make all decisions on any final arrangements including, but not limited to, completing games on Monday or Tuesday or a later date TBD.***