

7U & 8U DIZZY WARM UP

DIZZY DEAN RULES AND ALL-TOURNAMENT PLAYERS PARK RULES

See the Dizzy Dean website for complete Dizzy Dean tournament rules. Playing rules not specifically covered by the Dizzy Dean rules shall follow the Official Rules of Baseball (National League) as published by the Sporting News.

http://www.mlb.com/mlb/official_info/official_rules/foreword.jsp

<http://www.dizzydeanga.org>

TOURNAMENT OTHER

Coaches please remember to bring:

- A copy of your roster with player numbers.
- 2 new balls per game to be given to the umpire prior to the game. (Do not need to be Dizzy Dean balls. Should be tournament quality.)

AGE SPECIFIC

- Coach Pitch
- Base length is 60 feet
- Pitching circle 10' diameter, center 46 feet from the back of home plate
- Foul ball arc 20 feet'
- Halfway/safety hash-mark 30' from 1st to 3rd baseline
- 6 inning games
- No lead offs

MERCY RULES

- A limit of 7 runs per inning will be enforced.
- A game will be complete when a team is mathematically eliminated by the 7 inning limit per inning.

TIME LIMIT

- Game time limit 1 hour 10 minutes. (No inning will start after the time limit. The next inning starts at the time of the 3rd out of the previous inning.)
- Semi-finals and Finals will not have a time limit.
- Slow play and stalling will be considered poor sportsmanship and not be permitted by umpires. Coaches should make every effort to move games along.

COACHES

Each team will be allowed four (4) adults in the dugout, one (1) manager and three (3) coaches.

TIME OUTS

There will be a maximum of one offensive and one defensive time out per inning with each time out being no more than one (1) minute in length.

OTHER

- If a player is injured by being hit with a batted ball in the face, throat or head, time will be called immediately and all players will be awarded one (1) base if injury to an infielder, two (2) bases if player injured was an outfielder. Umpire's judgment call.

APPEAL AND PROTESTS

- **APPEALS:** Before next pitch. Manager appeals to the plate umpire. Manager must identify the correct player by name or number and also the correct base involved in the play. NO SECOND CHANCE. Umpire rules safe or out. Play continues.
- **PROTEST:** There are no protests allowed in this tournament.

EJECTION (manager, coach or players)

In all age groups, the first occurrence results in suspension for the rest of the game (removal from game site) in which ejection occurs and the next scheduled game. The second occurrence during the same tournament results in suspension for the remainder of the tournament.

If all coaches listed on the team's tournament roster are ejected during a game; then the team must forfeit upon the removal of the last coach.

ALL-TOURNAMENT PLAYERS PARK RULES FOR THIS TOURNAMENT

RULES OF CONDUCT

Good sportsmanship is expected on and off the field by players and coaches. Un-sportsmanship like behavior will result in removal from the game and the park.

Team manager and coaches must have full control of the players and coaches at all times - on and off the field.

NO ABUSIVE BEHAVIOR BY FANS WILL BE TOLERATED. Teams will be responsible for fan conduct. **The head coach will be warned of abusive fan behavior. The head coach may be subject to ejection if abusive fan behavior continues along with the abusive fan(s).**

UNIFORMS (coaches will not be required to wear full uniform)

1. Coaches will not be required to wear full uniform.

(Full uniform includes: pants, socks, cap and team shirt with numbers that are more than 3" in height and visible at all times when on the playing field.)

2. Appropriate batting helmets are to be worn on deck, at bat, and on the bases.

3. Protests on uniforms will not be allowed. This will be the tournament director's responsibility.

4. Catchers must wear protective gear: mask, chest protector, shin guards, protective cup, catcher's helmet and throat guard (if protection is not provided by the helmet style).

5. All batters and runners must wear batting helmets. **Chin straps are not required.** Any player running the bases and deliberately removing his headgear (in the umpire's judgment) should be given a warning and on any subsequent offense will be called out.

LINEUPS

1. All teams will be required **to provide both the official scorekeeper and opposing team with a lineup card** in batting order containing batters first name, last name, number, and the same of substitutes.

2. Line-up card should be available for the scorekeeper 15 minutes prior to game time.

BATTING ORDER

1. **POOL PLAY ONLY** - teams may choose to bat their entire bench or limit their line-up to regular Dizzy Dean rules.

2. **BRACKET PLAY** - teams must follow Dizzy Dean rules and will not be allowed to bat extra players.

SUBSTITUTION RULES AT ALL-TOURNAMENT PLAYERS PARK

1. **ALL SUBSTITUTIONS MUST BE MADE BY THE HEAD COACH TO THE UMPIRE.** (All substitutions must be reported on the field not by bookkeepers.) The umpire will only then assure the scorekeeper and the opposing team are informed. Substitutions not reported by the head coach are not official substitutions and are not recorded on the books in the event of a challenge by the opposing team.

2. **ALL LINEUP SUBSTITUTIONS IN THE FIELD OR AT BAT MUST BE REPORTED TO THE UMPIRE AT THE TIME OF THE CHANGE.**

DISPUTES

In the case of a disputed play or decision only the head coach may consult game officials. Other players and coaches should not become involved in the discussion unless invited to do so by the field officials at the head coach's request.

Umpires have the ultimate decision on the field and will NOT defer to the tournament director. Coaches must abide by the umpires decisions or forfeit the game.

9U & 10U DIZZY WARM UP

DIZZY DEAN RULES AND ALL-TOURNAMENT PLAYERS PARK RULES

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TOURNAMENT OTHER

Coaches please remember to bring:

- A copy of your roster with player numbers.
- 2 new tournament balls per game. Teams may be asked to throw in good used balls. Please have some available.

PITCHING

A pitcher can pitch in consecutive games in the same day if he does not violate any of the following rules.

- 7 inning limit in a day.
- 8 innings allowed in a week
- Can throw a maximum of 3 innings and pitch again in the same day or the next day.
- 1 pitch over 3 innings the pitcher must take a 48 hours break starting at the time he leaves the game.
- A pitcher may return to the same game once.
- When a pitcher is turned in on a line-up card he is the pitcher of record and must dispose of a batter. He is charged with 1/3 inning.
- Innings pitched are recorded in 1/3 innings. (Explanation: If a pitcher enters a game he is charged with 1/3 inning until an out is completed, when the next pitch after that out is thrown he is charged with another 1/3 inning and an additional 1/3 if he pitches a pitch after the second out. There can be more than three thirds recorded in an inning if a pitcher is replaced.)
- If a game is delayed a pitcher may continue to pitch the following day only if he has pitched 3 innings or less.
- Pitching over the limit results in leaving the game and a required 48 hour rest.

AGE SPECIFIC

- 10U Player Pitch
- Base length is 60 feet
- Pitching distance is 46 feet
- 6 inning games
- No lead offs

BALKS

- If a pitcher, after coming in contact with the pitching rubber, with runner(s) on base, feints a throw to home, plate, a balk will be called, with no one on base a ball will be called.

MERCY RULES

- 15 after 3 innings
- 10 after 4 innings

TIME LIMIT

- Game time limit 1 hour 30 minutes. (No inning will start after the time limit. The next inning starts at the time of the 3rd out of the previous inning.)
- Semi-finals and Finals will not have a time limit.
- Slow play and stalling will be considered poor sportsmanship and not be permitted by umpires. Coaches should make every effort to move games along.

OTHER

- If a player is injured by being hit with a batted ball in the face, throat or head, time will be called immediately and all players will be awarded one (1) base if injury to an infielder, two (2) bases if player injured was an outfielder. Umpire's judgment call.
- 3 strikes is an out even if ball is dropped.

TIME OUTS

- Coach visits playing field more than twice in one inning per pitcher – pitcher must be removed.
- Coach visits batter more than one time per at bat or three times in an inning – batter must be removed.

APPEAL AND PROTESTS

- **APPEALS:** Before next pitch. Manager appeals to the plate umpire. Manager must identify the correct player by name or number and also the correct base involved in the play. NO SECOND CHANCE. Umpire rules safe or out. Play continues.
- **PROTEST:** There are no protests allowed in this tournament.

EJECTION (manager, coach or players)

In all age groups, the first occurrence results in suspension for the rest of the game (removal from game site) in which ejection occurs and the next scheduled game. The second occurrence during the same tournament results in suspension for the remainder of the tournament.

If all coaches listed on the team's tournament roster are ejected during a game; then the team must forfeit upon the removal of the last coach.

ALL-TOURNAMENT PLAYERS PARK RULES FOR THIS TOURNAMENT

PITCHING RECORDS

1. Each team will be required to complete the official score card for the umpire prior to the game. The official scorekeeper and/or the umpire will record pitching changes.
2. Each team will be required to sign the scorecard at the end of the game making the pitching record final and official.
3. Any scorecard not signed by the coach will become official 1 hour after the end of the game and cannot be changed.
4. Scorecards will be posted on the tournament board for reference by participating coaches. Challenges regarding pitching eligibility are the responsibility of coaches during the game.

RULES OF CONDUCT

Good sportsmanship is expected on and off the field by players and coaches. Un-sportsmanship like behavior will result in removal from the game and the park.

Team manager and coaches must have full control of the players and coaches at all times - on and off the field.

NO ABUSIVE BEHAVIOR BY FANS WILL BE TOLERATED. Teams will be responsible for fan conduct. **The head coach will be warned of abusive fan behavior. The head coach may be subject to ejection if abusive fan behavior continues along with the abusive fan(s).**

UNIFORMS (coaches will not be required to wear full uniform)

1. For this tournament – we understand that teams are in the process of getting team uniforms. We ask that coaches make every effort to have players wear same color pants, socks, etc. (not required to be matching). Players must wear shirts with numbers. **Coaches will not be required to wear full uniform.**

(Full uniform includes: pants, socks, cap and team shirt with numbers that are more than 3" in height and visible at all times when on the playing field.)

2. Appropriate batting helmets are to be worn on deck, at bat, and on the bases.
3. Protests on uniforms will not be allowed. This will be the tournament director's responsibility.
4. Catchers must wear protective gear: mask, chest protector, shin guards, protective cup, catcher's helmet and throat guard (if protection is not provided by the helmet style).

LINEUPS

1. All teams will be required to provide both the official scorekeeper and opposing team with a lineup card in batting order containing batters first name, last name, number, starting position and the same of substitutes.
2. Each team will complete the official scorecard for the umpire prior to the game start.
3. **POOL PLAY ONLY** - teams may choose to bat their entire bench or limit their line-up to regular Dizzy Dean rules.
4. **BRACKET PLAY** - teams must follow Dizzy Dean rules and will not be allowed to bat extra players.

SUBSTITUTION RULES AT ALL-TOURNAMENT PLAYERS PARK

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2. **ALL LINEUP SUBSTITUTIONS IN THE FIELD OR AT BAT MUST BE REPORTED TO THE UMPIRE AT THE TIME OF THE CHANGE.**

DISPUTES

In the case of a disputed play or decision only the head coach may consult game officials. Other players and coaches should not become involved in the discussion unless invited to do so by the field officials at the head coach's request.

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PITCHING

A pitcher can pitch in consecutive games in the same day if he does not violate any of the following rules.

- 7 inning limit in a day.
- 10 innings allowed in a week
- Can throw a maximum of 3 innings and pitch again in the same day or the next day.
- 1 pitch over 3 innings the pitcher must take a 48 hours break starting at the time he leaves the game.
- A pitcher may return to the same game once.
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- If a game is delayed a pitcher may continue to pitch the following day only if he has pitched 3 innings or less.
- Pitching over the limit results in leaving the game and a required 48 hour rest.

AGE SPECIFIC

- 10U Player Pitch
- Base length is 70 feet
- Pitching distance is 50 feet
- 6 inning games
- Lead offs allowed
- No metal cleats

BALKS

- If a pitcher, after coming in contact with the pitching rubber, with runner(s) on base, feints a throw to home, plate, a balk will be called, with no one on base a ball will be called.

MERCY RULES

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