

The directors at CAMsports would like to welcome you to our association. We will strive to produce the highest quality tournaments possible. Unlike many associations, we like to hear your comments and suggestions. How can we improve without knowing what the teams prefer? Our directors are listed below and would enjoy answering any questions you may have.

Softball

John Mazzola, Jr.  
478-986-7872

John Mazzola, Sr.  
478-986-7871

Steve Harrison  
678-859-5787

Perry Miller  
404-787-2754

Matt Horne  
706-255-7536

Baseball

John Mazzola Jr.  
478-986-7872

John Mazzola Sr.  
478-986-7871

Matt Horne  
706-255-7536

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# **CAMSPORTS**

## **SOFTBALL**

### **OVERVIEW OF THE RULES**

#### **DIRECTORS:**

John Mazzola, Jr. (478)-986-7872 (Metro & Middle GA)

[jjmazzola@camsports-usa.com](mailto:jjmazzola@camsports-usa.com)

John Mazzola, Sr. (478)-986-7871 (Middle & South GA)

[jmazzolasr@camsports-usa.com](mailto:jmazzolasr@camsports-usa.com)

Steve Harrison (678)-859-5787 (Metro & West GA)

[sharrison@camsports-usa.com](mailto:sharrison@camsports-usa.com)

Perry Miller (404)-787-2754 (Metro & West GA)

[pmiller@camsports-usa.com](mailto:pmiller@camsports-usa.com)

Matt Horne (706)-255-7536 (North GA)

[mhorne@camsports-usa.com](mailto:mhorne@camsports-usa.com)

# Quick Rule Reference

## **I. Time Limits**

Time limits are 1 hour and 10 minutes for each game unless otherwise notified. All games with this time limit will finish the inning after the time limit expires.

Exception: If the home team is winning and time expires during their at bat, then we will not finish the inning (this includes seeding games).

\*All time limits are subject to change if the weather forces a delay\*

## **II. Run Rules**

10 run lead after 3 innings

8 run lead after 4 innings

6 run lead after 5 innings

## **III. You can bat your entire roster using additional players.**

These players will be listed as EP's (Extra Players) and can bat anywhere in the batting lineup. The EP's will bat, but they will not start the game defensively. However, at any point during the game, the EP's can enter defensively **without** changing the batting lineup.

**IV.** A courtesy runner can be used for the pitcher or catcher only. The courtesy runner has to be a substitute not currently in the game. Exception: If you are batting all of your players, then you can use the last girl due up in your batting lineup as the courtesy runner for the pitcher or catcher. **Note: If you are batting all of your players, and you bat your pitcher and catcher next to each other in the lineup, and the pitcher gets on base, and the catcher is due up last at that time (or vice versa), then we will not skip over them to find another runner. In this scenario your pitcher can run or your catcher can run for her.**

**V.** “IF” games will be a “shootout” if the game begins after 9:00PM.

**VI.** 10U is played like the older divisions. No 10U rules.

**VII.** Tiebreaker: The last 2 batters due up will be placed at 2<sup>nd</sup> and 3<sup>rd</sup> base respectively.

**VIII.** Each team is responsible for turning in a roster. The roster is available on our website, and should be submitted via email, or turned in to the site director before tournament play begins. Each team must provide proof of team insurance. Birth certificates must be made available if a protest arises.

**Please make sure to introduce yourself to the tournament director. The tournament director will make all decisions on rule interpretations and weather delays at your site.**

## **Major Rule Discussion**

### **Section 1 – Pitching Rules and Definitions**

#### **I. Before the Delivery of the Pitch**

- 1) The pitcher must have possession of the ball.
- 2) The pitcher shall or appear to have taken a signal with the hands separated while on the pitching rubber.
- 3) Prior to starting the delivery, the pitcher shall take position with the pivot foot on or partially on top of the pitcher's plate. The non-pivot foot shall be in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24 inch length of the pitcher's plate.

#### **II. Illegal Actions**

- 1) The pitcher cannot make two revolutions of the arm during the windmill pitch. The pitcher cannot make a revolution after releasing the ball.
- 2) The delivery must be an underhand motion. The pitcher cannot deliver a pitch around her back or through her legs.
- 3) The pitcher cannot simulate a pitching motion without delivering the ball.
- 4) The pitcher must step forward and drag the pivot foot in contact with the ground. If there is a hole in front of the mound, the foot may drag no higher than ground level.
- 5) The pitcher has 20 seconds to deliver the next pitch after receiving the ball.

### **III. Intentional Walk**

All pitches must be delivered to the batter.

### **IV. Illegal Pitch**

A ball is awarded to the batter and all base runners advance one base. Note: The offensive team can choose the outcome of the play instead of the awarded ball and bases. This is a delayed dead ball call.

#### **Examples:**

- 1) Crow hop, leap, or any infraction with the pitcher's delivery.
- 2) If a defensive player is positioned outside the lines of play during a pitcher's delivery.
- 3) If a pitch is released and the catcher is outside of the catcher's box.
- 4) A pitcher throws to a base during a live ball while one of her feet is in contact with the pitching rubber.
- 5) The catcher throws the ball to an unoccupied base with 2 strikes or less on a batter. The defensive team is allowed to "throw it around" after a strikeout.
- 6) Consult a tournament director for all other occurrences.

## **V. Warm up Pitches**

Pitchers will receive one minute or 5 pitches between innings, whichever comes first.

### **Exceptions:**

A pitcher returning to pitch in the same half-inning will not receive warm-up pitches. You can bring a pitcher back to the mound once per inning as long as the player remains legally in the game.

## **VI. Other**

- 1) A pitcher must complete one official batter.
- 2) A no pitch is called if a runner is called out for leaving a base prior to the pitcher releasing the ball. Other no pitch calls occur on “quick pitch” situations. I.e. a delivery during suspension of play, and a delivery before a runner returns to their base after being legitimately off that base.
- 3) Metal cleats are allowed for ages 14U and above.
- 4) All helmets must cover both ears, and be equipped with a face mask.
- 5) Head first slides are allowed, but not recommended.

## **Section 2 – Conferences (Visits)**

-Offensive – you are only allowed one offensive timeout per inning.

-Defensive – you are allowed three charged timeouts in a six inning game. You will be allowed one defensive timeout for each inning thereafter if the game continues past six innings. On the fourth and each additional conference, you must remove the pitcher from the pitching position for the remainder of the game.

### **Section 3 – Flex, DP, and the Batting Lineup**

The batting lineup consists of players that you wish to bat throughout the game. You must bat 9 girls in your lineup.

- There are 2 exceptions:

- 1) You use one or more extra players (EP's). This allows you to bat your entire roster if you wish.
- 2) Only 8 players are required to begin a game. You cannot start a game with 7 or less. If you start a game with 8 players you will incur an out in the 9<sup>th</sup> spot in the lineup until the 9<sup>th</sup> player shows up. We recommend listing the player in the 9<sup>th</sup> spot if there is any chance of them showing up.
- 3) Injury rule: If you decide to bat all of your players, whether you are carrying only 9, or using EP's, then you will run the risk of incurring an out if a player is injured and cannot continue to play. I.e. if you start a game with 11 batters, then you must finish the game with 11 batters. For each instance in which you lose a batter, you will incur an out in their spot in the lineup.

## **“Flex and DP”**

The Flex and Designated Player (DP) may be the most questioned item in the rule book. The DP and Flex are linked together; you cannot have one without the other. The DP can be listed at any position in the batting lineup and will hit for the Flex player. The Flex player will be listed in the last position in the lineup, but will play defense only.

For example, if you are batting 10 with the use of one EP, then the Flex will fill the 11<sup>th</sup> spot although they will not hit.

Keep in mind that they are tied together. The Flex cannot hit for anyone else in the lineup. If you choose to let the Flex hit, then you must enter them into the lineup for the DP. Therefore, you will lose the DP and the Flex.

The exciting thing about using the DP and the Flex is the DP can play defense at any time for anyone without changing the batting lineup. This is the distinguishing difference between a designated hitter (DH) and the designated player (DP).

In short, the DP hits for the Flex, the Flex plays defense only unless you replace the DP with the Flex. The DP can enter the game defensively for any player without changing the lineup.

## **Section 4 – Substitutions and Re-Entry**

Substitutes are players not listed in the current lineup. They may enter the game for another player which must come out of the lineup. You cannot add or take away a position in the lineup; subs must be reported to the umpire who in turn will notify the opposing team of the change. You must do this to avoid batting out of order.

You do not have to report the EP entering the game defensively because it will not change the batting lineup. If the change alters the lineup, then it must be reported to the umpire.

Any player may be substituted or replaced and re-entered once. The one requirement is the player must occupy the same batting position when in the lineup. Therefore, the starter cannot be in the game at the same time as the substitute who took their place in the lineup.

## **Section 5 – Batting Out of Order**

Batting out of order is an appeal play that can be made by the defensive team only. The appeal must be made prior to the next delivery of a legal or illegal pitch. It also must be made before the pitcher and defensive players have left their fielding positions.

-If batting out of order is discovered:

- 1) During the at bat of the incorrect batter: The correct batter will assume the count and take the incorrect batters place. All runners' advances or scores are legal.
- 2) After the incorrect batter has completed their at bat and before the next pitch is delivered or the defensive players

clear their positions: The player who should have batted is called out. Any advance by runners or runs scored will not count. The next batter is the player whose name follows the player called out for failing to bat. If the incorrect batter is called out as a result of their at bat and is scheduled to be the correct batter, then skip them and the next person behind them will be the batter.

3) If a pitch (legal or illegal) is thrown, then all actions become legal.

## **Section 6 – Interference/Obstruction**

Interference is defined as the offensive batter or runner prohibiting the defense from making a play. Obstruction is defined as the defensive fielder impeding the batter or runner from advancing to further bases. These are an umpires' judgment and he or she can award bases and call outs to justify the play. Judgment calls cannot be protested.

**\*If a batted ball strikes a runner in the field of play – if the runner is behind the fielder when the ball strikes them, it is a live ball situation. If the runner is front of the fielder when the ball strikes them, then the runner will be called out, and the ball is dead\***

## **Section 7 – Infield Fly and Dropped 3<sup>rd</sup> Strike**

Infield fly – is an umpire's judgment call, and can be called when there are 1 or no outs recorded, and a force out can be made at 3 or more bases by dropping a fly ball which can be caught with routine effort. The batter is automatically out, which means no force play can be made (runners must

be tagged to be put out). All runners may advance at their own risk.

Dropped 3<sup>rd</sup> Strike - a batter can advance to first base on a dropped 3<sup>rd</sup> strike assuming first base is unoccupied, or there are two outs in the inning. All runners can advance at their own risk.

## **Section 8 – Regulation Games**

A regulation game will consist of 6 innings unless otherwise notified. A game will be considered complete if 4 or more innings are complete, or if the home team is winning in the bottom of the 4<sup>th</sup> inning and weather doesn't allow the game to be finished. For example: a thunderstorm arrives in the top of the third inning and delays the game, you must resume the game at the exact time of the stoppage. Any game that is not considered to be complete will be resumed from the exact point where they were stopped.

## **Section 9 – Umpires Discretion**

**This rule book is an overview. If a situation arises that is not covered in this outline, then the umpire will use his discretion to the appropriate actions. You can always discuss any concern with our umpires and tournament directors. The tournament director will rule on any issue or protest that may arise. The director's decision will be final.**

## Summary

**Time Limits** – Always finish the inning unless otherwise notified, the time limits will be:

### **Double Elimination Tournament/ 3 Game Wrap Bracket:**

-1 hour warm ups/ 1 hour 10 minutes throughout unless otherwise noted

Single Elimination Tournament:

-1 hour 10 minutes throughout

\*All time limits are weather permitting, meaning they could change due to Mother Nature\*

### **Batting Lineup and Courtesy Runners:**

CAMsports allows you the option to bat every player on your roster. EP's are players that will bat, but are not listed in any of the 9 defensive positions in the lineup. EP's are allowed to bat anywhere in the batting lineup, and are allowed to play defense without altering the batting lineup. A courtesy runner may be used for the pitcher and catcher only. The courtesy runner has to be a substitute not currently in the game. Refer back to pg. 9 IV for the exception to this rule.

## **Pick Up Players:**

Teams are allowed to pick up players in any of our tournaments, including our State and World. The only requirement is if the team picks up a player from a higher class, then the team will be forced to play in the class from which that particular player's team has been classified throughout the year.

-An example: A "B" team picks up an "A" player. The "B" team will be forced to play in the highest class being offered on this particular weekend.

**\*Keep in mind, that unless specifically noted, our tournaments are classified as "Open" tournaments, meaning that all classifications are allowed to play\***

Exception: A player cannot play on two different teams in the same tournament. The player cannot even be listed on the team's roster if the player has played on another team throughout the tournament.

## **Tiebreaker:**

The last two batters due up in the lineup will be placed on 2<sup>nd</sup> base and 3<sup>rd</sup> base respectively.

-An Example: A runner is on 1<sup>st</sup> base with two outs. The 2<sup>nd</sup> batter in the lineup hits a ground ball to the shortstop and she makes the force out at 2<sup>nd</sup> base. This ends the game, because we've played 6 innings, or we're out of time. When this team has their turn at bat, the # 1 batter will go to 3<sup>rd</sup> base and the #2 batter will go to 2<sup>nd</sup> base. The team can use a substitution to run for either player. If a question arises after the 1<sup>st</sup> pitch to the batter about the players on 2<sup>nd</sup> and 3<sup>rd</sup>, then the situation will be resolved. If the players are not the players who should 2<sup>nd</sup> and 3<sup>rd</sup>, then each incorrect player will be called out.

## **“IF” and Championship Games**

**If the “IF” game begins later than 9:00PM, a “shootout” format will be used. If the last game of the tournament (“IF” games in double elimination and the Championship game in single elimination) begin by 8:30PM (except on Sunday), then there will not be an enforced time limit for that game and it will consist of 6 innings.**

**\*In ranking games and seeded brackets, the highest seed chooses if they want to be the home team or the visiting team. In the event of an “if” game in a double elimination bracket, a coin flip will decide which team chooses home or visitor\***

## **Tournaments in which seeding is involved:**

Seeds are based through this system:

- 1) Best Record
- 2) Head to Head
- 3) Runs Allowed
- 4) Runs Scored
- 5) Coin Flip

\*3 or more teams have the same record: throw out head to head for the time being and progress to runs allowed (unless one of the teams has beat all of the other teams that have the same record, then that team is the highest seed), if this does not break the tie, then progress to runs scored, if the tie is still not broken, the progress to a coin flip. If you still have 3 or more teams with the same record, then you must continue to use steps 3, 4, 5 to break the tie.\*

\*If a pool game ends in a tie, then the game will account for ½ win, ½ loss. Also, pool games will only be 6 innings, unless otherwise noted by the Tournament Director in World Series and/or King of the Mountain. Elimination games will last 6 innings or until the time limit is enforced\*

\*If for some reason a team plays less pool games than should have been played, then seeding will be based on winning percentage. If the two teams are still tied and one team played one less pool game, then the team with one more game will drop their worst game, and seeding will be based on the remaining games\*

**\*Any team forfeiting a game prior to the game being played will incur a 15-0 loss. Any team forfeiting a game during the game, will thereby award their opponent with 15 additional runs. I.e. – a team forfeits while losing 15-2, end result is that team loses the game 30-2\***

### **Tournaments in which weather shortens the event:**

\*Determined by the Tournament Director\*

Option One: shorten time limits. No game shall be shortened to less than 50 minutes.

Option Two: drop the loser's bracket and continue to play the winner's bracket in a single or double elimination format depending on the discretion of the Tournament Director.

Option Three: in the event of a wash out, the director will drop the loser's bracket from the event. He will award 1<sup>st</sup> place to the last remaining team in the winner's bracket. If more than one team remains, then 1<sup>st</sup> place will be decided by a coin toss. 2<sup>nd</sup> and 3<sup>rd</sup> will be decided by who lasted the longest in the winner's bracket. If necessary, seeding formula will be used to make a determination.

### **Pitching Distances & Softball Specifications:**

8U & 10U – 35 Feet (11" ball)

12U – 40 Feet (12" ball)

14U & above – 43 Feet (12" ball)

*All softballs: .47 core, 375 max compression, optic yellow*

**\*Base paths are 60 Feet for all ages\***

## 8U Rules

1. Game Times: 1 hour, finish the inning.
2. All games are 5 innings, unless stopped by the time limit or the run rule.
3. Each team has the option to bat their entire roster.
4. The batter will get 5 pitches or 3 swinging strikes to put the ball in play. If the batter fouls off the 5<sup>th</sup> pitch, or any pitch thereafter, she will continue to receive pitches until she either misses for strike 3 or puts the ball into play.
5. Play will stop when the defensive player stops the lead runner or all play has stopped and the umpire calls time. It is the umpire's judgment that will determine where all the runners were at the time of a called time out. If in their judgment the runner was over half way to the next base, then the runner will be awarded that base. If the runner was not past the halfway point, then they will return to the previous base.
6. Mercy Rule: 15 run lead after 3 innings, 11 runs after 4.
7. There will be a limit of 6 runs allowed to score per inning in the first 4 innings. In the 5th inning teams will be allowed to score 10 runs.
8. Runners are allowed to get as many bases as they can on an overthrow if the ball is still inside the field of play.
9. Two defensive coaches will be allowed to position themselves beyond the 4 outfielders for the purpose of instructing the players. These two coaches must make every effort not to interfere with the game.

10. The pitcher must have at least one foot inside the circle at the time of the pitch.
11. No bunting.
12. No intentional walks.
13. No slap hitting.
14. Runners cannot leave the base until after the pitch has crossed the plate, and they are not allowed to steal.
15. Teams are allowed to play 10 on defense, 4 of the players must be outfielders.
16. Dropped 3<sup>rd</sup> strike is an out.

### **10U Rules:**

10U will be played just like the older divisions. No 10U specific rules.

### **Age requirement date is December 31<sup>st</sup> of the prior year**

-An example: girl is 12 on December 31<sup>st</sup>, then she can play 12U. Girl turns 13 on December 31<sup>st</sup>, then she must play 14U. Best birthday a player could have is January 1<sup>st</sup>.

\*Whatever age group you play with in the spring is the age group you can play with in the fall. With CAMSports you do not have to age up until January 1<sup>st</sup>.\*

**Sanction Fee runs January 1<sup>st</sup> through December 31<sup>st</sup> and is due prior to your team's first CAMSports tournament each year.**

**Any safety issue or rule interpretation will be made by the Tournament Director. Rule changes made during**

**the season will negate any old rule already printed in the rule book.**

**A \$200 protest fee must be posted before the Tournament Director will make a ruling.**

### **CAMsports Association Refund Policy**

**Any team participating in any CSA sanctioned event will be granted a refund if the following action occurs:**

If a team drops out less than 7 days prior to the event your entry fee will be forfeited.

If a team is participating in a tournament and plays only one game, they will be credited a 50% discount on a future tournament.

If a team participating in a tournament starts their 2<sup>nd</sup> game, but does not complete the game, they will be credited a 25% discount on a future tournament.

If a team plays at least 2 games there will be NO REFUND OR CREDIT.

If a tournament is cancelled due to an act of God (weather, etc.) your entry fee will be refunded.

If a tournament is cancelled after the start of the tournament due to weather there will be NO GATE REFUND.

# **CAMSPORTS**

## **BASEBALL**

### **OVERVIEW OF THE RULES**

#### **DIRECTORS:**

**JOHN MAZZOLA, SR. (Middle & S. GA)**

**478-986-7871**

**[jmazzolasr@camsports-usa.com](mailto:jmazzolasr@camsports-usa.com)**

**JOHN MAZZOLA, JR. (Middle & S. GA)**

**478-986-7872**

**[jjmazzola@camsports-usa.com](mailto:jjmazzola@camsports-usa.com)**

**MATT HORNE (North GA)**

**706-255-7536**

**[mhorne@camsports-usa.com](mailto:mhorne@camsports-usa.com)**

## Quick Rule Reference

### **I. Time Limits**

12 and under: 1 hour and 30 minutes finish the inning

13 and above: 1 hour and 40 minutes finish the inning

\*All time limits are subject to change if the weather forces a delay\*

### **II. Run Rules**

-12 run lead after 3 innings

-10 run lead after 4 innings

-8 run lead after 5 innings

### **III. You can bat your entire roster using additional players.**

These players will be listed as EP's (Extra Players) and can bat anywhere in the batting lineup. The EP's will bat, but they will not start the game defensively. However, at any point during the game, the EP's can enter defensively **without** changing the batting lineup.

**IV.** A courtesy runner can be used for the pitcher or catcher only. The courtesy runner has to be a substitute not currently in the game. Exception: If you are batting all of your players, then you can use the last player due up in your batting lineup as the courtesy runner for the pitcher or catcher. **Note: If you are batting all of your players, and you bat your pitcher and catcher next to each other in the lineup, and the pitcher gets on base, and the catcher is due up last at that time (or vice versa), then we will not skip over them to find another runner. In this scenario your pitcher can run or your catcher can run for them.**

**V. Throwing to a base - Requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk. A pitcher is to step directly toward a base before throwing to that base and is required to throw (except to second base) because he steps. It is a balk if, with runners on first and third, the pitcher steps toward third and does not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. It is legal for a pitcher to feint a throw to second base.**

\*Any infraction may include, but is not limited to having to forfeit the game and the coach being suspended\*

## **VI. Tiebreaker**

The last batter due up at the time will placed at 2<sup>nd</sup> base respectively.

**VII. NO SLASHING** (faking a bunt and pulling back to swing).

**\*Please be sure to introduce yourself to the tournament director. The tournament director will make all decisions on rule interpretations and weather delays at your site\***

## Major Rule Discussion

### Section 1 – Pitching Rules and Definitions

**I. The position of the pitchers feet determines whether he will pitch from the windup or the set position. The pitching regulations begin when we intentionally contacts the pitching plate.**

For the windup position, the pitcher is not restricted as to how he will hold the ball. The pitcher's pivot foot shall be on top of the pitching plate. The non-pivot foot shall be in any position on or behind the pitching plate. With his feet in the windup position, he may only deliver a pitch or step back off the pitching plate with his pivot foot first. Once both feet are behind the pitching plate, the pitcher may change to the set position.

For the set position, the pitcher may have the ball in either hand. The pitching hand shall start at his side or behind his back. The pivot foot shall be in contact with the front of the pitching plate. The non-pivot foot shall be in front of the pitching plate. While the pitchers hands are separated he may turn his shoulders and look at a base. Turning the shoulders after bringing the hands together is a balk.

\*Any infraction may include, but is not limited to having to forfeit the game and the coach being suspended\*

## **II. Balks**

Simple definition of a balk is an attempt by the pitcher to throw an illegal pitch.

- 1) There must be a runner on base for a balk to be called.
- 2) If a balk occurs, all runners will be advanced one base.
- 3) If an illegal pitch occurs with no runners on base, then a ball will be added to the pitch count.

### **Examples:**

- 1) From the rubber the pitcher fakes a throw to any base (except for 2<sup>nd</sup> base).
- 2) Faking the motion of a pitch on the rubber without the ball.
- 3) Applying a foreign substance to the ball.
- 4) Failing to have one continuous motion after the start of a pitch.
- 5) From the stretch the pitcher fails to have a distinctive pause before pitching the ball.
- 6) Turning of the shoulders after the hands have come together in the set position.
- 7) Failing to step directly toward the base in which you are trying to pick off a base runner.

### **III. Pitching Limits**

12U & below:

1 day tournament – 7 innings

2 day tournament – 9 innings (not more than 6  
innings per day)

3 day tournament – 12 innings (not more than 6  
innings per day)

13U & above:

No pitching limits

### **Section 2 – Conferences (Visits)**

-Offensive – You are only allowed one offensive timeout per inning.

-Defensive – You are allowed three charged timeouts in a six inning game. You will be allowed one defensive timeout for each inning thereafter if the game continues past six innings. On the fourth and each additional conference, you must remove the pitcher from the pitching position for the remainder of the game. The removed pitcher can play other positions.

### **Section 3 – Batting Lineup**

The batting lineup consists of players that you wish to bat throughout the game. You must bat 9 players in your lineup. There are 2 exceptions.

1) You use extra players (EP's). This allows you to bat your entire roster if you wish.

2) Only 8 players are required to begin a game. You cannot start a game with 7 or less. If you start a game with 8 players you will incur an out in the 9th spot in the lineup until the 9th player shows up. We recommend listing the player in the 9th spot if there is any chance of them showing up.

3) Injury rule: If you decide to bat all of your players, whether you are carrying only 9, or using EP's, then you will run the risk of incurring an out if a player is injured and cannot continue to play. I.e. if you start a game with 11 batters, then you must finish the game with 11 batters. For each instance in which you lose a batter, you will incur an out in their spot in the lineup.

#### **Section 4 – Substitutions and Re-Entry**

Substitutes are players not listed in the current lineup. They may enter the game for another player which must come out of the lineup. You cannot add or take away a position in the lineup; subs must be reported to the umpire who in turn will notify the opposing team of the change. You must do this to avoid batting out of order.

You do not have to report the EP entering the game defensively because it will not change the batting lineup. If the change alters the lineup, then it must be reported to the umpire.

Any player may be substituted or replaced and re-entered once. The one requirement is the player must occupy the same batting position when in the lineup. Therefore, the starter cannot be in the game at the same time as the substitute who took their place in the lineup.

## **Section 5 – Batting Out of Order**

Batting out of order is an appeal play that can be made by the defensive team only. The appeal must be made prior to the next delivery of a legal or illegal pitch. It also must be made before the pitcher and defensive players have left their fielding positions.

-If batting out of order is discovered:

- 1) During the at bat of the incorrect batter: The correct batter will assume the count and take the incorrect batters place. All runners' advances or scores are legal.
- 2) After the incorrect batter has completed their at bat and before the next pitch is delivered or the defensive players clear their positions: The player who should have batted is called out. Any advance by runners or runs scored will not count. The next batter is the player whose name follows the player called out for failing to bat. If the incorrect batter is called out as a result of their at bat and is scheduled to be the correct batter, then skip them and the next person behind them will be the batter.
- 3) If a pitch (legal or illegal) is thrown, then all actions become legal.

## **Section 6 – Interference/Obstruction**

Interference is defined as the offensive batter or runner prohibiting the defense from making a play. Obstruction is defined as the defensive fielder impeding the batter or runner from advancing to further bases. These are an umpires' judgment and he or she can award bases and call outs to justify the play. Judgment calls cannot be protested.

**\*If a batted ball strikes a runner in the field of play – if the runner is behind the fielder when the ball strikes them, it is a live ball situation. If the runner is front of the fielder when the ball strikes them, then the runner will be called out, and the ball is dead\***

## **Section 7 – Infield Fly and Dropped 3<sup>rd</sup> Strike**

Infield fly – is an umpire's judgment call, and can be called when there are 1 or no outs recorded, and a force out can be made at 3 or more bases by dropping a fly ball which can be caught with routine effort. The batter is automatically out, which means no force play can be made (runners must be tagged to be put out). All runners may advance at their own risk.

Dropped 3<sup>rd</sup> Strike - a batter can advance to first base on a dropped 3<sup>rd</sup> strike assuming first base is unoccupied, or there are two outs in the inning. All runners can advance at their own risk.

## **Section 8 – Regulation Games**

A regulation game will consist of 6 innings unless otherwise notified. A game will be considered complete if 4 or more innings are complete, or if the home team is winning in the bottom of the 4<sup>th</sup> inning and weather doesn't allow the game to be finished. For example: a thunderstorm arrives in the top of the third inning and delays the game, you must resume the game at the exact time of the stoppage. Any game that is not considered to be complete will be resumed from the exact point where they were stopped.

## **Section 9 – Umpires Discretion**

**This rule book is an overview. If a situation arises that is not covered in this outline, then the umpire will use his discretion to the appropriate actions. You can always discuss any concern with our umpires and tournament directors. The tournament director will rule on any issue or protest that may arise. The director's decision will be final.**

## Summary

**Time Limits** – Always finish the inning unless otherwise notified. Time limits will be as follows:

12 and under: Time limits are 1 hour and 30 minutes

13 and under: Time limits are 1 hour and 40 minutes

\*All time limits are weather permitting\*

### **Batting Lineup and Courtesy Runners:**

You can bat your entire roster using additional players. These players will be listed as EP's (Extra Players) and can bat anywhere in the batting lineup. The EP's will bat, but they will not start the game defensively. However, at any point during the game, the EP's can enter defensively **without** changing the batting lineup.

A courtesy runner can be used for the pitcher or catcher only. The courtesy runner has to be a substitute not currently in the game. Exception: If you are batting all of your players, then you can use the last player due up in your batting lineup as the courtesy runner for the pitcher or catcher. **Note: If you are batting all of your players, and you bat your pitcher and catcher next to each other in the lineup, and the pitcher gets on base, and the catcher is due up last at that time (or vice versa), then we will not skip over them to find another runner. In this scenario your pitcher can run or your catcher can run for them.**

## **“IF” and Championship Games**

If the “IF” game begins later than 9:00PM, a “shootout” format will be used. If the last game of the tournament (“IF” games in double elimination and the Championship game in single elimination) begin by 8:30PM (except on Sunday), then there will not be an enforced time limit for that game and it will consist of 6 innings.

## **Tournaments in which seeding is involved:**

Seeds are based through this system:

- 1) Best Record
- 2) Head to Head
- 3) Runs Allowed
- 4) Runs Scored
- 5) Coin Flip

**\*3 or more teams have the same record: throw out head to head for the time being and progress to runs allowed (unless one of the teams has beat all the other teams, then that team is the highest seed), if this does not break the tie, then progress to runs scored, if the tie is still not broken, then progress to a coin flip. If you still have 3 or more teams with the same record, then you must continue to use steps 3, 4, 5 to break the tie.\***

\*If a pool game ends in a tie, then the game will account for ½ win, ½ loss. Also, pool games will only be 6 innings, unless otherwise noted by the Tournament Director.

Elimination games will last 6 innings or until the time limit is enforced\*

\*If for some reason a team plays less pool games than should have been played, then seeding will be based on winning percentage. If the two teams are still tied and one team played one less pool game, then the team with one more game will drop their worst game, and seeding will be based on the remaining games\*

\*In ranking games and seeded brackets, the highest seed chooses if they want to be the home team or the visiting team. In the event of an “if” game in a double elimination bracket, a coin flip will decide which team chooses home or visitor\*

**\*Any team forfeiting a game prior to the game being played will incur a 15-0 loss. Any team forfeiting a game during the game, will thereby award their opponent with 15 additional runs. I.e. – a team forfeits while losing 15-2, end result is that team loses the game 30-2\***

### **Tiebreaker:**

The last batter due up on the lineup will be placed on second base.

**Age requirement date is April 29<sup>th</sup> of the current year.**

Boy is 12 on April 29<sup>th</sup>; then he can play 12U.

Boy turns 13 on April 29<sup>th</sup>; then he must play 13U.

Best birthday a player could have is April 30<sup>th</sup>.

**\*Whatever age group you play with in the spring is the age group you can play with in the fall. With CAMsports you do not have to age up until January 1<sup>st</sup>\***

**Sanction Fee runs January 1<sup>st</sup> through December 31<sup>st</sup> and is due prior to your team's first CAMsports tournament each year.**

**Any safety issue or rule interpretation will be made by the Tournament Director. Rule changes made during the season will negate any old rule already printed in the rule book.**

**A \$200 protest fee must be posted before the Tournament Director will make a ruling.**

## **CAMsports Association Refund Policy**

**Any team participating in any CSA sanctioned event will be granted a refund if the following action occurs:**

If a team drops out less than 7 days prior to the event your entry fee will be forfeited.

If a team is participating in a tournament and plays only one game, they will be credited a 50% discount on a future tournament.

If a team participating in a tournament starts their 2<sup>nd</sup> game, but does not complete the game, they will be credited a 25% discount on a future tournament.

If a team plays at least 2 games there will be NO REFUND OR CREDIT.

If a tournament is cancelled due to an act of God (weather, etc.) your entry fee will be refunded.

If a tournament is cancelled after the start of the tournament due to weather there will be NO GATE REFUND.

## 8U Coach Pitch Rules

1. Game Times: 1 hour, finish the inning.
2. All games are 5 innings, unless stopped by the time limit or the run rule.
3. Each team has the option to bat their entire roster.
4. The batter will get 5 pitches or 3 swinging strikes to put the ball in play. If the batter fouls off the 5<sup>th</sup> pitch, or any pitch thereafter, she will continue to receive pitches until she either misses for strike 3 or puts the ball into play.
5. Play will stop when the defensive player stops the lead runner or all play has stopped and the umpire calls time. It is the umpire's judgment that will determine where all the runners were at the time of a called time out. If in their judgment the runner was over half way to the next base, then the runner will be awarded that base. If the runner was not past the halfway point, then they will return to the previous base.
6. Mercy Rule: 15 run lead after 3 innings, 11 runs after 4.
7. There will be a limit of 6 runs allowed to score per inning in the first 4 innings. In the 5th inning teams will be allowed to score 10 runs.
8. Runners are allowed to get as many bases as they can on an overthrow if the ball is still inside the field of play.
9. Two defensive coaches will be allowed to position themselves beyond the 4 outfielders for the purpose of instructing the players. These two coaches must make every effort not to interfere with the game.

10. The pitcher must have at least one foot inside the circle at the time of the pitch.
11. No bunting.
12. No intentional walks.
13. No slap hitting.
14. Runners cannot leave the base until after the pitch has crossed the plate, and they are not allowed to steal.
15. Teams are allowed to play 10 on defense, 4 of the players must be outfielders.

### **8U Kid Pitch Rules**

1. Game times are 1 hour 30 minutes finish the inning.
2. No leading off.
3. Bunting is allowed, no maximum.
4. No infield fly.
5. Stealing is allowed once the ball has crossed the plate.
6. Dropped 3rd Strike is an out.
7. Run limit of 6 runs per inning for the first 5 innings. The sixth inning will be limited to 10 runs.
8. Runners may advance from 3rd to home on wild pitches and overthrows.
9. Runners can advance as many bases as they can on wild pitches and overthrows.

10. Teams may bat their entire roster. The players beyond 9 shall be listed as EP's, and there will be free defensive substitution with all the players listed in the batting lineup.

### **Pitching and Base Path Distances by Age:**

8U Coach and Kid Pitch – 40' pitching 60' bases

9U and 10U – 46' pitching 65' bases

11U and 12U – 50' pitching 70' bases

13U – 54' pitching 80' bases

14U and above – 60'6" pitching and 90' bases

### **Bat Regulations:**

12U and under – no maximum drop

13U – drop 5 maximum

14U and above – drop 3 maximum, BESR certified

### **Cleats:**

12U and under – rubber cleats only

13U and above – metal cleats are allowed