

# RAWLINGS GOLD GLOVE AWARD CLASSIC 2011

## RULES

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### **Rules**

The following rules will be in effect for all Disney Baseball Tournaments. All players and Managers/Coaches shall be subject to the NATIONAL FEDERATION OF HIGH SCHOOLS Baseball Rulebook unless indicated below. Each Manager/Coach is responsible for informing his/her players of all rules.

**Team Eligibility:** Participation in a Disney Baseball Tournament is open to amateur teams consisting of up to 20 players of proper eligibility.

**Player Eligibility:** Players ages 8-18 may participate. The cutoff date to determine the appropriate age division is May 1, 2012. Regardless of the age of the player during the Tournament - the division is determined by how old the player will be on May 1, 2012.

Acceptable player identification will include: photocopy of birth certificate, valid passport or valid driver's license.

**Birth Certificates:** All teams must have a copy of each player's birth certificate in their possession during the tournament. Birth certificates must be faxed to 407-938-3442 three weeks prior to your event.

Failure to meet any of these requirements will render a player ineligible to participate in the tournament. Any team found to be using an ineligible player would forfeit all Disney Baseball Tournament games in which the ineligible player has participated.

**Rosters:** Official Disney Baseball Roster must be filled out online with players name and uniform number. Please also list your coaches, bat boys/girls and scorekeeper. The link is found at [www.disneybaseball.com](http://www.disneybaseball.com) under the Left Menu Listing "Team Resources", "Checklist". Teams may change their rosters up until the first pitch of the first game, provided that the newly-added player(s) have purchased a participant package from Disney Sports Travel; turned in a copy of their birth certificate; and have turned in a signed waiver.

No player shall be listed on more than one team roster. If a player is wrongly listed on more than one roster the Tournament Director shall determine which team the player may rightfully be eligible to play for and/or if the player in question is to be permitted to participate further in the tournament.

If it has been determined that a violation of this rule has transpired, penalties may include: player, coach and/or team disqualification(s) from the tournament and/or forfeiture of games played with ineligible players. No player can appear in a tournament game for more than one team.

**Pre-Game Procedure:** Before going onto the playing field, each player, coach, and/or bat boy/girl must sign a Disney Sports Waiver Form.

Competitors should be at the competition field at least 30 minutes prior to the start of their game.

Manager/Coach will meet on the field for the coin-toss for home team.

Lineups are to be turned into the scorekeeper 15 minutes prior to the scheduled start of the game.

Line-up cards must contain every player and substitute's first and last name, uniform number, and position.

The grounds crew will have a minimum of 10 minutes to prepare the field for the game.

Infield/outfield practice will not be allowed between games.

Each game will be assigned two umpires.

**The Extra Player "EP" Rule may be utilized for all age divisions:**

A player may be (it is not mandatory) designated as an Extra Player. The Extra Player is a 10th man in the batting order. The designated Extra Player may bat in any position in the batting order. The Extra Player must be selected prior to the start of the game, and his name must be included on the line-up card presented to the umpire and the official scorer. Failure to declare an Extra Player prior to the game precludes the use of an Extra Player for the duration of that game. During the course of a game, the player designated as the Extra Player may enter the game in a defensive role for any defensive position. If the Extra Player enters the game in a defensive position, the player being substituted for defensively can become the Extra Player, or another non-starter who has not played in the game may enter the game as the Extra Player. The player entering the game in a defensive position and the new Extra Player must remain in their original positions in the batting order. If a pinch hitter or pinch runner is used for the Extra Player, that player becomes the new Extra Player.

**Protests:** Protests will be heard and ruled on by the Tournament Director and Umpire-In-Chief. The team protesting must make cash payment of \$100.00 at the time of the protest. If the protest is ruled in the protesting teams favor the \$100.00 will be refunded. The ruling made by the Tournament Director and Umpire-In-Chief will be final. Should any funds be collected due to unsuccessful protest attempts, the funds will be donated to a charitable institution of Disney's choice.

**Weather:** The following weather related protocols will be observed:

In the case of lightning or severe rain, all competition will be halted and all guests will be asked to proceed to the safety of the designated lightning shelters. The competition will resume when the weather clears, or be postponed to the following day (in the case of severe weather).

In the case of light rain, competition will continue until safety becomes an issue.

If all games are rained out on Championship Day, the highest placed team, of the two scheduled to play each other, will automatically win each game. If the two teams scheduled to play each other are tied for the highest place, there will be a coin flip conducted by the tournament director.

In the event unusual conditions necessitate the rescheduling, curtailment or cancellation of games for the safety of participants, the Tournament Director shall have absolute authority to make changes in order to best serve the interests of the Tournament. In case of extreme weather, the umpire, Tournament Director or *ESPN Wide World of Sports*® Complex representative shall determine if and when play shall cease, resume or be rescheduled. Detailed instructions will be disseminated at the coaches meeting describing how and where the most current tournament schedule may be obtained. It is the total and entire responsibility of each manager/coach to obtain the latest schedule information. RAIN DAY, SCHEDULE CHANGES AND INCLEMENT WEATHER INFORMATION CAN BE OBTAINED BY CALLING: 407-939-1557.

Each manager/coach must provide contact information (i.e. contact name, hotel name, hotel phone, room number, cell phone etc.) at registration on the first day of the tournament. If games are postponed to the following day, they will be played after the completion of that days scheduled games.

**Delays/Cancellations:** Any game not legally completed because of inclement weather or any other unforeseen developments shall follow the guidelines below:

- Before a game becomes a regulation game, it shall be declared a suspended game and play shall be resumed from the point of suspension.
- After a game has become a regular game, it shall be ruled a complete game.
- A tie game after the time limit or the inning limit is considered a completed game in round robin play.

**Seeding (in order):** Seeding after the preliminary round shall be determined as follows Record

Two Team Tie within the bracket: Common game win-loss record (head to head) If game was a tie, then:

- Fewest runs allowed
- Most runs scored
- Coin-toss

Three Team Tie within the bracket:

- Fewest runs allowed in round robin play will determine the first winner of the three teams
- Common game win loss record between the remaining two teams
- If common game win loss is a tie, least runs allowed in round robin play head to head with other two teams
- If the least runs allowed is a tie, most runs scored in round robin play
- Coin-toss
- Cross over games are simply counted as a win or loss and head to head is not used for seeding

**Game Balls:** Disney provides all game balls to be used during tournament play. Rawlings® is the official ball of Disney baseball tournaments. Teams are requested to designate someone to collect foul balls from their side of the field.

**Uniforms:** Coaches do not have to wear full uniform. Shorts and Team shirt are acceptable. All players must have a visible number on the back of the uniform and number is to be listed on the team roster.

**Post Game:** As a mutual courtesy, both teams shall meet at home plate and congratulate each other for a game well played.

Managers/Coaches of both teams will insure that the respective sideline areas are clean and that all trash is in the proper receptacles immediately after the game.

**8U-12U Rules:** The rules contained in this section apply to the youth (12U & younger) games played in this tournament. Otherwise, National Federation of High School rules will apply.

- Bat Rule 8U, 10U, 11U & 12U - No weight to length differential bat restrictions
- Metal spikes are not allowed for 8U, 10U, 11U, and 12U

- Disney youth Baseball tournaments do not have a limit on the number of innings a player may pitch in a day. All games, except the 8U Division will have a 1 hour and 40 minute time limit. The 8U Division will have a 1 hour and 15 minute time limit. No new inning may be started after the time limit has expired. Should an inning begin before the end of the 1 hour and 45 minute time period and continue beyond the limit, the inning will be played out in its entirety. Six innings or the time limit, whichever comes first, constitutes a complete game.
- All games in Round Robin will be played on this premise unless otherwise indicted and a tie game will be a complete game in round robin. All games will be scheduled for 6 innings, (4 innings shall constitute a legal game, 3.5 innings if the home team is ahead), but will be terminated after 4 innings if a team has a 10 run lead or 15 runs after 3 innings.
- Championship games will have a 2-hour time limit and a 10 run rule.
- Courtesy Runners: Running for the pitcher or catcher is allowed at any time for speed up purposes per National High School Federation rules. The same runner may not be used for both positions. The umpire shall record courtesy runner participation. The courtesy runner MUST be a substitute not yet in the ball game.

#### **Additional NFHS 8U Rule Exceptions**

- 8U - Coach Pitch 1 hour and 15 minute time limit.
- A base runner is out for leaving the base before the ball is hit or reaches home plate.
- Stealing is not allowed
- 10 players may play in the field with 4 outfielders. The 4th outfielder may not be allowed to assume an infield position. All outfielders must stay behind the baseline.
- A ball must go past the 20 ft. arc from 1st base to 3rd base to be fair.
- Safety Arc - Infielders must stay behind this line until the ball is hit.
- A maximum of 5 runs per inning or 3 outs; the last inning has a maximum of 10 runs.
- Rosters must be finalized before the first pitch of the tournament
- Players may appear on the roster, but not on the line up card for a game
- The batting order shall constitute all players on the team line up card at the beginning of the game.
- Players can not be added to the lineup card once the game has begun
- All players shall bat before returning to the top of the order.
- A batter shall receive a maximum of 7 pitches or three swinging strikes. Free substitution on defense. Batting order must remain the same.
- No bunting.
- Defensive coaches are not allowed on the field of play and must coach from the dugout.
- Umpires will call "time" after every play and declare the ball dead.
- A player can only be intentionally walked one time per game.
- Infield fly rules do not apply.

- The defensive player listed as the pitcher cannot leave the pitching circle until the ball is hit.
- Courtesy runner for catcher only.
- The pitching coach cannot coach while in the pitching position. The pitching coach must position himself as not to be an obstruction to the defensive team on any play.
- The bases will be set at 60 feet.
- Mound set at 46 feet.

#### **Additional NFHS 10U Rule Exceptions**

- All games shall be played on fields with 60' bases and a pitching distance of 46'.
- Teams will play at the Diamondplex (Dirt Infields) with fences set at 200 feet.
- Leadoffs are not allowed. Any base runner leaving the base before the ball reaches home plate is out (Umpire decision). Once the ball has reached home plate, players can leave the base and advance at their own discretion.
- The batter is out on a third strike even when the ball is not caught by the catcher.

#### **Additional NFHS 11U and 12U Rule Exceptions**

- All games shall be played on fields with 70' bases and a pitching distance of 50'.
- Teams will play at the Diamondplex (Dirt Infields) with fences set at 225 feet.

#### **Rule Clarifications 14U, 16U and 18U: The NATIONAL FEDERATION OF HIGH SCHOOL rules will apply for all 14U, 16U and 18U games with the exception of the following:**

- All games shall be played on fields with 90' bases and a pitching distance of 60' 6".
- Bat Rule 14U - No weight to length differential bat restrictions.
- 16U and 18U - The NATIONAL FEDERATION OF HIGH SCHOOL rule pertaining to bat size and length shall apply. The High School Bat Rule is currently (-3).
- Metal spikes are permitted for 14U, 16U, and 18U
- The aforementioned Extra Player option will be in effect and teams will have the choice to bat ten in their lineup if they choose
- Disney youth Baseball tournaments do not have a limit on the number of innings a player may pitch in a day.
- Courtesy Runners: Running for the pitcher or catcher is allowed at any time for speed up purposes per National High School Federation rules. The same runner may not be used for both positions. The umpire shall record courtesy runner participation.
- All games will have an hour and 45 minute time limit. No new inning may be started after the time has expired. Should an inning begin before the end of the time period and continue beyond the limit, the inning will be played out in its entirety. Seven innings or the time limit, whichever comes first, constitutes a complete game. All games in Round Robin will be played on this premise unless otherwise indicted and a tie game will be a complete game in round robin.
- All games will be scheduled for 7 innings, (5 innings shall constitute a complete game, 4.5 innings if the home team is ahead) but will be terminated after 5 innings if a team has a 10 run lead; or 15 runs after 4 innings.

- Championship games will have a 2-hour time limit and a 10 run rule.
- The Extra Player "EP" Rule may be utilized:  
A player may be (it is not mandatory) designated as an Extra Player. The Extra Player is a 10th man in the batting order. The designated Extra Player may bat in any position in the batting order. The Extra Player must be selected prior to the start of the game, and his name must be included on the line-up card presented to the umpire and the official scorer. Failure to declare an Extra Player prior to the game precludes the use of an Extra Player for the duration of that game. During the course of a game, the player designated as the Extra Player may enter the game in a defensive role for any defensive position. If the Extra Player enters the game in a defensive position, the player being substituted for defensively can become the Extra Player, or another non-starter who has not played in the game may enter the game as the Extra Player. The player entering the game in a defensive position and the new Extra Player must remain in their original positions in the batting order. If a pinch hitter or pinch runner is used for the Extra Player, that player becomes the new Extra Player.

**Discipline:** Managers/Coaches will be responsible for the behavior of their fans. The umpire and/or *ESPN Wide World of Sports*® Cast Member will have the authority to warn and ultimately eject the coach and or fans that behave in an abusive or disruptive manner. Unnecessary noise making, causing a disturbance, will be halted (including pounding on the bleachers). ALL NOISE-MAKING DEVICES ARE PROHIBITED

**Ejection:** An ejected player or manager/coach must leave the playing area (this means that the offending individual shall not be seen or heard from for the duration of the game) and WILL AUTOMATICALLY BE SUSPENDED FOR THE NEXT GAME. Any player or coach ejected from a second game shall be suspended for the remainder of the tournament. These penalties are for "ordinary" ejections. The Tournament Director reserves the right to hand out more stringent penalties for "extraordinary" circumstances (i.e. fighting, contact with an umpire, etc.).

The Tournament Director and Umpire in Chief will review and rule on all reports of unacceptable conduct by players, managers, coaches, and spectators. Depending on the severity of the unacceptable conduct, the Tournament Director and/or Umpire in Chief may enforce a suspension of up to the duration of the tournament. The Tournament Director and/or Umpire in Chief decision will be disclosed to the appropriate parties prior to their next scheduled game.

Tournament Director and Umpire in Chief reserve the right to decide all tournament matters and has the final interpretation of the aforementioned rules and regulations. The Tournament Director and *ESPN Wide World of Sports*® Complex will not be responsible for any expense incurred by any team due to the cancellation in part or whole of the tournament.