



**2024 Bobcats Summer Sizzler**  
**OFFICIAL RULES**  
*(June 21st<sup>h</sup>- June 23rd)*

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AGE LIMIT: Eight & Under – Age on April 30th.  
ROSTER: Maximum 14 players  
RAINOUTS: All games will be moved to the next day  
PLAYING RULES: Official Little League – Except for the following rules below  
ENTRY FEE \$375.00  
- 0 games played = \$325 refund  
- 1 game played = \$175 refund  
- 2 games played = \$0 refund

Each community team must carry their own insurance.

Bobcats Baseball Softball Club will not be responsible for any injuries to players, team personnel, or any other member of your group.

Pool play is on Friday and Saturday. Single elimination tournament on Sunday.

The Tiebreaker is as follows:

1. Overall record
2. Head-to-head
3. Fewest runs allowed
4. Total runs scored
5. Coin toss

## **General**

Players must be 8 years old or younger by April 30, 2024, to participate in the 8U tournament and players must be 7 years old or younger by April 30, 2024, to participate in the 7U tournament. Upon request, a birth certificate must be provided within 24 hours.

Teams must field at least nine (9) players within ten (10) minutes of the scheduled starting time or forfeit that game.



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Prior to the start of each game, managers must present their batting order and starting line-ups to the official scorekeeper. All uniformed players present must be included in the batting order. All players must play at least two (2) defensive innings.

Free substitution in field. Batting order must not change.

A regulation game will be six (6) innings with a two-hour time limit; an exception may be made for tie games and playoff games, at the discretion of the Tournament Director.

A five (6) run per inning rule with continuation for innings 1-5. (“With Continuation” means that if after 5 runs have scored and a player hits a multiple-run homerun, all runs will count.

Essentially, it is possible to have a 9 run inning if 5 runs are in and a player hits a grand slam).

After the completion of the fifth inning, the defensive team must make three (3) outs to end the inning. No six (5) run limit applies. This applies in extra innings as well.

Mercy Rule: 15 runs after 4 innings, 10 runs after 5 innings.

In the event of rain, games will become official after four (4) innings (3 ½ innings if the home team is ahead).

The distance between the bases is sixty (60) feet. A chalk line will be placed ¾ the distance (45 ft) between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> and 3<sup>rd</sup> and home.

A coin toss will decide the home team for all pool play games. The highest seed in the playoffs will be the home team.

A pitching line will be centered 35 feet from the front of home plate. Pitcher must pitch from the line.

Specific ground rules will be discussed prior to the start of each game.

USA bats only.

Judgment calls by an umpire are not questionable. Rule interpretation disputes/questions will be addressed at the time of the infraction prior to another pitch being rendered. Only the Head Coach, as registered with the Tournament Director can dispute/question an umpire’s rule interpretation. There will be no protests. A maximum of five minutes will be allotted to review the rules. Within that time, the inability to provide proof will cause the play to stand as ruled.



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## Defense (in the field)

Teams will play ten (10) players in the field. The defensive team will consist of a pitcher, catcher, four (4) infielders, and four (4) outfielders.

No rover will be permitted.

No outfielder may take a position in front of the line where the infield dirt and outfield grass meet.

No infielder may take a position beyond the line where the infield dirt and outfield grass meet.

Two defensive coaches are permitted in foul territory (in the outfield) when their team is on defense.

Although encouraged, heart guard and face guard for the pitcher are not required.

The adult pitcher must make every effort to get out of the way when the pitcher is making a play.

- If unintentional interference is called on the adult, the play will be void and batter will return to home plate. It will not count as a pitched ball.

- If intentional interference is called, the batter is out, and the runners return to their previous base.

Play stops when the ball is in control by an infielder in the infield. Continuance play will be stressed. Should a player not make an attempt to throw the ball and just maintains control while the play is "live" will be judgment by the umpire and only the umpire. Play will stop as stated, unless the said infielder continues play by attempting a play on any of the advancing runners.

Any base runners in motion shall be sent back to the previous base if they are not, in the umpire's judgment, more than 3/4 of the way to the next base (one foot over the line).

- Base runners with at least one foot clearly beyond the 3/4 chalk line when an infielder has controlled possession of the ball will be awarded the next base.

- Runners on the line or short of the line will be returned to the prior base.



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## Offense (batting)

Team Coach will pitch overhand to own team and must pitch from behind the pitching line. If the adult pitcher touches a ball any time during play, the play is dead and runner advancement stops.

If a batted ball hits the adult pitcher, the ball is dead, and no pitch is counted. Everyone goes back to their original positions including batter. It's a no pitch.

A strikeout will be charged when three (3) strikes have occurred. A maximum of six (6) pitches per batter will be permitted, after which the batter is out. The batter shall not be out if the sixth/last pitch is fouled off. If a batted ball should hit the manager or coach while pitching, the ball shall be ruled dead (no play/no pitch) and the batter and any base runners shall return to previous position, and play shall continue with a new pitch, **even if it is the final pitch.**

Base runners must remain on base until the ball is hit. If an umpire observes a base runner leaving a base early, a team warning will be given. Any other runner from that team leaving a base early will result in that runner being called out. One warning will also be given should a player throw his or her bat unless the bat strikes another player or umpire then the batter will automatically be called out. The next time any player on the team throws the bat will result in a dead ball and the player is automatically out.

Managers may appeal (directly to the umpire) a runner missing a base or leaving early when tagging up after a fly ball out. An appeal must be made before the next pitch is made. A coach must appeal the missed base or leaving by calling time out. If the appeal is upheld, the runner will be called out.

All base coaches must stay behind the coaching line. Touching a runner when the ball is in play will be considered interference and the runner will be called out.

### **Advancement of batters and runners**

There will be no advancing of runners when a ball is overthrown by an infielder.

**Examples:** -Ground ball to shortstop; shortstop throws the ball 10 feet over 1<sup>st</sup> baseman's head;

**Runner may not advance.**

-Runners on 1<sup>st</sup> and 2<sup>nd</sup>; ground ball hit to 3<sup>rd</sup> baseman; he fields it, steps on third and throws to 2<sup>nd</sup> and ball ends up in right field; **Runners may not advance.**



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Throws coming from the outfield are different. When a ball is hit to the outfield, **all runners may continue to advance until an infielder has controlled possession of the ball while standing in the infield dirt.** Also, as stated previously in the rules, if an infielder catches a ball from an outfielder and then tries to make a play on a runner, the play will continue, and if the runner safely reaches that base, he stays there. If he's out, he's out.

**Examples:** -Batter crushes a ball to the fence; outfielder gets it and throws it to the infield and it sails over everyone's head; batter(runner) may continue to advance until an infielder picks up and has control of the ball.

-Runner on 1<sup>st</sup>; base hit to right field; runner rounds 2<sup>nd</sup> and is headed for third; right fielder fields it cleanly and throws to shortstop; shortstop turns and does nothing. Play stops and if runner has not reached  $\frac{3}{4}$  chalk line, he goes back to 2<sup>nd</sup>.

If he was past  $\frac{3}{4}$  chalk line, he gets 3<sup>rd</sup>. Now, if the shortstop turns and throws to 3<sup>rd</sup> to get the runner out, the play is live. If runner is safe, he stays at 3<sup>rd</sup>. If he's out, he's out.

There is no infield fly rule. Tagging on a fly ball will be permitted.

**Another play that will be permitted is the following:** Runner on 2nd base and he is not forced. Ground ball hit to left side of infield. The infielder throws to 1<sup>st</sup> immediately upon which the runner on 2<sup>nd</sup> advances to 3<sup>rd</sup>. He will be allowed to stay at 3<sup>rd</sup> even if he hasn't reached the  $\frac{3}{4}$  chalk line once the 1<sup>st</sup> baseman catches the ball. This is a baseball play, and very good heads up by the runner. Therefore, the  $\frac{3}{4}$  chalk line will no apply in this situation.

**Another play where chalk lines will not apply:** Runners on base, doesn't matter where. Ball hit to pitcher. The pitcher fields it cleanly and throws to 1<sup>st</sup>. At the time 1<sup>st</sup> baseman catches the ball the other runners are nowhere near the  $\frac{3}{4}$  chalk line. They will not have to go back because once again this is a baseball play. The chalk lines will not apply in this situation.

No stealing or bunting permitted.

### **Injury**

-Umpire will call "dead ball" when an injury occurs. Runners will only be awarded the base they were going toward.

### **Sliding**

- Players must slide into home plate unless there is no play. Penalty- runner is out.
- Runners must avoid collisions with defensive players. Intentional collisions result in the runner being out.
- NO headfirst sliding. Penalty- Runner is out. (However, runner may dive back to the base)
- There is no sliding into 1<sup>st</sup> base. Warning 1<sup>st</sup>, then after the runner will be called out.



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