



Tom Kerrigan Memorial Baseball Tournament

Tournament Playing Rules

1. All games will be playing according to current **OFFICAL BASEBALL RULES** as published by Major League Baseball
2. Only SOLID wood bats may be used. NO composite or bamboo bats are allowed and considered illegal bats
3. Umpires and/or field managers will give the ground rules prior to each game.
4. The committee will determine game starting times when the playing schedule is adopted.
5. Managers will present starting line-up cards to the umpire, opposing team manger, and official scorer five (5) minutes prior to game time.
6. Home team will be decided by a flip of a coin prior to the game time.
7. Unsuided persons, except duly authorized tournament officials, will not be permitted on the playing field or in the dugouts.
8. The game shall end when the visiting team is behind ten (10) or more runs after 4 ½ innings, or after the 5th inning, if either team is 10 or more runs behind and both teams have had an equal number of times at bat.
9. Stalling or delaying of games will not be tolerated. Umpires will take necessary steps to expedite the playing and completion of all games in a reasonable amount of time
10. In cases of accidents or other unforeseen circumstance involving a traveling team, the tournament committee through its agent in charge of each game may grant additional time.
11. Game starting times are listed on the playing schedule; Teams are expected to fully cooperate as to their responsibility in this very important matter. Field managers will be urged to use good judgment in any allowances made for a tardy start of a scheduled game.
12. If time permits, each team will be allowed the field for a maximum of ten (10) minutes prior to a game. Preference will be give to the preparation of the field for the next game. It is preferred that players warm up on the sidelines.



13. GAME PROTEST DECISIONS: Before a protest is made, managers should take into consideration the following:

- Does the protest have a direct bearing on the outcome or score of a game?
- No protest will ever be permitted on judgment decisions of an umpire

GAME PROTEST PROCEDURE:

- The manager of the protesting team will notify the umpire in chief at the time of the protested play and prior to the following play or pitch that the game is played under protest.
- The protesting manager will, when the protest is made, post a fifty dollar \$50.00 protest fee in cash with the field manager together with the article and section of the rules allegedly violated. If the protest is upheld, the protest fee will be returned. If the protest is denied, the sponsoring Central York County Baseball League will retain the fee.
- When a protest is made, it must be resolved before play can be resumed. No game will be played under protest

TO FURTHER CLARIFY THE ABOVE... A member of the protest committee is always present at each field during every game. All field managers are considered members of the protest committee. He may, at his discretion, call for additional assistance from the league officers.

14. SPECIAL TOURNAMENT RULES: The tournament committee will rule on any point not specially covered by the tournament rules. Such decision or ruling will be final.

1. It is highly recommended that base coaches wear helmets, but are NOT required
2. All games will be a full seven (7) innings. Games started will be completed from the point of interruption/suspension. With the exception of the 10 run rule. (rule 8)
3. Designated hitter rule will follow as separate attachment
4. Speed up rules will be enforced by umpires as/if needed. (See separate attachment)
5. **DEAD BALL AREA RULE:**
 - It is a good catch if the fielder has secure possession of the ball before entering dead ball territory. So long as both feet are in the live ball territory, or touching the lines, or one foot may be in live ball territory and one foot in air so long as it was in live ball territory, this would be a good catch. (See definition of catch)
 - Also a fielder may dive or make a good catch and run into dead ball territory, so long as he left from live ball territory. If he dives into dead ball territory, he must have left from live ball territory and his body may not touch the ground in dead ball territory until he has secured a good catch (see definition of catch)
 - However, with runners on base and the fielder carrying the ball into dead ball territory, the ball would become dead and all runners would advance one (1) base.