



FATHER & SON
BASEBALL
TOURNAMENT RULES

Preamble

The Carolina Mens Baseball League, Inc. (CMBL) adopts the following rules governing the playing of baseball games in the Father & Son Baseball Tournament. Safety of participants, good sportsmanship and friendly competition are the guiding principles of the Tournament. Games shall be played in accordance with CMBL's rules and the rules of Major League Baseball ("MLB"). In the event of a conflict or discrepancy between the CMBL rules and MLB rules, CMBL rules shall control.

I. Eligibility and Rosters

A. Fathers and Sons and Father-in-laws and sons-in-law are eligible to participate.

B. Minimum age 15 years old by the end of the calendar year.

C. Former Professional Athletes. Any person who has received compensation for competing in athletics on a professional basis shall be eligible to play, provided that, he has not competed professionally for at least three (3) calendar years before the CMBL Father & Son Tournament in which the player wishes to participate and the player meets all the other eligibility criteria

D. Adoption Option. Registrants over the age of 35 may "adopt" a "Son" provided there is an age difference of at least twenty years. Similarly, Registrants 15+ may "adopt" a Father, provided the Father is 45+ and there is at least a 20 year age differential. Adoptions shall be approved by the Tournament Director and designated as such on the team's official roster. Registrants interested in the "Adoption Option" may enter the player pool

a.k.a Adoption Agency for placement with a team.

Only two (2) "Sons" per team may be adopted. There is no limit on the number of Fathers a team may adopt.

E. Team Rosters. Prior to the beginning of the tournament, each team's official roster will be set in coordination with the Tournament Director. Rosters shall consist of at least 16 players with a sufficient mix of Fathers and Sons to satisfy participation rules. There is no limit to the number of actual sons, sons-in-law +/- Fathers, Grandfathers allowed on a team. For purposes of Eligibility and Participation Rules, Fathers and Grandfathers shall be considered Fathers.

II. Uniforms, Helmets and Equipment

A. Uniforms. Players, managers and coaches on all teams must wear full baseball uniforms consisting of baseball caps, and baseball pants. Teams having sponsorship will be allowed to put the Sponsor's name on their uniforms via patch or name on uniform shirt.

1. Uniforms must be buttoned up and shirts tucked in.

2. Players with incomplete uniforms may be allowed to play with the opposing manager's consent.

3. Team jerseys shall be provided by the CMBL free to Registrants.

B. Helmets. All batters and runners must wear NOCSAE-approved helmets with at least one ear flap facing the pitcher. Full double-ear flap helmets are encouraged for at bats and are encouraged for the bases. Use of cracked helmets is prohibited.

Catchers must wear a skull cap or helmet and protective cup while catching.

Base coaches are encouraged to wear helmets while coaching.

C. Baseballs. Baseballs shall be provided by the CBML and shall be an NCHS-approved or higher quality baseball.

D. Wood Bats. Only wood or wood composite bats are permitted for use in League games. No hybrid, wood/metal bats, or bats not permitted in Professional baseball are permitted. The home

plate umpire or crew chief as the case may be shall be the final arbiter of the legality of a bat. In the event that the legality of a bat is questioned during a game and it is determined that an illegal bat has been or is being used, the offending batter will be declared an out and the runner(s) and score will revert to the pre-challenge situation. The player who attempted to use an unauthorized bat may be subject to suspension by the Tournament Director.

E. Spikes. Players are permitted, but not required, to wear metal or plastic spikes.

III. Participation Rules

A. Each team has an offensive and a defensive lineup that are independent of each other. Players may play in either lineup or both. Managers are encouraged to maximize playing time for all players on their rosters, regardless of how other teams or managers handle playing time.

1. Offense.

- A)** Each team shall use a continuous batting order, alternating Sons and Dads as much as practicable.
- B)** One re-entry rule. There may be a pinch hitter for any batter in the lineup. The original batter may re-enter the game as a hitter one time as long as it is in the same spot in the lineup. A manager may add batters to the bottom of the lineup at any time.

2. Defense.

- A)** There is unlimited, free substitution on defense.
- B)** Each team shall have a minimum of 4 "Dads" in the field defensively at any given time. Failure to abide by this rule will result in a penalty of 1 less out for offending team the following inning.

3. Pitching Rules

- A)** In a 9-inning game, "Dads" must pitch a minimum of 5 innings and "Sons" may pitch a maximum of 4 innings.

Any Dad may pitch the entire game. "Sons" may only pitch four innings in any game. 1 pitch from a Son equals 1 inning. If a Son throws one pitch in an inning, this counts as 1 inning towards the total Sons' limit. A "Dad" must pitch any "extra" innings.

Examples. 1 Dad pitches 5 innings and 1 Son pitches 4 innings, or any combination.

1 Dad pitches 5 innings and a 2nd Dad pitches the remaining 4 innings.

B) A pitcher will be removed automatically from pitching if he hits 3 batters in a game.

C. Intentional Walks are permitted. When a player of the defensive team advises the Umpire of his desire to walk a batter intentionally, the Umpire shall direct the batter to go to first base immediately without any pitches being thrown.]

D. No player while pitching may wear white or gray sleeves that are visible, nor may a pitcher wear a ring, batting glove or wristband on either hand while pitching.

IV. Game Play

A. General.

1. The Fields and Grounds Committee shall be responsible for field preparation, including field dragging, foul lines and batter's box lining if necessary. Each team shall be responsible for removing trash from their respective dugouts and the field after a game.

2. Home Team is responsible for official score keeping and its scorebook shall govern in the event of a discrepancy with respect to the number of runs scored. However, if the Home Team is unable or unwilling to maintain the official scorebook, the visiting team will assume the responsibility for the official scorebook.

3. Each team must have at least 8 players on the field within 15 minutes after the scheduled start time of the game to avoid a forfeit; however, team managers may address any shortage of players in a mutually agreeable fashion. The lending of players to provide a full complement of players for games shall be encouraged and it is expected that the borrowed player will be added to the end of the batting order. The guiding principle is to encourage games to be determined by competition rather than by forfeiture. Under no circumstances shall unregistered players be permitted to participate in Tournament games. If the team's 9th player arrives after the start of the game, the borrowed player reverts back to his team or be out of the game as the case may be.

Unless the field is being prepared for play, it shall be the custom of the League that the Home team may have use of the field for 30 minutes, one hour before the scheduled start of the game and that the visiting team may have use of the field for 30 minutes before game time

4. Dugouts. Only registered players and players legitimately borrowed to achieve a full complement of players for a particular team shall be allowed in their respective dugouts before and during games.

5. Courtesy Runners. Courtesy runners shall automatically be allowed for pitchers and catchers playing those positions. In addition, each team will be allowed a maximum of 2 players per game who can be run for each time that they reach base. In all circumstances, the individual who runs for the player(s) needing a courtesy runner shall be the last eligible batted out. The offensive team that is replacing a runner with a courtesy runner has 30 seconds to make the runner change. If the runner is not replaced within this time period, the original runner must run. The 30 second time limit will begin at the time the umpire calls for time to allow replacement for the runner.

In addition to batters designated to have Courtesy Runners, the last eligible batted out may run for the pitcher or the catcher at his option.

Once the game begins and the full complement of 2 courtesy runners has not been used, if a player sustains an injury that renders him unable to run, an additional courtesy runner may be used. That additional courtesy runner shall be the last eligible batted out. In the event that a player sustains an injury that requires an additional courtesy runner, the injured player must be removed from the offensive lineup and if there are no eligible substitutes, his lineup spot is skipped and the lineup will be reduced accordingly with all hitters below that position in the lineup moving up.

In the event a player becomes injured during the game and the maximum number of courtesy runners (2) has already been designated, a pinch runner must be used and no additional courtesy runner will be allowed unless the opposing manager agrees to allow an additional courtesy runner.

6. Mandatory Two Out Catcher Rule. If the offensive team's catcher is on base when the second out is recorded, the last batted out must run for the catcher. This speeds up the offense/defense transition at the end of the half-inning and allows for more playing time.

B. Specific Rules of Play

1. No Intentional Contact Rule. All runners must avoid an intentional collision with a fielder or catcher.

a. Players shall not deliberately or maliciously initiate contact with any other players. In the case of a runner colliding with a fielder while he is attempting to field a ball or otherwise, the runner will be called out and may, at the umpire's discretion, be ejected from the game. All base runners must either slide or give up their right to a base (avoid a collision by stopping or leaving a base path) if the defensive player (e.g., catcher) has possession of the ball, is in the act of receiving the ball, or is about to immediately receive the ball and will be able to make an apparent play on the base runner. Slides must be directed to the base – defined as being within an arm's length of the base – and the slide may go past the base as long as not directed toward a defensive player handling the ball.

b. If a defensive player is not in possession of the ball, is not in the act of receiving the ball, or is not about to immediately receive the ball so that he is able to record an out (apparent play. at any base), he cannot block the base (e.g., home plate) or be in the base path so as to impede (obstruct) the base runner's right to that base. Under such circumstances, the defensive player shall be responsible to avoid collision. If a collision does occur under these circumstances, the runner will be called safe and the obstruction rule shall be enforced. The defensive player may be ejected from the game (if the action is intentional, he must be ejected), and will be suspended from League play if the obstruction is judged to have been flagrant. Also, under such circumstances, the runner is not required to go through an obstructing defensive player to reach the base; he should avoid contact and may run past the base and still be called safe.

2. No Decoy tags. Decoying is faking a catch or throw done by a player in an attempt to induce the offensive player to slide unnecessarily. Players are not allowed to decoy a throw or catch unless it occurs during a rundown play. If a decoy throw or catch is detected, all runners shall be allowed to advance one base beyond the base held after all play stops and the offending player shall be ejected from the game.

3. Passed Balls and Wild Pitches.

Baserunners may advance only one base at a time at their own risk when a pitched ball eludes the catcher, regardless of whether a throw has been made, EXCEPT that a baserunner shall not be allowed to score from third base under these circumstances. Runners may be permitted to advance at their own risk from third base where there has been a pickoff attempt by either the pitcher or catcher.

An overthrow from the catcher back to the pitcher is not considered a pickoff attempt UNLESS the throw is made by the catcher during a steal attempt by a runner at first in an effort to catch the runner at third off the base. Under this

circumstance the runner on third may proceed home at his own risk.

A straight steal of home is not permitted.

4. Suicide squeezes are prohibited. However, safety squeezes are permitted. A runner on third base may not advance toward home plate until a pitched ball has been bunted.

5. Scoring Limits: Five Run, One Up Rule.

A) No more than 5 runs may be scored per half-inning for the first 7 innings in a 9-inning game, except where the team at bat is trailing, in which case it is permitted to score as many runs as needed to end up with a one run lead. Notwithstanding the above, an out of the park home run scores all runners.

B) No more than 5 runs may be scored per half-inning for the first 5 innings in a 7-inning game, except where the team at bat is trailing, in which case it is permitted to score as many runs as needed to end up with a one run lead. Notwithstanding the above, an out of the park home run scores all runners.

C) Unlimited runs per half innings are allowed in the last two regulation innings.

6. Shoot-out. A Shoot-out is the equivalent of extra innings with the following modifications to ordinary play. In the first inning of the Shoot-out, the each team shall send the last eligible batted out from the previous complete inning to second base. The offensive team will continue its lineup from the end of the last completed inning and each batter will start his at bat with a count of two balls and one strike. In the second inning of the Shoot-out, the each team shall send the last eligible batted out from the previous complete inning to third base and the next preceding batter to second base. The offensive team will continue its lineup from the end of the last completed inning and each batter will start his at bat with a count of two balls and one

strike. In the third inning of the Shoot-out, the each team shall send the last eligible batted out from the previous complete inning to third base, the preceding batter to second base and the next preceding batter to first base. The offensive team will continue its lineup from the end of the last completed inning and each batter will start his at bat with a count of two balls and one strike. Play will proceed as a Shoot-out for both teams until one team has more runs at the end of an inning. Shoot-out innings will continue until one team wins except that in the event that a tie game continues through three Shoot-out innings without the game being resolved and the three hour time limit has not elapsed the game shall continue thenceforth as a third Shoot-out inning until time has elapsed. If the time limit has elapsed and at least three Shoot-out innings have been played without the game being resolved then the umpires shall declare the game a tie.

7. Lineup – injury; ejection.

A) If a player is compelled to leave a game due to injury or other bona fide reason, a reserve player, not previously entered into the game as a hitter, must hit in the replaced hitter's place. If there are no reserves who can replace the injured player in the offensive lineup, his lineup spot is skipped and the lineup will be reduced accordingly with all hitters below that position in the lineup moving up.

B) If a player who is in the offensive lineup is ejected from a game, an out shall be recorded each and every time his spot in the lineup comes up and he may not play in the field.

8. Tie-breakers. Runs scored has absolutely no value in the tie-breaker system

Ties are possible in pool play (in the case of a three-way tie, the procedure will go to step two first).

A) Head-to-head results (if applicable)

B) Average runs allowed per games played

C) Lowest single game runs allowed

- D) Each subsequent lowest single game runs allowed (2nd lowest for each team, 3rd lowest, etc.)**
- E) Coin flip**

III. Code of Conduct

A. Guiding Principle – All participants in League games shall conduct themselves in a good sportsmanlike manner exhibiting respect and consideration for others and avoiding demeaning, showboating or abusive language or behavior at all times.

B. General Rules

1. Governmental Rules. The rules and regulations of New Hanover County or the City of Wilmington or such other governmental entity that shall provide facilities for Tournament activities shall apply to all venues utilized by the CMBL and in the event of conflict or discrepancy with these Rules, Governmental Rules shall be controlling and shall for purposes of this Article be considered League Rules.

2. Unsportsmanlike conduct is prohibited.

3. There will be no beer or alcoholic beverages permitted at the field before, during or after the game. The field refers to the general playing area and ancillary areas, such as parking lots or restrooms.

4. The League has the right to suspend or expel any team member who abuses league rules or who does not exhibit good sportsmanship or who acts without regard to the safety of the umpires or other players.

5. A game umpire has sole discretion to eject any player or manager from the game. An ejected player must leave the field of play immediately and leave the playing site after gathering his personal belongings, avoiding any further confrontations.

6. Fighting or aggressive physical contact with other participants, an umpire or fans during League activities will not be tolerated and will subject the offending player(s) to ejection from the game. Players ejected from the game for violation of this section will be subject to suspension or expulsion from the League by the Commissioner or the Executive Board, as applicable.

7. Using abusive, cursing or intimidating language or gestures will not be tolerated and may subject the offending player(s) to ejection from the game. Players ejected from the game for violation of this rule will be subject to suspension or expulsion from the league by the Commissioner.

C. Protests, grievances and appeals

- 1. Judgment calls by umpires shall not be the subject of a game protest. Only disputes over misapplication of rules may be protested. A manager wishing to protest a decision claimed to be based on an erroneous application of a rule MUST do so immediately, before play proceeds, by approaching the umpire for clarification of a ruling and if the manager believes that a rule has been mis-applied, announcing to the home plate umpire that the game is being played under protest. To complete a protest, the manager MUST submit a brief written account detailing the game situation relevant to the protest and the manner in which the relevant rule was mis-applied to the Commissioner within 24 hours after conclusion of the game for which the protest is made. All protests must be accompanied by the payment of \$50 that will be returned or forfeited depending on the success of the protest. The Tournament Director shall decide all protests.**
- 2. An appeal of any action or ruling on a protest or grievance may be filed with the Tournament Director by an individual player or by the manager of a team provided that the appeal is formally submitted in writing. However, all decisions by the Tournament Director are final.**

D. Conditions Effecting Games. Darkness, time constraints or other inclement weather conditions - subject to umpires discretion focusing on the safety of participants, 5 innings or 4 1/2 innings if the home team is ahead in a nine (9) inning game or 4 innings or 3 1/2 innings if the home team is ahead in a seven (7) inning game shall be an official game. If game is stopped before it is an official game it will be considered a nullity and must be replayed from the beginning. If an official game is tied when play is suspended, it must be completed from the point of suspension at the next, practicable opportunity.

May 21, 2010