



2018 MIAMI INTERNATIONAL BASEBALL TOURNAMENT RULES AND REGULATIONS

The Playing Rules for **2018 WBF BASEBALL TOURNAMENTS** are those rules and regulations in this **Special Section**. We will then follow *the Official Major League Baseball Rules*, for those rules and regulations not listed in this **Special Section**. All Tournament Information/Schedules/Links will be posted at www.WBFINT.NET website.

Section 1 AGE DIVISIONS

1. The following are the official age categories:

- 6, 7 & 8 & Under (Coach Pitch)
- 9 & Under / 10 & Under
- 11 & Under / 12 & Under
- 13 & Under / 14 & Under
- 16 & Under / 18 & Under

2. **May 1st, 2018** is his tournament age cut-off date. The players age as of April 30th of the current year is his/her tournament age.

Section 2 ROSTER & DOCUMENTATION

1. All Teams must be registered with official roster completed on the WBF Baseball Web-site.
www.WBFINT.Net

A) Each team must submit a copy of the Roster with no less the 12 and no more than 16 players for 6U to 14U divisions and no more than 20 players for 16U and 18U divisions. Players may not be added to the roster once the tournament commences.

2. Copies of birth certificates, passport or resident alien cards are required for all players on the roster, and must be available along with the "Official USSSA Roster Form".

3. Players **MAY NOT** play in two different teams/divisions.

4. All players **MUST** have the Official WBF ID in order to be eligible to participate in any game.

SECTION 3 PLAYING FIELD



1. Distance between the bases:

6, 7 & 8 & Under	60'
9U & 10U	65'
11U & 12U	70'
13U	80'
14U / 16U & 18U	90'

2. Pitching distance:

9U & 10U	46'
11U & 12U	50'
13U	54'
14U/ 16U & 18U	60.5'

SECTION 4 PITCHING REGULATIONS.

1. There are NO Pitching limitations except those listed below.

2. A pitcher may only pitch a maximum of:
 - A. Three (3) innings in a game in the 9U and 10U Divisions.
 - B. Four (4) innings in a game in the 11U and 12U Divisions.
 - C. Five (5) innings in a game in the 13U and 14U Divisions.
 - D. Six (6) innings in a game in the 16U and 18U Divisions.

3. If a pitcher is changed to a defensive position or removed from the line-up he may not return to pitch in that game.

4. Coach is allowed to make one (1) visit to the same pitcher per inning. On the second (2nd) visit to the same pitcher in the same inning, the pitcher must be removed from the mound (but may remain in the game).



SECTION 5 REGULATION AND OFFICIAL GAME

1. A regulation game consists of six (6) innings in **6U, 7U & 8U Coach Pitch, 9U, 10U, 11U, & 12U Divisions**, and seven (7) innings in the **13U, 14U, 16U & 18U Divisions**.
 - A) When a regulation/official game is tied, extra innings shall be played utilizing the **California Tie Breaker** until a winner is declared or the time limit has expired. Tied games must be completed in the Championship Round utilizing the **California Tie Breaker**.
 - B) All games, including the Championship Games, will be played with a run rule of:
 - In the **6U Coach Pitch Division** we will not have a RUN RULE.
 - The **7U & 8U Coach Pitch Division and 9U through 12U Divisions** will be played with a RUN RULE of 15 after 3 innings, and 8 after 4 innings
 - The **13U through 18U Divisions** will be played with a run rule of 15 after 3 innings, 12 after 4 innings, and 8 after 5 innings.

2. Official Game
 - A) A game is Official if it is suspended for any reason after 2 ½ or 3 innings have been played in the **6U, 7U & 8U Coach Pitch, 9U, 10U, 11U, & 12U Divisions**, or after 3 ½ or 4 innings in the **13U, 14U, 16U & 18U Divisions**.
 - B) If a game is suspended for any reason (Except expiration of time-limit) before becoming an Official game, it shall be continued from the point of curtailment as a make-up suspended game.

3. Time Limits (**We Reserve the right to reduce time limits in order to complete the Tournament due to weather or other situations**).
 - A) All games (Except the Championship Game) will have a time limit.
 - 1) Time limit for the **6U, 7U & 8U COACH PITCH** is one hour and twenty minutes (1:20).
 - 2) Time limit for the **9U, 10U, 11U & 12U Divisions** is one hour and forty-five minutes (1:45).
 - 3) Time limit for the **13U and 14U Divisions** is one hour and fifty minutes (1:50), and in the **16U and 18U Divisions** is two hours (2:00).
 - 4) All Games in the Elimination Round including the Championship Game that are tied after the time limit or regulation innings will use the **California Tie Breaker** system. Last batter of the prior inning is placed at 2nd base and you play out the inning from there.



SECTION 6 PROTESTS AND FORFEITS

1. Protest may be made on rules infractions only, not on judgment calls by the umpires.
 - A) The **Competition Committee** shall make all final determinations on any protest.
 - B) A Protest requires a \$100 Protest Fee (Cash Only) per protest. If the protest is upheld the fee will be refunded immediately. If the protest is denied the fee is forfeited.
 - 1) Challenging the age of a player is considered a Protest and requires the \$100 Protest Fee.
 - C) All protest must be made to the umpire-in-chief prior to the next pitch, play or attempted play
 - D) The **Competition Committee** shall rule on the protest prior to play continuing.
2. Forfeits
 - A) Any team that loses two (2) games by forfeit may be disqualified from the Championship Round - without claim or refund. If a team can not play as scheduled the game will be forfeited.
 - B) Forfeit time is ten (10) minutes after the scheduled start time of the game or when the field is ready for play. The Tournament Director may extend the time at his discretion.
 - C) A team must have a minimum of eight (8) players to start and finish a game. The batting position of the player not playing is an automatic out. This is also the case (automatic out) for team that starts the game with nine (9) or more players and then has a player(s) leave the game for any reason without an eligible substitute.

SECTION 7 RULES OF CONDUCT

1. **ONLY** the Manager, coaches and players in full uniform are allowed in the dugouts or on the field. Coaches **MUST** wear the team jersey and caps, or identical team coach's shirts/jackets. Coaches **MUST** wear either traditional baseball pants, coaches pants or coaches shorts. Blue Jeans are not allowed. Maximum of four (4) coaches, including the manager. Except in the 6U, 7U & 8U Coach Pitch Division where a fifth (5th) coach is allowed.
2. **ONLY** the Manager may discuss any play or rule with the umpires. If a coach argues with an umpire he/she will be automatically ejected from the game.
3. Radios, amplifiers-music, air horns, bells or any other artificial noise makers are prohibited.



4. Smoking is not allowed anywhere in the baseball complex.
5. Alcohol or illegal substances are not allowed anywhere in the park (including the parking lots).
6. Please make sure that you clean out your dugout at the end of each game.
7. The player, manager or coach that is ejected from a game shall be penalized as determined by the **Competition Committee**, with a minimum one (1) game suspension.
8. Any adult who gets in a physical altercation on or off the field, before, during or after a game, will be suspended from the tournament. If the league deems the incident involved more than one individual, severe penalties shall be invoked up to and including the removal of the team from the tournament without refund or recourse.
9. Any fan who becomes unruly or uses abusive language towards players, umpires, coaches, league officials or other fans will be asked to leave the premises (including the parking lots) and may be suspended as determined by Competition Committee. Coaches will be held responsible for their players and fans and are required to assist in the enforcement of this and all rules.

SECTION 8 OFFICIAL GAME SHEET

1. The Tournament will NOT provide an Official Scorekeeper. It is recommended that each team still maintains its own scorebook. The umpire-in-chief will maintain the **Official Game Sheet**. The **GAME SHEET must** be completed prior to each game. The FULL NAME (last and first name) of all players (starting line-up and substitutes) and uniform number, with position **MUST** be listed. Each Manager must sign the **GAME SHEET** at the conclusion of the game.
 - A) All players on an approved team roster are eligible to play in all games (provided they have complied with all the tournament's eligibility rules) even if they are not present at the beginning of the game and are not listed on the Game Sheet at the beginning of the Game.
 - B) If a player arrives late and a team is hitting all players, the player may be placed at the bottom of the line-up. Otherwise the player will be treated as a regular substitute.



SECTION 9 **SPECIAL RULES**

1. A courtesy runner for the pitcher or catcher may be used at any time. The runner shall be an eligible substitute or if no substitute is eligible or a team hits all their players then the last out will run. If the last out is the pitcher or catcher, then the first out of the inning shall run.
2. The batters and runners **Must** use double earflap helmets at all times. There is no penalty.
3. All teams **Must** be in uniform. It is recommended that players uniforms match. However, player uniforms **Must** have numbers. Manager and coaches **Must** wear matching team cap and shirts, or identical team coaches shirts/jacket. Coaches **Must** wear either traditional baseball pants, coaches pants or shorts. Blue jeans and street clothes are not allowed.
4. Metal cleats are permitted only in the **13U, 14U, 16U and 18U Divisions**.
5. The steal of home, squeeze play, bunting or attempted/fake bunt with a runner on third (3rd) base in **not permitted** in the **9U and 10U Divisions**. **It is allowed in all other Divisions (11U –18U) However, the Butcher Boy (batter faking a bunt then swinging at the pitch) may not be used at any time in any division.** Runners may score on pass balls, wild pitches and on the catchers throw. The first time it happens in a game, the play is null and void unless the defense elects to take the result of the play, and the manager is warned. The next time it happens in the game, the lead runner is out, and the manager is ejected from the game.
6. The catcher **Must** use a mask and catchers helmet at all times, including when he is warming up the pitcher.
7. Only one coach is allowed out of the dugout on defense for the purpose of giving defensive signs to the catcher/pitcher (Except the 6U, 7U & 8U Divisions). He **MUST** remain by the dugout gate (not allowed to roam in front of the dugout).
8. You may either use a nine (9) player line-up, or ten (10) players if you opt to use an **Extra Hitter** or a team may **opt to hit all players in the line-up**. The **Extra Hitter** may enter the game on defense and the player leaving the field becomes the **Extra Hitter**. You may change the EH every inning and have a different player as the **EH**. If you opt to hit all players in the line-up, you will have free defensive substitutions (except for the pitcher). This rule is for all Divisions. The **DH and EH may only be used in the 16U and 18U Divisions**.
9. If you use either the nine (9) players or ten (10) player Extra Hitter line-up - the **Re-Entry Rule** shall be used. This is only for the starting players and they **must** re-enter into the same position in the batting order. The player re-entering may play a different defensive position. In a situation in which a team does not have an eligible substitute for a player that becomes ill, injured, or ejected from the game, the last player removed from the line-up may re-enter the game without penalty



10. **Slide Rule:** Mandatory. Players advancing to second or any other base with intent to break-up a double play must slide directly into the bag. If a runner goes in standing up and a play is being made on him, and he makes contact (regardless who initiates the contact) with the defensive player, he will be declared out. A runner that is advancing on the bases, and a play is being made on him, may not attempt to jump/hurdle the fielder that is attempting to make a play on him. (regardless if contact is made or not). The runner is out and the ball is dead - with runners returning to the last base reached prior to the infraction. All calls regarding rough play, sliding, etc., shall be judgment calls of the umpires. Penalty: Runner is out and the ball is dead. All runners must return to the last base they legally had advanced to prior to the infraction. While a head first slide should be discouraged it is not against the rules. However, a runner may not slide head first into home plate. He must go in feet first **Penalty:** He will be declared out and the ball is dead.

Clarification on plays at the plate: If the catcher goes up the line (away from the plate) to field a throw, and in the umpires judgment the runner is too far from home to slide the **MUST** slide rule is NOT in effect. This however does NOT allow the runner to barrel into the catcher. This is an Umpire's Judgment Call. The Catcher **MAY NOT** block the plate without possession of the ball. He **MUST** allow the runner full unobstructed access to the plate while he is in the process of fielding the ball. The runner must slide if a play is being made on him at home plate. If a runner goes in standing up and a play is being made on him, and he makes contact (regardless who initiates the contact) with the defensive player, he will be declared out.

11. **Baseballs: Only Official Baseballs approved by WBF may be used.**
WBF will be provided baseballs to be used in the tournament. Each Team is Responsible for retrieving foul balls on their side of the field.
12. **Intentional Base-On-Ball.** Batter may be intentionally walked without pitching to him. No Intentional walks in the Coach Pitch Divisions.

SECTION 10 BAT RESTRICTIONS –

1. In the 6U through 14U Divisions shall use Aluminum bats.
2. In the 6U through 12U Divisions all aluminum bats **MUST** have either the USA or USSSA (1.15 BPF) Licensing Stamp on them.
3. In the 13U through 14U Divisions all aluminum bats **MUST** have either the USA or USSSA (1.15 BPF) Licensing Stamp on them, and are limited to BBCOR -3 bats.
4. In the 16U and 18U Divisions **ONLY** wood bats may be used. No composite or bamboo bats may be used, and all bats must either be entirely of Maple or Ash.

SECTION 11 6U 7U & 8U COACH PITCH - Time limit is 1:20



1. In the **6U Division** eleven (11) players may play on defense, with a mandatory five (5) Outfielders. In the **7U & 8U Coach Pitch Divisions** ten (10) players may play on defense, with a mandatory four (4) Outfielders. If a team has less players the other team will still play with eleven (11) in the 6U and ten (10) players in the 7U & 8U on Defense. **Note:** Outfielders must be stationed on the outfield grass or a minimum of 30 feet beyond the base paths on larger fields.
2. In the **6U, 7U & 8U Coach Pitch Divisions** all players bat in the batting order. There shall be free defensive substitution.
3. In the **6U, 7U & 8U Coach Pitch Division** the inning is over when a team gets three (3) outs or the offensive team score seven (7) runs. This may result in hitting more players than your entire line-up in an inning. You then will start the next inning from where you left off in the batting order.
4. In the **6U, 7U & 8U Coach Pitch Division** a batter shall receive a maximum of 6 pitches. Three (3) strikes and the batter is out.
5. In the **6U, 7U & 8U Coach Pitch Division** runner may not lead off the base. They may not leave the base until the ball is hit. **Penalty:** Defense has option of taking the result of play or the play is void – **the runner** is out and NO play, NO pitch.
6. In the **6U, 7U & 8U Coach Pitch Division** there is a 20 ft. radius in front of home plate, which is the dead ball area. All batted balls must travel beyond this line to be fair.
7. In the **6U, 7U & 8U Coach Pitch Divisions** the pitcher must pitch with one foot entirely inside the pitchers circle. The front of the pitching circle is 40 feet from the back end of home plate, and the pitchers circle will have a 10 feet diameter. All pitches must be overhand.
8. In the **6U, 7U & 8U Coach Pitch Division** once the ball is thrown into the pitcher's circle area by an infielder standing in the infield in **fair territory** or when an infielder holds the ball while in the infield in **fair territory** (the infielder may not ask for time out while standing in the outfield grass area or beyond 30 feet of the base path on larger fields) and asks for "Time Out", all runners must return to the nearest base. A chalk line will be used between the bases to aid the umpire in determining if a player advances / returns to a base once the ball is dead. If the runner is more than half way to the next base, he may continue to that base. If he is not, he must return to the previous base.
9. In the **6U, 7U & 8U Coach Pitch Division** the catcher must wear a protective helmet-mask combination. He can station himself anywhere behind home plate



SECTION 12 TOURNAMENT FORMAT

1. The Tournament Format will be the following:
 - A) All Teams will play four (4) Seeding Games (Weather Permitting) and then be Seeded into the single elimination Championship Round. If inclement weather prevents us from playing all seeding games, we reserve the right to proceed to the Play-Off single elimination Championship Round. If some teams within the Division do not complete the same number of seeding games, we shall seed teams utilizing the same number of games played by all teams within the Division. **EXAMPLE:** If some teams completed all 4 seeding games but some only completed 3 seeding games, we will Seed teams into the Championship Round using each team's first three (3) Games.
 - B) In Seeding Games (pool games) a game that ends in a Tie will count as ½ win and ½ loss.
 - C) We Reserve the right to change the Tournament format due to weather or other conditions

SECTION 13 SEEDING AND TIE-BREAKER FORMAT

1. After completing pool play, all teams will be seeded in the championship round.
2. Seeding is determined by each team's win / loss record within their pool/group.
3. Teams with the identical win / loss record within their pool/group will be seeded following the below listed tie-breaker system:
 - A. First, winner of head-to-head competition is higher seed. If all teams with the same record did not face each other then go to B) below.
 - B. Runs Allowed
 - C. Run Differential with a maximum of (8)
 - D. Runs Scored
 - E. Coin Flip

SECTION 14 PRE-GAME/POST GAME

In the Seeding Games (pool games) a flip of a coin determines the home team. In the Championship Round the higher seeded team is home team.

1. Teams will not be permitted to take live batting practice or infield/outfield practice on the playing fields. Hit downs into fences are prohibited. Team may either use the designated Hit Down area or use their Hit-Down screen. Teams may take batting practice only with



plastic or soft/rag balls, or within the batting cages following the established batting cage schedule.

2. Batting Cages: The use of batting cages will be following the posted schedule. At Grapeland Park - Cage 1 is for field #1, Cage 2 is for field #2, Cage 3 is for field #3, and Cage 4 is for field #4. Fern Isle – Cage 1 is for Field A and Cage 2 is for Field B
Note: At Brothers to the Rescue (Flagami) the batting cages are first come / first served.
Absolutely NO batting practice on the playing fields, and NO Hitting into the fences.

3. Home Team dugout is the 1st base dugout.
4. The **GAME SHEET** must be completed by both managers prior to the start of the game. Full name of each player (first and last name), uniform number, and position **MUST** be listed on the **GAME SHEET**. Each manager must sign the **GAME SHEET** at the conclusion of the game. Substitutes should also be listed on the **GAME SHEET**.

SECTION 15 **OFFICIAL TOURNAMENT WEB-SITE**

1. The Official Tournament Web-Site is www.WBFInt.Net