



CINNAMINSON “SUMMER SLAM” 2023 Rules



Babe Ruth, Inc.’s Cal Ripken Division “Book Rules” apply for the Tournament, but with the following noted rules:

A. TEAM ROSTER

- 1) A team will consist of one (1) adult manager, three (3) coaches, and a maximum of fifteen (15) players. One of the coaches shall be a designated scorekeeper for each game. Teams are restricted to four coaches in the dugout area.
- 2) There must be a minimum of eight (8) players present at the start of each game. There will be given a 15-minute window at the start of the game to allow for additional players to arrive. If additional players arrive during the 15-minute window, they must be added to the bottom of the lineup. No new players can be added after the 15-minute window expires. If a team does not have 8 players to start a game, the game will be forfeited and logged as a 7-0 loss.
- 3) No one other than these team members are permitted on the field or in the dugout areas at any time.
- 4) The team final roster must be on hand during the tournament at all times. ***Final rosters and team insurance certificates are due to the tournament officials before the first pitch is thrown in your first scheduled game.*** Rosters must include (1) team name, (2) players’ names, (3) players’ dates of birth, (4) players’ uniform numbers, (5) coaches’ names, (6) a phone number, and (7) an E-mail address.
- 5) No changes will be accepted after the final roster is submitted.
- 6) A player may not appear on the roster of more than one team.



B. PLAYER AGE

- 1) The player’s age bracket is determined by player’s age as of April 30th of current year.
- 2) Copies of birth certificates or Babe Ruth approved ID cards must accompany team rosters for each player.

C. INSURANCE

- 1) Insurance coverage is the responsibility of the individual teams entered into the tournament. A copy of the insurance policy must be submitted together with the team roster.

- 2) The name of the additional insured should be Cinnaminson Babe Ruth, 2496 Route 130 North 2164, Cinnaminson, NJ 08077.

D. UMPIRES

- 1) Cinnaminson Baseball will furnish umpires. One (1) umpire will officiate each game.
- 2) Two (2) umpires will officiate the championship game.

E. FIELD LOCATION AND DIMENSIONS

- 1) All games will be played at Memorial Park in Cinnaminson. The site map for field locations is available on our website: <http://www.cinnaminsonbaseball.com/locations>.
 - (7U, 8U, 9U, & 10U) 46/60 – Fields 2, 3, 4, 5, and 6
 - (11U & 12U) 50/70 – Fields 1 and 4
 - (13U) 60/90 – Field 7
- 2) Games may be played on fields of other neighboring towns, as necessary.

F. TOURNAMENT FORMAT AND SCHEDULING

- 1) This is a pool play tournament with each team guaranteed to play three games. (Weather permitting).
- 2) Pools are chosen by Cinnaminson Baseball Officials.
- 3) **Cinnaminson Baseball reserves the right to modify the tournament's format (i.e. switch to single elimination) should inclement weather cancel games.**
- 4) Doubleheaders will be scheduled.
- 5) In the event of **inclement weather**, Cinnaminson Baseball officials will notify the manager or coach of cancellation in advance (by E-mail or Text), when possible. If there is any doubt, assume the game will be played.

G. REFUND POLICY

- 1) **Refunds because of inclement weather** will be given as follows:
 - No games played = Full refund minus \$50 for processing fee
 - One game played = 50% refund
 - Two or more games played = No refund.
- 2) **Teams that withdraw from the tournament** must give at least seven (7) days notice of the tournament's start date to receive a full refund minus a \$50 processing fee. Teams that withdraw less than seven days before the tournament start date will not receive a refund.

H. HOME TEAM

- 1) The home team will be decided by a coin flip prior to the game starting. A Cinnaminson Baseball Tournament official, umpire, or official scorer will perform the coin flip.
- 2) If only one team is present for the coin flip, that team will elect home or visitor.
- 3) The manager or coach may represent the team at the coin flip.
- 4) The team traveling the furthest will occupy the first base dugout. If there is a dispute, the umpire or a Cinnaminson Baseball representative will assign dugouts.

I. DEFINITION OF A GAME

- 1) A game will be comprised of six (6) innings for 7U through 12U and seven (7) innings for 13U unless the following occurs:
 - a) A game is terminated and 4 innings have been played (3½ innings if the home team is leading).
 - b) (7U – Coach Pitch) A game is terminated by the game time limit rule, which is: a new inning may not begin after 90 minutes from the official start time, which will be announced and monitored by the game umpire. However, if the game is tied after 6 innings, additional innings will be played to break the tie, as long as time remains within the 90-minute time limit.
 - c) (8U, 9U, 10U, 11U, & 12U) A game is terminated by the game time limit rule, which is: a new inning may not begin after 1 hour and 45 minutes from the official start time, which will be announced and monitored by the game umpire. However, if the game is tied after 6 innings, additional innings will be played to break the tie, as long as time remains within the 1 hour 45 minute time limit. (If the first inning lasts one hour and 46 minutes, the game is ended.)

Note: The start of new inning, for the purpose of the 1 hour 45 minute rule, is defined as the last out of the previous inning. Therefore, if the last out of an inning is recorded at or before the 1 hour 45 minute mark, the next inning is to be played regardless of the fact that the first pitch of the new inning may not be delivered until after the 1 hour 46 minute mark.

- d) (13U) A game is terminated by the game time limit rule, which is: a new inning may not begin after 2 hours from the official start time, which will be announced and monitored by the game umpire. However, if the game is tied after 7 innings, additional innings will be played to break the tie, as long as time remains within the 2 hour time limit. (If the first inning lasts 2 hours and 1 minute, the game is ended.)

Note: The start of new inning, for the purpose of the 2 hour rule, is defined as the last out of the previous inning. Therefore, if the last out of an inning is recorded at or before the 2 hour mark, the next inning is to be played regardless of the fact that the first pitch of the new inning may not be delivered until after the 2 hour and 1 minute mark.

- e) (7U, 8U, 9U, 10U, 11U, 12U, & 13U) “Mercy Rule” is a 15-run lead after 3 innings and a 10-run lead after 4 or more innings.

- f) (7U) There is a 5-run maximum limit for all innings, with the exception of the 6th inning. Unlimited runs are allowed in the 6th inning.
 - g) (8U) There is a 5-run maximum limit for each of the 1st, 2nd, and 3rd innings. Unlimited runs are allowed in the 4th, 5th, and 6th innings.
 - h) (9U, 10U, 11U, 12U, & 13U) No run limit per inning.
 - i) Games that are “suspended” prior to one of these occurrences due to weather or darkness will be rescheduled and will resume at the point of suspension if time permits. If there are no open slots left, the game will become official.
 - j) Cinnaminson Baseball tournament officials or Umpire may terminate a game due to conduct that is deemed to be inappropriate.
- 2) Both teams are responsible for maintaining official score and confirming run totals after each inning. Both teams report final scores by text message to (732) 310-1243 or email to Cinnaminson.nj.baseball@gmail.com with subject line “Summer Slam Results”.

J. CHAMPIONSHIP and PLAYOFF GAMES

- 1) Time limit and Mercy Rule are in effect for Playoff games.
- 2) With the exception of the 8U Division, there is no time limit in Championship games but Mercy Rule is in effect. For the 8U championship game, the game is terminated by the game time limit rule, which is that a new inning may not begin after 2 hours from the official start time, which will be announced and monitored by the game umpire. However, if the game is tied, additional innings will be played to break the tie.
- 3) Amount of teams in each age bracket will determine how many teams make it to playoff round. Teams will be notified before the tournament begins on how many teams move to the playoff round in each age bracket.
- 4) Two-Way Tiebreakers in Standings will be determined by, in order:
 - Head to Head Outcome;
 - Fewest Runs allowed in all Pool play games
 - Run Scored/Allowed Differential in all Pool play games; and
 - If still tied, a coin toss.
- 5) Three or more Tiebreakers in Standings will be determined by, in order:
 - Head to Head Outcome (ONLY if every tied team has played each other in Pool play);
 - Fewest Runs allowed in all Pool play games
 - Run Scored/Allowed Differential in all Pool play games; and
 - If still tied, a coin toss.

K. TEAM EQUIPMENT

- 1) Cinnaminson Baseball will supply game balls.

- 2) For home run balls to be kept, teams must replace the game ball with a new one.
- 3) Each team will supply its own equipment.
- 4) Metal spikes are prohibited for all age groups except for 13U.
- 5) All batters, base runners and catchers must wear protective helmets.
- 6) All players must be in full matching uniforms. All shirts must be uniquely numbered.
- 7) (7U & 8U) Must use bats with a USA Baseball designation displayed on the bat. 2 5/8" barrel maximum.
- 8) (13U age group only) BBCOR or USA Baseball designation, but bat may not exceed -3.
- 9) Any player caught using an illegal bat and reaches base will be recorded as out. Any runners on base must return to their original base. Teams will receive a warning for their first infraction. A second infraction will force the offending team to forfeit their game.

L. FOOD, DRINKS, ETC.

- 1) Managers, coaches and players may not eat any food in the dugout. Water bottles, 'Gatorade', etc., are encouraged, but no shared water jugs will be allowed. ***Please remember to clean up as you leave a dugout after a game.***
- 2) Managers and coaches may not smoke during the game, smoking is not permitted on or near fields.

M. CONDUCT

- 1) No manager or coach may come on the playing field once the game has begun until he has requested and the umpire grants time and permission.
- 2) Any manager, coach or scorekeeper ejected from any game will be expelled from the next game in the tournament as well. A second ejection will result in suspension from the remainder of the tournament. An ejected person must leave the complex.
- 3) Any team or their supporters that cause or continue any problems will cause that team to be expelled from the tournament without refund of the entrance fee.
- 4) Any player who throws bats, helmets, gloves or other equipment may be, at the umpire's discretion, ejected from the game.
- 5) The use of profanity will result in the ejection of that manager, coach or player from that game and will require that individual to leave the complex.
- 6) Come to the fields ready to play.
- 7) No batting practice on fields is permitted. There are (4) batting cages that will be available to the teams 45 minutes prior to the start of their scheduled game.
- 8) No infield practice on fields is permitted.
- 9) No soft toss into the fences will be permitted.

N. PROTESTS

- 1) Protests cannot be made on an umpire's judgment call.
- 2) A protest of a non-judgment (rules) call must be made immediately which is defined as prior to the next pitch.
- 3) The game will be stopped at the point of protest.
- 4) The protest committee will consist of one individual from each team but cannot include the manager or coaches. Additionally, a Cinnaminson Baseball official will be on the protest committee. If a Cinnaminson Baseball official is not present, the official scorekeeper is responsible for summoning the Cinnaminson Baseball official.
- 5) The protest representative should be identified prior to the game and that individual's name provided to the official scorekeeper at the time of lineup submission.
- 6) The protest committee can consult with the umpire(s).
- 7) The majority ruling of the protest committee, once stated, is final and play must resume immediately. Failure to resume the game immediately will result in a forfeit.

O. INFIELD FLY

- 1) (7U, 8U, 9U, & 10U) Infield Fly is NOT in effect
- 2) (11U, 12U, & 13U) Infield Fly is in effect.

P. BUNTING

- 1) (7U – Coach Pitch) No bunting permitted.
- 2) (8U, 9U, 10U, 11U, 12U, & 13U) Bunts are permitted.
- 3) (7U, 8U, 9U, 10U, 11U, 12U, & 13U) No slug bunts permitted. They will be automatic out.

Q. BATTING/LINEUP

- 1) There must be a minimum of eight (8) players present for a game to begin.
- 2) (7U, 8U, 9U, & 10U) A continuous lineup will be used consisting of every player on that team's roster who is present at the game. There are unlimited defensive substitutions.
- 3) (11U, 12U, & 13U) Teams may bat in a continuous lineup consisting of every player present at the game; bat 9 players; or bat 10 players, utilizing one Extra Player (EP). There are unlimited defensive substitutions if team bats in a continuous lineup. For a team batting 9 or 10 starters: starters can re-enter the game one time and subs may not re-enter once removed from the game (injury is the only exception).
- 4) If a player arrives after the game begins, he may be inserted at the bottom of the lineup. However, once you bat through your lineup, no other players may be inserted.
- 5) If a player is injured and is unable to bat, no out will be assessed, provided there are still 9 other batters in the lineup. However, once that player's turn is skipped in the batting order, he may not return to the game.
- 6) If, for any reason, the lineup subsequently drops below 9 players (i.e. injury, etc.), an out will be recorded at the vacated position in the batting order.

- 7) (7U – Coach Pitch) A batter will receive 5 pitches. A batter getting 3 swings, or 5 pitches without putting the ball in play is out. If a batter fouls off the last pitch, that player will continue his at bat until the ball is in play or the batter strikes out. There are no walks or hit by batter in this age bracket.
- 8) (7U – Coach Pitch) If the umpire deems a pitch unhittable on the 5th pitch **ONLY**, the player will receive another pitch. **This is an umpire judgment call, and cannot be argued.**

R. DROPPED THIRD STRIKE

- 1) (7U, 8U, 9U, & 10U) No dropped 3rd strike.
- 2) (11U, 12U, & 13U) Dropped 3rd strike is in effect.

S. BASE RUNNING

- 1) (7U – Coach Pitch) Stealing/Leading are not permitted. A runner on 3rd base, or that achieves 3rd base, can only advance home as a result of a batted ball. For example, a runner who achieves 3rd base cannot advance home on an overthrow.
- 2) (8U) No Leading. Stealing of 2nd and 3rd base are legal after pitch crosses the plate. Steals of home are illegal. A runner on 3rd base can only run home as a result of a hit or a walk. On a steal attempt, a runner stealing 2nd or 3rd cannot advance home on a bad throw from the catcher.
- 3) (9U & 10U) No Leading. Stealing of all bases and home is permitted after pitch crosses the plate with no restrictions.
- 4) (7U, 8U, 9U, & 10U) Runners leaving early will be sent back, and the pitch or hit will not count. A second violation from the team will result in an out.
- 5) (11U, 12U, & 13U) Leading is allowed. Stealing of all bases and home is permitted with no restrictions.
- 6) All runners must either “slide or veer” into 2nd, 3rd, or home if a play is imminent. Failure to do so will result in, at the umpire’s discretion, an out call and possible ejection from the game.
- 7) When 2 outs are recorded, the courtesy runner rule is in effect for the catcher and pitcher. Catcher and pitcher **MUST** be replaced by last batted out.
- 8) Sliding:
 - (7U, 8U, 9U, 10U, 11U, & 12U) Sliding into first base is prohibited and will result in an automatic out.
 - (7U, 8U, 9U, & 10U) All sliding must be feet first for the safety of the players. Any head first slide will be considered an automatic out.
 - (11U & 12U) Head first slides are permitted when returning to a base on a pickoff attempt. In all other cases, sliding must be feet first for the safety of the players.
 - (13U) Head first slides are permitted.

- 9) (7U – Coach Pitch) There will be midway marks between second, third, and home plate. If a runner has passed the mark when time is called or the play is dead, he will be allowed to advance to the base he is approaching. If a runner has not reached the mark when time is called or the play is deemed dead, he must return to the previous base. All base runners run at their own risk. If a base runner is not passed the hash mark and is thrown out, the runner is out. If the runner is safe, then he must return to the base that the runner left when the umpire called time. Refer to the Fielding section of these rules for details on when time may be called or a play is dead.

T. PITCHING RULES

- 1) (7U - Coach Pitch) The coach pitcher will pitch from the designated area in the infield. He must not direct or instruct his team's batters & baserunners.
- 2) (7U - Coach Pitch) Any batted ball that hits a coach pitcher is considered a single and a dead ball. All runners will move up one base, **EVEN IF THEY ARE NOT FORCED.**
- 3) (8U) Each pitcher is permitted two innings per game – one pitch constitutes an inning. No balks will be called in this age bracket.
- 4) (9U & 10U) Each pitcher is permitted three innings per game – one pitch constitutes an inning. No balks will be called in this age bracket.
- 5) (11U) Each pitcher is permitted four innings per game – one pitch constitutes an inning. Balks will be called in this age bracket. Each pitcher will be given one warning. A balk warning is a dead ball.
- 6) (12U) Each pitcher is permitted six innings per game – one pitch constitutes an inning. Balks will be called in this age bracket. Each pitcher will be given one warning. A balk warning is a dead ball.
- 7) (13U) No pitching restrictions. Please use your best judgement to ensure player safety. Balks will be called in this age bracket. Each pitcher will be given one warning. A balk warning is a dead ball.
- 8) Team is allowed two mound visits per inning per pitcher. Pitcher must be removed on the second mound visit.
- 9) There is NO re-entry of a pitcher during a game.
- 10) If an illegal pitcher is used, and an agreed upon solution to address the matter cannot be reached between both managers, the game will be forfeited by the team that committed the infraction. It is incumbent on the opposing manager to lodge a protest in this case, and the protest must occur prior to the last out of the game.

U. FIELDING

- 1) (7U – Coach Pitch) The pitcher must stand to the left or right of the coach pitcher. The pitcher cannot stand behind the coach pitcher.
- 2) (7U – Coach Pitch) Infielders may not start more than 5 feet in front of the base path. For outfielders, until the ball is hit, they must start at least 10 feet in the grass or no closer than the designated markers on the field.

- 3) (7U – Coach Pitch) For a ball hit to the outfield grass, the play will be declared dead when the ball is controlled by an infielder on the infield dirt and they raise their hands to call “time”. An outfielder running the ball or receiving the ball in the infield CANNOT make the play dead.
- 4) (7U – Coach Pitch) There will be 10 players on the field, 4 of which must be outfielders.
- 5) (7U – Coach Pitch) Other than pitching to batters, coaches are not permitted in the field of play.
- 6) (7U – Coach Pitch) Coach pitcher may not kneel or sit when pitching the ball. Coach pitcher must stand when delivering the ball home.

V. TROPHIES

- 1) Teams finishing 1st and 2nd in their respective age brackets will be awarded a trophy.

W. CLOSING

The tournament should prove to be exciting for all players and their family. We would encourage all involved to play competitively but at all times maintain the integrity of Cinnaminson Baseball’s charter, which, simply stated, is to have fun, play safely, and respect teammates, competitors and officials. We strongly encourage that you pass this message on to your players and supporters.

GOOD LUCK & ENJOY THE TOURNAMENT!