

Rules for California Games.

Unless noted prior to the event, National Federation High School Rules will be used with the following notations.

1. Age Requirement: May 1st will be the designated date to determine ages. Photocopies of birth certificates will be required.
2. Protest not allowed. Umpire decision is final.
3. Game Time: Starting time is forfeit time, unless delay is created by California Games. Game time starts at completion of coin toss.
4. Home Team: Determined by coin flip. Home team is required to keep the official book. In Playoffs, higher seed will get the choice of Home/Visitor. If there is a tie in seeding then go to coin flip.
5. Player Minimum: A team must start with a minimum of 9 players but can finish with less, taking outs in the vacant batting order positions.
6. Pitching Rules. This is the amount of innings a pitcher can pitch through 4 games: 6 innings
 - *Scorecards must be signed by both team managers to eliminate inning validation problems. (Managers, please help with this process.)
 - *One additional inning per pitcher for every game played after 4 games. At the start of the 5th played game = 1 additional inning, 6th=1 more inning, 7th=1 more inning, etc... Example: If Billy has not pitched at all and you're in your 6th game he has 8 innings to pitch.
 - *No limit on the number of appearances.
 - *One pitch will be considered an inning pitched.
 - *Eight warm-ups to start, five thereafter.
 - *If pitching rules are violated and the infraction is detected, the situation will be reviewed and consequences may include elimination of team from the event and suspension for the following year, coach and/or player ejection.
7. Infield Warm-Ups: All teams are encouraged to warm-up as much as possible before game time. No pre-game infield.
8. No Steel Cleats in the following age groups: 10 and under. Steel cleats allowed in 11 and over.
9. High School bat weight/length differential rule is waived
10. Uniforms: Unique numbers mandatory (no repeat numbers), matching uniforms recommended.
11. Adverse Weather: The California Games Baseball Tournament will be played in adverse weather conditions. The format may be changed to lesser time limits or fewer innings to complete the tournament. Coaches and players accept these conditions when entering the tournament.
12. Decisions: Tournament Director shall have final decision on all tournament questions.
13. Tie-Breaker System: If a game is tied after all innings have been completed (or at a time limit), the "California" tie-breaker rule will go into effect. Each team puts the batter who is scheduled to bat last in that respective half of the inning on second base and plays out a full inning. This happens until the tie is broken and the game is complete.
14. No Show: Teams that no-show will forfeit their entry.

15. The non pitching machine age groups can have an EH (Extra Hitter) if they choose to bat 10. Teams can also have the option to use "Bat the Roster". You must bat every player on the Roster and if you finish the game with less players you take outs in the vacant positions. Free defensive rotation. You may not use Courtesy runners if you elect to use Bat the Roster.

**** CALIFORNIA GAMES WILL PLAY THESE DIMENSIONS AND RUN RULES****

Under 8 pitching machine

38' pitching machine set to 40 mph**50 bases**6 innings** 15 after 4.

Maximum 5 runs per inning except in the sixth or extra inning, which is complete after three outs are recorded. **1 hr 45 min**6 innings

9 & 10's

44' pitching**60 bases **1 hr 45 min**6 innings**10 after 4 or 8 after 5

11 & 12's

48'pitching**70'bases**1 hr 45 min**6 innings**10 after 4 or 8 after 5

13's

54'pitching**80'bases**1 hr 45 min**7 innings**10 after 5 or 8 after 6

14's and above

60'pitching**90'bases**1 hr 45 min**7 innings**10 after 5 or 8 after 6

*The U9 and above have a 20 run rule after 2 completed innings and have a 15 run rule after 3 innings.

*For the finals and semi-finals there is no time limit, the California Tie-Breaker and run rules are still in effect.

SEEDING RULES – First factor is Win-Loss record

Two Way Tie: Three (or More) Way Tie: IMPORTANT: Run differential maximum

1. Head-to-Head 1. Head-to-Head if sweep 1. Forfeits will be scored 7-0
2. Total run differential 2. Total run differential 2. Maximum run spread per game is 7
3. Fewest runs allowed 3. Fewest runs allowed 3. Flip for Home Team except in Playoffs where higher seed gets choice.
4. Most runs scored 4. Most runs scored
5. Coin toss 5. Coin toss

Additional U8 pitching machine Rules

1. Teams must bat the entire lineup and field up to 10 defensive players.
2. No bunting or soft-swing allowed. Penalty – pitch is a strike and the ball is dead.
3. A batter shall be declared out after failing to hit a fair ball after six pitches are delivered by a pitching machine. The batter is out if there are three strikes before the sixth pitch. Missed swings are considered as strikes, as are foul balls and foul tips. A batter is not out on a foul ball or a foul tip unless it is also the sixth pitch.
4. No dropped third strike. No infield fly rule.

5. Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit or crosses home plate. Penalty – If a runner is off the base and the ball is hit, the runner is out and the ball is in play. If the ball is not hit, the runner must return to the base and the ball is dead.

6. Free substitution on defense including pitching position.

7. Intentional walks are not allowed.

8. Time will be called by the umpire, and the ball will be dead, as soon as the umpire determines play is stopped.

Overthrows:

9. For any ball thrown from an infield position to another infield position that enters a dead ball area, the ball will be called dead immediately. All runners will be awarded one base at no risk.

10. Overthrown balls from an outfield position that enters a dead ball area will be ruled a dead ball. All runners will be awarded 2 bases at no risk.

Hit balls that contact the pitching machine prior to a defensive player touching the ball that enter non-fair ball territory will be handled in the following manner:

The batter will be awarded first base, all runners on base when the pitch was made will be awarded one base at no risk, and time will be called by the umpire.

Balls that remain in fair territory will be played as if the ball never contacted the pitching post.