

Dear ECTB Participating Coaches, Parents & Players:

We welcome you to the ECTB organization and anticipate your team will have an enjoyable, memorable and competitive season with us.

We ask that you take the time to review our Rulebook, Policies & Procedures Manual from start to finish as there is a lot of valuable information within its pages.

We have created the following Policies & Procedures for the betterment of our organization and those who participate within it. We pride ourselves on being straightforward; there are no hidden costs, no hidden rules.

We ask that as you review our policies & procedures you bear in mind that these policies have been created and are upheld to provide a standard way of conducting our organization. Everyone is treated fair and equal -no one is given partial treatment over another.

Policies & Procedures, Game & Playing Rules that have changed from the previous year are highlighted in gray

Bear in mind as you review this manual that ECTB has an office staff as well as a field staff (Directors, Umpires, Field maintenance crews) that work diligently to provide your teams with the best of the best in quality tournaments. Policies that outline Administrative Fees or penalties are enforced to again provide a standard within the organization as well as to assist in covering the cost of these dedicated staff members in conjunction with the other up-front costs involved in hosting events (i.e. website upkeep, field rentals, field insurance, field upkeep, etc).

We look forward to having your team with us for another season!

Sincerely,

ECTB Staff

ECTB DIRECTORY

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ECTB STAFF

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Elite Championship Tournament Baseball, LLC

Official 2018 ECTB Team Rulebook

revised as of: 11/13/17 changes are noted in gray

Section A Host Hotels

All ECTB tournaments are Stay and Play type events. All team's requiring hotel arrangements MUST book through Creative Travel Group! You can make your teams hotel arrangements through Creative Travel Group by clicking on the following link; <http://creativetravelgroup.com/ectb/> or by contacting our personal housing coordinator Peggy at 813-875-4155 ext. 303 or by email at Peggy@Creativetravelgroup.com

TEAM COURTESY: Just as ECTB expects the best out of our affiliated Host Hotels, we expect the same courtesy from the teams that represent our organization at the Hotels. ALL Teams are required to be courteous, polite and on their BEST BEHAVIOR while staying at the Host Hotels. Any teams displaying unfavorable / disruptive behavior, language or destruction of property will be removed from the remainder of the event as well as future participation in any ECTB affiliated events.

Section B ECTB PLAYING RULES

B1. SEASON AGE ELIGIBILITY: ECTB endorses the age determining date proposed by USA Baseball. Effective in 2010 and all consecutive seasons, the age determining date will be May 1st instead of the previously used August 1st cut off. This age change date will also affect all affiliated events hosted by ECTB.

1. ECTB will play all tournaments by using the NEW May 1st age cutoff date effective immediately. The change for all tournaments occurs in the fall after ECTB National Championship Series (NCS) events are completed and/or starting Labor Day weekend events.
2. To determine your individual players age eligibility, please use the Age Calculator at www.ectb.org by clicking on INFORMATION (tab on left of home page) and use the provided chart to determine their age eligibility for that specific season.
3. ALL age groups will move up to their next age level starting September 1st of the calendar year, and all fall events thereafter. This requirement is to assist teams in preparing for the next spring season. (Example: If a team played 10u in the spring and summer of a given season and is participating with ECTB in an event that same season that occurs in the fall, they will be required to play as a new 11u team.) By moving teams up in the fall of every season, teams will have a head start at any new changes that come with the next age level of play (i.e. field dimensions).

B2. FIELD DIMENSIONS: The following field dimensions can be used in any ECTB Official or Sanctioned Event.

1. **6 through 8 under:**
Option 1: 40 ft. mound / 60 ft. bases **ECTB Standard**
2. **9 and 10 under:**
Option 1: 46 ft. mound / 60 ft. bases ECTB Standard
Option 2: 46 ft. mound / 65 ft. bases
Option 3: 48 ft. mound / 70 ft. bases
3. **11 and 12 under:**
Option 1: 46 ft. mound / 60 ft. bases
Option 2: 48 ft. mound / 65 ft. bases
Option 3: 50 ft. mound / 70 ft. bases ECTB Standard
4. **13 and under:**
Option 1: **54 ft. mound / 80 ft. bases**
Option 2: 60 ft. mound / 90 ft. bases ECTB Standard
5. **14 through 19 under:**
Option 1: 60 ft. mound / 90 ft. bases ECTB Standard

B3. EQUIPMENT / UNIFORMS: All players must be fully uniformed. A full uniform consists of pants, socks, cap and team shirt with numbers that are non-duplicating and at least three (3) inches in height. All players on a team must be outfitted in matching uniforms unless prior approval granted by ECTB.

1. A full use batting helmet which covers the top and back of the head and the side of the face must be worn by every player while in the on-deck circle, when at bat and while on the bases.

2. While on the field as a defensive player, team caps must be worn.
3. All batboys / batgirls will wear full use batting helmets AT ALL TIMES. NO EXCEPTIONS! Batboys / batgirls seen without a batting helmet at all times will be removed IMMEDIATELY from the dugout / playing field.
4. Managers and coaches should wear clothes with team insignia and be properly dressed (coaches may wear team uniform or coaches shorts). ONLY.....four (4) coaches allowed in a dugout for games. This includes a scorekeeper or batboy as they can be part of the total of four (4) allowed.
5. The catcher must wear all appropriate protective gear including mask, chest protector, shin guards, protective cup, catchers helmet and throat guard. In age divisions 12u and under, the catcher must wear a protective helmet that fully covers both ears.
6. Metal spikes are prohibited in age divisions 12u and under.
7. Protests on uniforms will not be allowed. It shall be at the Tournament Director / Field Director's discretion to determine uniform legality. Violation of the uniform rule will result in the violator being allowed to conform or be removed from the game.

B4. TIEBREAKING CRITERIA FOR FINAL SEEDINGS: To determine the top spots for the final seeds in an event, ECTB will use the following format. Only in the NCS events do we use a different criteria see below as# 9

1. Overall record of wins / losses. In the event teams do not have wins but have multiple ties, teams with multiple ties cannot be rated higher than a team with a win for reseeding purposes without having a win. Points achieved through ties are non factors in the reseeding process.
2. **Head to Head winner if two teams are tied.** (If more than two (2) teams are tied and one team has beaten all the teams that are tied, they are automatically the higher seed, regardless of runs allowed). When multiple teams are tied and they have not all played each other, Head to Head is only used when there are two remaining teams left and they have played each other. Example: Team A, B, and C are all 1-1, Team A gave up 12 runs, B gave up 7 runs and C gave up 9 runs. Team B would be the higher of the 3 seeds leaving just Team A and C. Team A beat team C, even though they gave up more runs they are seeded higher than Team C.
3. **Runs Allowed** (to get the # 1 seed if more than 3 teams are tied) or if the # 1 seed has been determined, use these criteria to get the # 2 seed or # 3 etc..... **To advance teams to final seeding rounds:** If more than two (2) teams are tied and have not played each other head to head and all runs allowed are equal, at this point, ECTB will use total runs allowed to determine who advances to the Championship game (Example : Each of these two teams have played three different opponents, Team A gave up 2 runs the 1st game, 1 run the 2nd game and no runs the 3rd game ...their total is three runs allowed. Team B – gave up 2 runs in game one, three runs in game two and one run in game three – total six runs allowed. Team A would advance to the championship because they gave up the least amount of runs against their opponents).
4. **Run Differential** If still tied after using the above criteria, we will use Run Differential, take the total runs scored of each team minus the number of runs their opponents scored against them to determine a higher seed.
5. If still tied after using all of the above criteria. ECTB will take the team with the highest amount of ECTB points prior to the start of the event and that team will advance.
6. If still tied at this point, the ECTB official re-seeding member will flip a coin to award the higher seed for final re-seedings.

In the event of inclement weather during the pool play rounds and not all teams have played their first 2 pool play games, we will use each team's first game played for reseeding purposes.

B5. 8 AND UNDER PLAYER PITCH: 8 and under will play 40' x 60', six (6) inning game.

1. Runners may not advance more than one base on a batted ball in the infield. Once a ball hit to the outfield is returned to the infield, regardless of whether or not the defense has control of the ball, no player may advance. (Umpire discretion).
2. Runners can advance at their own risk once a pitched ball has passed home plate.
3. When a runner begins to advance, and does, prior to the ball passing home plate, it's an automatic dead ball. Runner shall be called out, and no other runners may advance. Pitch to the batter shall not count.
4. Runners may not advance from third base to home unless the runner is batted home or forced by a hit batsman or base on balls. Runners may not advance from third on a passed ball or wild pitch.
5. Runners when stealing a base to second or third, regardless of the outcome of the play, may not advance more than one base at a time. In the event a player is stealing second and there is a runner on third, the runner on third **CANNOT** advance during this play, even if over throws occur.
6. The batter cannot advance to first base after a missed third strike.
7. Bunting is allowed, except if there is a runner on third. **NO SUICIDE SQUEEZE PLAYS** are allowed. If a squeeze play is attempted, batter will be called out and no runners may advance. All players who square to bunt must Bunt or take the pitch...if the player attempts to swing (Umpires Judgment) the batter will be called OUT regardless of the outcome of the pitch.
Play will be DEAD....and all runners if any will go back to their respective bases.
8. A runner who earns a walk to first base **CANNOT** advance past 1st base.
9. Nine players will be used on defense.
10. The balk rule will not apply
11. A pitcher may only pitch a maximum of four (4) innings per game by same pitcher.
12. The batting order will consist of 9 or 10 or ALL players on the team roster at the beginning of the game. If you are batting everyone late arrivals must be added in at the end of the batting order.
13. If batting everyone and a player cannot bat due to an injury or illness, that player shall be removed from remainder of the game without penalty, unless this brings the batting order to 8, which will require the removed batter be an automatic out.
14. All base runners must return to their base after a pitch, unless stealing. If a runner **on third** chooses to jump off and take a lead after the pitch crosses Home plate and the ball is not hit into play they **CANNOT** advance and may be **forced** out by a throw to their base at any time.
15. A maximum of seven (7) runs per inning or three (3) outs, whichever comes first. This rule is NOT in affect in NCS play.
16. If batting your entire roster, you have free substitution. If you chose 9 or 10 in your batting order you can sub in for starters one time, but all starters must report back in the game in their original batting spot.
17. Defensive coaches are not allowed on the field of play and must coach from the dugout.
18. Infield fly rule does not apply.

Section C
BASEBALL TOURNAMENT GAME RULES

C1. COIN TOSS: Only in Pool play rounds will there be a coin toss. A toss of a coin between the two managers will determine the home team before each game.

1. After Pool Play rounds are complete and ECTB reseeds all teams for final seeding or single elimination rounds, the team who has the higher seed will automatically be the home team in single elimination play for the remainder of the tournament. Home team is the official scorekeeper for each game. It is the visiting team's responsibility to ensure the score of the game is correct at the conclusion of each inning.
2. Visiting Team will have the choice of dugout in all games other than Pool Play.

C2. PRE-GAME WARM UP: Teams are **not guaranteed** field time before the start of all their games. Practice time before games is only allowed when games are running on schedule. When possible, the visiting team shall be allotted five (5) minutes of field time followed by the home team receiving five (5) minutes of field time.

Immediately after, play will commence with the home team staying on the field.

C3. ECTB STANDARD TIME LIMITS: ECTB will determine and approve game time limits for events.

1. 12 and under: One hour, forty-five minutes (1 hour, 45 minutes) **no new inning can begin after 1 hour and 35 minutes**

13 and up: Two hours (2 hours) **no new inning can begin after 1 hour and 50 minutes**

These time limits are not drop-dead, if an inning has been started it must be completed, if the home team is ahead in the bottom of an inning the game will be considered complete once the time limit is reached.

2. The **Semi-Final Games** (Trophy Rounds) time limit will be extended fifteen (15) minutes to allow for games to be completed in their entirety. (Example: 12u – two (2) hour time limit, 13u – two (2) hours and fifteen (15) minutes)

3. **Championship Games:** There will be NO time limit for a championship game in any event.

4. **Seeding and Final Round Games:** Games that are tie at the conclusion or by time limit must finish the game using the International Tie Breaker Rule **ONLY** in seeding and final rounds. Both teams will play to win an inning starting with a runner on second base, no outs and playing until there is a winner. To start the tie breaker, the last batted out from the previous inning becomes the runner on second and the game resumes from where it left off the previous inning.

5. In the event the game is still tied after 2 extra innings of play using international tie breaker rules, ECTB will then add an extra base runner on third and play the following innings starting with a runner on second and third and continue until there is a winner.

6. **Pool Play and Consolation Games:** All Pool Play and Consolation games tied at the end of regulation or time limit will be posted as tied.

a. **Consolation Game:** In the interest of keeping the tournament on schedule all consolation games will have a drop-dead time limit. Once the time limit is reached, the game is over regardless of the inning or score. If the consolation game is the last game of the day on any field the inning may be finished if agreed upon by both teams.

C4. ECTB STANDARD GAME INNINGS: ECTB will determine and approve the number of innings played in a game.

1. 12u and under age divisions: 6 Inning Games

13u and up age divisions: 7 Inning Games

2. During inclement weather, ECTB reserves the right to shorten games by one (1) or (2) innings in an attempt to complete a scheduled event.

3. **Mercy Ruling:** Games can be called for Mercy Rulings after the specific number of complete innings, providing the home team has the certain run lead. After the specific number of complete innings, the game is official.

a. Twelve (12) Run Lead after three (3) complete innings. (If the visiting team is winning by twelve (12) or more after the top of the third inning, the home team must bat for the inning to be completed. If the home team is ahead by twelve (12) runs at the start of the third inning, the visiting team will bat in the top of the third and if they do not come back, the game will be complete. If the home team reaches a fifteen (15) run lead during the bottom of the third inning, the game is over once they have gone up by fifteen (15) runs.

b. Ten (10) Run Lead after four (4) complete innings (follows the same template as (a) above).

c. Eight (8) Run Lead after five (5) complete innings (follows the same template as (a) above). *This applies in any inning hereafter that either the home or visiting team gets an eight (8) run lead.

C5. PLAYERS: A team can begin play with eight (8) players – the ECTB allowed number of players to start. That team will receive an out for the ninth slot in the batting order (if a ninth player shows up

during the game, the player can be inserted into the last spot in the batting order which would eliminate the automatic out).

Teams cannot change to free substitution when starting with eight players (in the event that a team has additional late players show up – nine (9) is the maximum for the remainder of this game).

Teams can **NEVER** finish a game with eight (8) players on an ejection. A team can finish with 8 players if due to injury, with the injured players spot becoming an automatic out. Teams cannot finish with less than 8 players.

C6. SLIDING: ECTB does not have a mandatory slide rule. However, players are encouraged to slide if at all possible to **avoid malicious contact**.

1. Head first slides are allowed at Home Plate. Players are allowed to slide head first into a base for advancement.
2. Forced Play Slide Rule: The intent of the Forced Play Slide Rule is to ensure the safety of the defensive player. This is a safety as well as an interference rule. This rule pertains to a forced play situation regardless of the number of outs.
 - a. On a forced play at any base, including home plate, the runner must slide on the ground in a direct line between the two bases. This is a legal slide even if contact is made with the fielder.
 - b. On the ground, the forced slide can either be a head first slide or a slide with one leg and buttocks on the ground.
 - c. Directly into a base means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases. (A runner need not slide directly into a base as long as the individual slides or runs in a direction away from the fielder to avoid making contact or altering the play of the defensive player.)
3. Contact is allowed if the runner:
 - a. Makes a legal slide directly into the base, or
 - b. Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play. Interference shall NOT be called.
4. It is an ILLEGAL slide if:
 - a. The runner slides or runs out of the base line in the direction of the fielder
 - b. The runner uses a rolling, cross-body or pop up slide into the fielder. A pop up slide is a legal slide as long as the runner does not make contact with or alter the play of the fielder.
 - c. The runner's raised leg is higher than the fielder's knee when in a standing position.
 - d. The runner goes beyond the base and makes contact with or alters the play of the fielder. (Beyond the base refers to any part of the offensive player's body that makes contact with or alters the play of the fielder beyond the base.)
 - e. The runner slashes or kicks the fielder with either leg, or
 - f. The slide is flagrant (if the runner's slide is determined to be intentional, the individual shall be ejected from the game).
5. If the runner, on a forced play, makes an illegal slide at any base, including home plate, interference will be called.
6. **Penalty:** With less than two (2) outs, the batter / runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance. With two (2) outs, the interfering runner shall be declared out and no other runner(s) shall advance.

C7. COLLISIONS: ECTB's intent of this rule is to encourage base runners and defensive players to avoid collisions whenever possible. ECTB is looking to discourage unnecessary and violent collisions with the catcher at home plate and with infielders at bases.

1. When there is a collision between a runner and a fielder who clearly is in possession of the ball, the Umpire shall judge:
 - a. Whether the collision by the runner was avoidable (could the runner have reached the base without colliding) or unavoidable (the runner's path to the base was blocked) or
 - b. Whether the runner actually was attempting to reach the base (plate) or attempting to dislodge the ball from the fielder.

2. Penalty: If the runner:
 - a. Could have avoided the collision and reached the base, or
 - b. Attempted to dislodge the ball, the runner shall be declared out even if the fielder loses possession of the ball.
 - c. The ball is dead and all other base runners shall return to the last base touched at the time of the interference.
3. Approved Rulings:
 - a. If the fielder blocks the path of the base runner to the base (plate), the runner may make contact, slide into, or collide with a fielder as long as the runner is making a legitimate attempt to reach the base or plate.
 - b. If the collision by the runner was flagrant, the runner shall be declared out and ejected from the game.
 - c. If the defensive player blocks the base (plate) or base line clearly without the ball or is not in the immediate act of catching the ball. Obstruction shall be called. The runner is safe and a delayed dead ball shall be called.

C8. MALICIOUS CONTACT: Players are **REQUIRED** to know that malicious contact is **ILLEGAL**. The majority of intentional collisions occur at home plate where the Catcher is blocking the plate. Any player who, in the judgment of the Umpire, maliciously runs into another player is automatically ejected and is declared out. ECTB Umpires are instructed to enforce this rule if they witness any intentional and/or excessive force or if they suspect intent to injure another player.

1. **Penalty:** The offending player (whether offensive or defensive) shall be removed from the game.

C9. COURTESY RUNNER: It is NOT MANDATORY with two (2) outs, to use a courtesy runner for the pitcher and catcher. Teams will have the option to use a Courtesy runner for the pitcher and catcher at any time during an inning but must follow all options and rules regarding Courtesy Runners listed below.

1. Option 1: If a team opts to bat their entire line up, they must use the last official batter of the previous inning as the Courtesy Runner. The second choice is to use the second last batter of the previous inning if the team needs a second courtesy runner that inning (this only occurs when the pitcher and catcher reach base in the same inning).
 - a. **First Inning Only:** In the event that the pitcher or catcher bat in the first inning of play and need a courtesy runner, they must:
 - i. Use someone from the bench (not already in the starting lineup), or
 - ii. If batting the entire lineup, use the last batter posted in the starting lineup at the start of that game.
2. Option 2: If a team opts to bat nine (9) or ten (10) batters, the courtesy runner must be someone not in the current batting order of the game. (Example: Starter who is now on the bench or player who just arrives or someone who has not been in the game at all.) The exception to this rule is if there are no additional players on the bench; refer back to Option 1 for Courtesy Runners.
 - a. **RULE:** The courtesy runner(s) cannot be the same player for the pitcher and catcher in the same inning at any time.

C10. INTENTIONAL WALK: ECTB will allow the Head Coach or Catcher of the defensive team to announce to the Home Plate Umpire that they would like to **intentionally** walk a batter. No pitches are necessary, and the batter will be awarded first base.

C11. RE-ENTRY: In all age divisions, starters may re-enter once but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting order must be taken out of the game and is ineligible to re-enter for the remainder of the game.

Exception: The exception to the rule is if all players have been used in the game and an injury occurs to a starter not substituted for during the game and all players have been used. At this time, the following is allowed:

1. A non-starter must be placed in the injured starter's position.
2. If all non-starters are currently in the game, one of the non-starters must be moved to the injured players batting position and the original starter must go back in his original batting order. **A starter can NEVER be moved into another starters batting position.**
3. The player that was injured is finished for the game and cannot return.
4. If the sub should get injured in the game, the spot in the order will be recorded as an out.

C12. ILLEGAL SUBSTITUTION:

1. If a team is caught with an illegal substitution, it shall be treated in the same manner as a player batting out of order, per the major league rule.
2. If the illegal substitution is caught before the illegal player comes to bat, the proper player will be inserted into the lineup.
3. If the illegal substitution is caught during the time the illegal player is at-bat, but before he reaches base, the illegal player is removed and the proper player will be inserted into their proper batting order and will assume the count of the illegal player (follow Pro Rule for batting out of order).
4. If the illegal substitution should complete his at-bat and the opposing team protests "batting out of order", the PROPER BATTER is now OUT. If the opposing team does not protest the illegal substitution prior to a pitch being thrown to the next batter or an attempted play has occurred, the illegal substitution is now considered legal and the batting order shall continue. (Example 1: #4 batter was illegally substituted with the #5 batter. After he completes his at bat, the opposing team protests. Batter #4 is marked OUT, and batter #5 returns to the plate as the proper batter. Example #2: #7 batter was illegally substituted with #8 batter, #8 batter reaches base and no protest occurs, the next batter MUST be the #9 batter. The #7 batter slot is lost this time through the lineup..)

C13. DESIGNATED HITTER: In age divisions of 13u and up, the Designated Hitter (DH) may be utilized.

1. A team using a DH is required to make the opposing team as well as the plate umpire aware of a DH prior at the start of the game. This must be addressed when covering field ground rules. Both teams must exchange lineup cards with the opposing team and the plate umpire.
2. The DH can only bat for the pitcher.
 - a. If the starting pitcher has a DH batting in his spot in the order and he leaves the mound but stays in the game in another defensive position, the starting pitcher then replaces the DH in the batting order and this eliminates the DH for the remainder of the game.
3. The DH can bat anywhere in the lineup if a team chooses this option.
4. The DH is a free batting spot only, he cannot play defense.

C14. EXTRA HITTER: In all age divisions, two (2) Extra Hitters (EH and XH) will be allowed unless a team chooses to bat their entire lineup.

1. A team using an Extra Hitter is required to make the opposing team as well as the plate umpire aware of the EH/XH prior to the start of the game. This must be addressed when covering field ground rules. Both teams must exchange lineup cards with the opposing team and the plate umpire.
2. A team using an EH will have a ten (10) player lineup and this lineup must be used the remainder of the game.
3. A team using an XH will have an eleven (11) player lineup and this lineup must be used the remainder of the game.
4. **If a team is unable to continue a ten or eleven (10 or 11) player lineup for any reason other than an ejection, the spot will not be marked as an out. If using a 10 or 11 player lineup and a player is ejected, and you do not have a substitute available on the bench to replace that player in the lineup, that spot in the order will be recorded as an out each time up.**
5. The player in the EH position, while not actually playing a defensive position, will be treated as though they are for substitution purposes.
6. The re-entry rule applies for the EH (Example: Ron is the EH and batting fourth (4th). Bob is the

catcher and batting seventh (7th). Ron can become the catcher and Bob the EH. Both players would remain in their original batting order. All players can move freely in defensive positions. The EH is considered an offensive position for batting order purposes.)

7. Once a pitcher leaves the mound and goes to the bench, he cannot return to pitch even if he occupies the EH/XH position (EH/XH is not a defensive position).

C15. STEALING RULE: Free stealing is allowed for age groups 11u and older.

1. 8u and 9u Divisions:
 - a. 8u and 9u cannot steal home.
 - b. The ball must offensively be put in play for the runner to advance from third.
 - c. The only other way a player can advance from third is a bases loaded walk.
 - d. The defensive team will have no penalty in trying to pick off the runner stealing second. If third base is occupied, the runner on third cannot advance during a steal play. This will allow catchers to learn and attempt to throw the runner out trying to advance per base. While attempting to pick off a runner, all over throws will not allow advancement. Players are awarded the base they were stealing only.
 - e. In the event that a player has reached base, he must remain on the base. If he steps off the base, he is at risk of the opposing team making a play. He may not advance. His only option is to return the base that he is currently at. There is no penalty for the defensive team to make an attempt to get him out as stealing is not allowed.
 - f. Common Rule for the 9u/10u Divisions: **PLAYER MAY NOT LEAVE HIS / HER BASE UNTIL THE BALL LEAVES THE PITCHERS HAND.** If a player leaves early, he / she will be called out and the pitch will be a dead ball.
 - g. 8U players must wait until the ball crosses the plate to steal.

C16. PITCHING RESTRICTIONS: For age divisions 9u and up, there are NO pitching restrictions. For age divisions 8u and under, please review Section H5 – 8u and Under Player Pitch.

1. All pitchers once removed from the mound in any game may not return to pitch in the same game.
2. When a balk is called, it shall be an immediate dead ball and bases awarded accordingly.
3. 8U-10U no balks, 11U-12U 1 warning per pitcher, 13U-18U no warnings

C17. BAT RESTRICTIONS:

This rule goes into effect November 1st, 2017

2018 Bat Restrictions:

1. 9u-13u, a BPF 1.15 BBCOR, or USA Baseball designation must be displayed on the bat (no other weight or diameter restrictions).
2. 14u-18u, the bat must have a BBCOR or USA Baseball designation and may not exceed -3.
3. Wood bat specific tournaments can only be played with single-solidwood bats. This means no composite and no bamboo.
4. **PENALTY:**

If any team/player is caught using an illegal bat the player will immediately be called out. It is not the umpires job to check every single bat, it is up to the opposing team to question a bat in which case then the umpire will check and make a judgement. *****NOTE***** - once the next batter has taken a pitch, there will no longer be any questioning of an illegal bat used by the prior batter or outs called, the bat will be removed from the game but the player using it will be allowed to remain wherever he is on the bases.

C18. FORFEITS: A team that forfeits a game due to cheating, fighting or ejections will be automatically removed from the remainder of the tournament and will not be permitted to continue with the

scheduled games. **Exception:** If so agreed upon by the opposing team and the remaining opposing teams, for the sake of game play, the offending team may be allowed to play the remaining games **BUT ALL games will be recorded as losses for the offending team.** This decision will be based on individual situational basis with all parties in agreement and approved by ECTB officials.

1. A team forfeiting due to the above reasons or if a team leaves the field by choice and does not complete their game, the result will be:
 - a. All runs given up prior to the forfeit will be added to their runs allowed plus an additional fourteen (14) runs. The opposing team's runs will be recorded as well. (Example: Team A is winning three (3) to one (1). Team B leaves the field. Team B will be penalized with fourteen (14) additional runs against them plus the three (3) already scored from the game. Score recorded will be seventeen (17) to one (1).

C19. EJECTIONS

1. **EJECTIONS (Players and Coaches):** Any player or coach ejected from a game for any reason will be required to sit out the remainder of the game they were ejected from as well as their next game. If you feel you have been wrongly ejected, or should not have to sit the following game please contact the tournament director. The tournament director will consult with the ejecting umpire and his partner to determine if a second game suspension is necessary. If a coach or player is ejected a second time anytime throughout the remainder of the event, the offender will be permanently removed from the remainder of the tournament and must leave the premises for the remainder of the event. **This applies for ALL games (including pool, semi-finals and finals). NO EXCEPTIONS! Any player or coach not abiding to this rule will cause their team to forfeit from the event.**
 - a. Any time a team has three (3) player or coach ejections within a game, it is an automatic forfeit and cause for dismissal from the remainder of the event. Fourteen (14) additional runs will be placed against the offending / forfeiting team and all points accrued from this event will be forfeited as well (ECTB points).
 - b. **PENALTY AND SUSPENSION RULE : EJECTIONS DURING SEMI-FINAL AND FINAL GAMES** – The penalty for ejections in semi-finals and Championship Games will be as follows:
 - i. 1st Occurrence: \$100 Penalty for your first occurrence.
 - ii. 2nd Occurrence: \$200 Penalty for your second occurrence.
 - iii. 3rd Occurrence: \$500 Penalty for your third occurrence.
 - iv. 4th Occurrence: \$500 Penalty WITH a full one (1) year Suspension.
 - c. Players and Coaches ejected during semi-final and final games will be sent a Suspension form. The form must be filled out and returned with the Penalty fee of the occurrence listed above within fourteen (14) days of that ejection occurrence or prior to the teams next event (if sooner than 14 days). Failure to pay the penalty within this time period will be cause for immediate indefinite Suspension. Once a player or coach receives four (4) ejection occurrences, he will be served with his one (1) year suspension and the suspension will begin from the date that the Suspension form and penalty fee are received in the ECTB office.
 - d. Any player or coach who does not abide by the Penalty fees in the time period allotted will not be permitted to participate in any way and is not allowed to attend any ECTB affiliated events (including Sanctioned and Official events, leagues or other ECTB programs). Parents are responsible for their minor child's ejection fees. Ejected players may not be rostered on upcoming tournament rosters until their fees are paid.
 - e. ECTB staff will monitor these penalties / suspensions closely. Any coach / player who has an outstanding penalty that attempts to participate or attend (attend is defined as physically being on any grounds being used for an ECTB affiliated event) will result in their team immediately being removed from the tournament they are participating in, forfeiture of entry fee paid and review of possible team suspension for the remainder of the season. See Section G – Reasons for Suspension.
2. **EJECTIONS (Parent or Fan):** Parents or fans ejected from a game will be dismissed from the

remainder of the tournament (must leave the premises – any common grounds of the current location the event is taking place). The ejected Parent / fan has five (5) minutes to leave the premises or the Head Coach will be ejected as well. Head Coach will be subject to standard ejection rules (meaning he would then be required to sit out the next game). It is the Coaches responsibility to make sure his parents and fans are under control at all times. (Fan is defined as anyone associated with your team; this includes but is not limited to parents, siblings, grandparents, sponsors, etc.)

C20. SAFETY RULE: Each team will receive one (1) Team Warning when the infraction occurs of a player throwing his bat. After the team warning, players will be called out if the violation occurs at anytime during the remainder of the game. If the player is called out, all play will stop, all runners will return to their base at the time of the pitch. If the thrown bat causes an injury, forcing a player to leave the game, the batter who caused the injury will be ejected for the remainder of the game and must sit out the next game of the event. NO EXCEPTIONS!

C21. TIME OUTS: Coaches delays can occur when a coach deliberately stops the game for a team meeting, trips to the mound and not hustling their players on and off the field when three (3) outs occur. The offending team then becomes subject to delay of game penalties and the game can be changed by the plate Umpire or the Tournament Official in order to complete the game or add time onto the game. This is providing the team making the infraction is winning and the opposing team gets the plate Umpire to impose that an infraction has occurred. The plate Umpire makes both teams aware of the ruling immediately. A coach on his second trip to the mound in an inning must remove the pitcher. (The maximum trips to the mound in a single game are four (4).) All other trips, the pitcher must be removed unless injury occurs).

C22. CATCH AND CARRY RULE: There is no catch and carry allowed. All players must catch the ball with both feet inside the out of play lines. If a player makes a play in foul territory and his momentum carries him out of play after making the catch, the ball is dead and all base runners will be advanced one (1) base. (Coaches should review with their teams where the out of play lines are prior to the start of the game at each field.)

C23. CONSOLATION GAME REQUIREMENT: ECTB determined it necessary to add the policy / penalty in the 2004 season and will continue to follow this requirement in order to ensure teams receive the number of games ECTB guarantees in our tournament format.

1. Teams that have not made it into the winner's bracket are placed in the consolation round and are REQUIRED to play their consolation game. **Should a team decide to not play their consolation game against another consolation team, the team choosing not to play will incur a penalty of twenty-five percent (25%) of that tournament entry fee, which is due to ECTB within two (2) weeks post the conclusion of the event.** If a team owing this penalty does not submit this fee within his two (2) week deadline, the team will be suspended from future events as well as forfeit any points accrued during this event and any fees on deposit with ECTB (for events, leagues, showcases that have already been received in the ECTB office) UNTIL this fee is submitted and received.
2. If a team shows up for the consolation game and no opponent shows up (within a reasonable amount of time), the team should contact the Head Director and make him aware of the situation. At that time, the Head Director will make an effort to find a replacement team. If a team does not notify the Head Director that their opponent did not show up and the team leaves, ECTB will consider this a joint decision by both teams and no penalty or compensation will be enforced.
3. Any team that is left without a consolation game (meaning ECTB is unable to find a replacement team to play the team who wants the consolation game) will be awarded a **credit only** VOUCHER of twenty-five percent (25%) of the entry fee within two (2) weeks post the conclusion of the event as compensation for the loss of their consolation game. If ECTB is able to find a replacement team, this penalty will not be enforced. (Example: Teams A and C are scheduled to play a consolation game and Teams B and D are scheduled to play a consolation game. Teams A and D both choose to leave without playing a consolation game, Teams B and C are able to be matched up to complete a consolation game.)
4. If two (2) teams that are scheduled to play a consolation game both agree to not play the consolation game, no penalty will be issued as it was a mutual decision by both opponents to not

play the consolation game.

This joint

decision MUST be called in to the Head Director by BOTH teams and will be recorded as a tie (both teams will receive ECTB points for the game.)

5. In the event ECTB is able to find a replacement to play your consolation game, points will be awarded based on the outcome of the game. There will be no additional forfeit points awarded
6. This policy will ONLY be enforced if ECTB is unable to find a replacement team to play a team who wishes to have a consolation game but is unable to because their opponent did not show up. No cash will be awarded. The compensation will be strictly credit issued in VOUCHER form for the team to use towards future ECTB participation (See Voucher Guidelines).

C24. THUNDER / LIGHTNING RULE: If lightning is seen, the Umpire will stop the game immediately and the general rule is to wait twenty (20) to thirty (30) minutes after the last lightning strike before allowing the game to resume. It is at the umpire's discretion (based on how far off the lightning may be) as to when he determines to stop the game.

C25. GAMES NOT COMPLETED: Games not completed (due to lightning, inclement weather, darkness or other acts of God) will be handled as follows: All games must be recorded at the point at which they are stopped (including all pertinent information – teams involved, time left in game, score, inning, outs, count, who's at bat). Umpire should sign the scorebook at the time the game is stopped. The completion of the game will be based on the following:

1. The standard is that all games must be finished from the point at which the game was stopped and ECTB will reschedule the completion of the game. This does not include consolation games (will be marked as complete or canceled).
2. Other than the standard, if both teams agree to not finish the game, score will be recorded as final (Pool Play).
3. **ECTB** has stamped the game as official after four (4) complete innings and the game is tied or the game has no effect on the reseeding process.

C26. RULES NOT COVERED: This is a general rulebook used as a basis for primary guidelines set forth by ECTB for functions associated with the organization. Playing rules not specifically covered in this rulebook should be referred to ECTB Officials to be addressed. ECTB will follow as the next order of established rules the Major League Baseball Official Rulebook.

1. ECTB reserves the right to alter, change, add and delete rules, policies and procedures at any time throughout the season as situations occur that would require ECTB to re-evaluate a rule or create a rule to further benefit the individuals participating with this organization.
2. ECTB will ALWAYS make any and all updates to this manual available to individuals on the ECTB website (www.ectb.org) under ECTB Official Rulebook. Teams not finding a rule in their pocketsize manual may need to consult the online manual that will carry all updates.