

Canandaigua Summer Classic

Any question or discrepancy in these rules shall be resolved as final by a CJB Tournament Official.

Coaches, families, players, and fans are urged to remember this is youth baseball: concentrate on sportsmanship, fair play, and love of the game. Arguing with umpires at any level will not be tolerated and could result in early elimination from competition at the discretion of Tournament Officials.

8 / 10 / 12 General Information

Results will be posted on the CJB website, link will be shared with all coaches.

Prizes will be awarded to the first and second place teams in both divisions.

The Canandaigua Jr Baseball facilities does not permit the use of alcohol or tobacco.

The concession stand on site will be open for all games (cash or credit cards).

Batting cage is available for use on a first come first serve basis, but teams are asked to limit use to 5 pitches per player to allow equitable access.

All bats will be allowed (i.e., USA Bat, 2 ¼, 2 ¾, wood or Big Barrell). BBCOR bats are not allowed.

Rosters

Rosters must be submitted during online registration and a printed copy with each coach to turn in at your first game to a CJB staff member onsite (concession stand).

Pool Play

During pool play games, no inning can start more than 1 hour 45 minutes after first pitch (1:30 for 8U). All pool play games have a 2-hour HARD STOP time limit. There are no time restrictions for playoff games.

CJB will provide game tracking sheets for each matchup. HOME TEAM COACH MUST provide final score and pitcher info (where applicable) via tracking sheet signed by both coaches to tournament officials at the Concession Stand.

Playoffs

On Sunday, teams will advance to play in single elimination format.

Teams will be seeded based on W/L record.

Tie breakers will be handled in the following order: head-to-head, runs allowed, coin flip.

8U Tournament

General rules and information for teams at the 8U travel level.

GAME PLAY

Each player must be age-eligible (no more than 8 years old as of April 30).

8U games to be played on homerun-friendly fields.

The pitching machine will be set up by the umpire/Tournament officials. If the speed/accuracy of the machine needs to be changed during play, either coach can work with the umpire/Tournament director to change or re-calibrate the machine during play. Any ball hit by batter that contacts the machine or its operator is considered a dead ball and the hitter gets 1st base and the runner(s) advance one base. Each team shall provide one coach to operate the pitching machine if the umpire does not.

Each batter will receive 5 pitches. A batter can strike out. A batter can only record a strike by a swing resulting in a foul or miss. If the 5th pitch is fouled off or an errant pitch (umpire judgment), the batter is still alive for another pitch. Foul balls keep the batter alive.

No walks (intentional or otherwise) will be allowed.

No infield fly rule in effect.

No advancing (tagging up) on a caught fly ball.

Runners can advance at their own risk until the ball is in the infield and under control. Runners may not advance beyond the base they were running towards when a defensive player gains control of the ball in the infield. On any overthrow where the ball stays in play, the runner may advance one base at their own risk; however, the runner cannot advance any further on a second overthrow. On an overthrow where the ball goes out of play, the runner will get the base they are going to plus one more base.

No bunting.

No leading off and no stealing of bases. Runners must stay on the base until the ball is hit.

A complete game shall be six (6) completed innings unless the home team leads at the end of 5½ innings of play.

An official game must be at least four (4) complete innings (3½ if home team is winning).

No inning shall be started after 1 hour and 30 minutes from the start of each pool play game. All pool play games have a 2-hour HARD STOP time limit.

There is a 6-run limit for each inning. No run limit for the 6th inning. If there is a tie game, the game will go into extra innings as long as time limit has not been exceeded (no run limit in extra innings).

If a team is winning by 10 runs or more after 4 complete innings (3½ if home team is winning), or 8 runs after 5 complete innings (4½ if the home team is winning) the game is over.

Any ball thrown that gets lodged or goes under the fence is a dead ball and the runners will advance one extra base without being put out (one plus one rule if runners are advancing on a thrown ball). If the umpire does not see the ball lodged or go under the fence it remains live, so be sure to have your players notify the umpire prior to retrieving the ball by raising a hand.

Player must slide feet first at home if there is a play at the plate; Each team will receive one warning on this rule. A second offense it will be an automatic out if the player does not slide or slides headfirst.

All teams will use a continuous batting order and bat all players that attend the game, only exception is injury. In the event of an injury, the player will be removed from the lineup and cannot return to play. This will not count as an out when that spot comes back up to hit.

10U Tournament

General rules and information for teams at the 10U travel level.

GAME PLAY

Each player must be age eligible (no more than 10 years old as of April 30).

Home and Away is determined by coin flip

There will be a 6 run limit in play in all games with a "Plus 1" rule for the team trailing. This means that if a team is trailing by more than 6 runs they can score unlimited runs equal to plus 1 of the winning teams score. The score stops at plus one regardless of how that run is scored.

If a team is winning by 10 runs or more after 4 complete innings, or 8 runs after 5, the game is over.

The mercy WILL NOT be in effect for final games.

Tie games are ALLOWED for pool play games.

Players must slide feet first at all bases if there is a play and only headfirst if retreating to a base, it will be an automatic out if the player does not slide when there is a play.

Any ball pitched or thrown that gets lodged or goes under the fence is a dead ball and the runners will advance one extra base without being put out (one plus one rule if runners are advancing on a thrown ball). If the umpire does not see the ball lodged or go under the fence it remains live, so be sure to have your players notify the umpire prior to retrieving the ball by raising a hand.

Stealing of all bases is allowed once the ball has crossed the plate.

Base runners will be returned to the base from which they came if they leave early on a pitched ball.

On a batted ball the runners will be returned to the closest vacant base, if they leave too early.

No runner can score if they leave the base too early on an infield hit.

First violation will result in a team warning, and the player will return to original base. Additional violations by the same team will result in an automatic out.

Dropped 3rd strike is not in effect.

Infield Fly Rule will be in effect.

Bunting is allowed, cannot swing away after showing bunt.

Throwing a bat constitutes a team warning. The next team thrown bat will be a dead ball and an automatic out.

PITCHING

A pitcher may not pitch more than 2 innings (or 6 consecutive outs) per game.

A pitcher cannot pitch more than 10 innings for the entire tournament.

Each team will record the number of innings pitched by each pitcher in their scorebook. In the event of any issues arising this will be what is referenced in any action taken.

Pitchers may not re-enter as a pitcher.

Only 1 visit per inning to the mound by the coach is allowed. Any additional visits will result in the pitcher being removed immediately.

The pitcher will be allowed only 5 warm-up pitches between innings, unless a new pitcher is inserted, new pitcher will have up to 10 warm-up pitches.

There are no balks.

ROSTERS/PLAYERS

You may carry as many as 16 players on the roster. You MUST field a minimum of 8 players at the start of any game, or the game will be considered a forfeit.

Each team can only field 9 players, unlimited substitutions.

All teams will use a continuous batting order and bat all players that attend the game, only exception is injury. In the event of an injury, the player will be removed from the lineup and cannot return to play. This will not count as an out when that spot comes back up to hit.

12U Tournament

General rules and information for teams at the 12U travel level.

GAME PLAY

Each player must be age-eligible (no more than 12 years old as of April 30).

Home and Away is determined by coin flip

If a team is winning by 12 runs or more after 4 complete innings, or 8 runs after 5, the game is over.

The mercy WILL NOT be in effect for final games.

Tie games are ALLOWED for pool play games.

Players must slide feet first at all bases if there is a play and only headfirst if retreating to a base, it will be an automatic out if the player does not slide when there is a play.

Any ball pitched or thrown that gets lodged or goes under the fence is a dead ball and the runners will advance one extra base without being put out (one plus one rule if runners are advancing on a thrown ball). If the umpire does not see the ball lodged or go under the fence it remains live, so be sure to have your players notify the umpire prior to retrieving the ball by raising a hand.

Stealing of all bases is allowed at any time.

Dropped 3rd strike in effect, Catcher to tag hitter or throw to first for the out.

Infield Fly Rule will be in effect.

Bunting is allowed, cannot swing away after showing bunt.

PITCHING

A pitcher may not pitch more than 3 innings (or 9 consecutive outs) per game.

A pitcher cannot pitch more than 12 innings for the entire tournament.

Each team will record number of innings pitched by each pitcher in their scorebook. In the event of any issues arising this will be what is referenced in any action taken.

Pitchers may not re-enter as a pitcher.

Only 1 visit per inning to the mound by the coach is allowed. Any additional visits will result in the pitcher being removed immediately.

The pitcher will be allowed only 5 warm-up pitches between innings, unless a new pitcher is inserted, new pitcher will have up to 10 warm-up pitches.

1 balk warning per pitcher.

ROSTERS/PLAYERS

You may carry as many as 16 players on the roster. You MUST field a minimum of 8 players at the start of any game, or the game will be considered a forfeit.

Each team can only field 9 players, unlimited substitutions.

All teams will use a continuous batting order and bat all players that attend the game, only exception is injury. In the event of an injury, the player will be removed from the lineup and cannot return to play. This will not count as an out when that spot comes back up to hit.

13U Tournament

Game play

Games are 7 innings. No new inning starts after 1:45 for pool play. No new inning starts after 2:00 for playoffs. There is no time limit for the championship game.

Age restrictions

Age is determined by player's actual age on May 1st of the current year.

If the team is found with an illegal player due to incorrect report of that player's age, grade, or DOB — or has not been approved on their active online roster, that team will be kicked out of the tournament and will forfeit all games with a score, 7-0.

Bat restrictions to BPF 1.15 (USSSA or USA) or BBCOR. Max difference of drop 10.

Coin flip

In pool play home team is determined by a coin flip. Better seed will determine home/away during bracket play. Base umpire will announce start time on the first pitch of each game. Start time will be recorded by base umpire and relayed to bullpen tournaments staff. Any time discrepancies should be addressed before the end of the 1st inning.

Seeding/tie breakers: pool winners will always be the better seed than a non-pool winner. From there all wild card teams will be determined based on the rules below: (after pool winners, pool seed will have no effect on who advances, i.e., a 2-0 team who finishes 2nd in their pool will be seeded behind a 1-1 team who wins there pool.)

Win/loss record

Head to head (does not apply with 3 or more teams tied)

Runs allowed

Runs scored

Runs allowed in losses

Runs scored in losses

Coin flip

Mercy rules:

A. 15 runs after 3 innings

b. 10 runs after 4 innings

c. 8 runs after 5 innings

*Bracket play follows the same mercy rules.

Slashing: is legal. **Head-first sliding** into any base is legal.

Number of players: a game can start with either 8 or 9. However if a team drops to seven or less the game will be automatic forfeit. If a team starts a game with 8 players, the 9th spot in the order will be an automatic out.

Batting lineups:

Team may bat 9 or the entire lineup; number of batters must remain consistent throughout the game.

Substitutions: Any of the starting players may be withdrawn and re-entered once, including a player who was the designated hitter, provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not re-enter.

Pitching: There is no pitch count or innings limitation.

Only 1 visit per inning to the mound by the coach is allowed. Any additional visits will result in the pitcher being removed immediately.

Balks: all balks are live.

3rd to 1st move is illegal. A balk shall be called when a pitcher, while in contact with rubber, fakes, but does not complete a throw to first or third base.

Bracket play: run rules will remain in effect throughout bracket play including championship games. (15 after 3, 10 after 4, 8 after 5)

California rules will be played for all extra innings (excluding championship games) (last batted out) on 2nd base. 1 out. Each batter will start with a 1-1 count.

Better seed is required to be the home team!

Intentional walks: head coach needs to inform the umpire of the intentional walk, no pitches will be thrown, and the hitter will be awarded first base.

Courtesy runner: courtesy runner is optional for pitcher or catcher at any time. The courtesy runner must be a legal sub or the last batted out if you are batting a continuous lineup. If there are no legal subs left in a non-continuous lineup the courtesy runner shall be the last batted out (if the last batted out is the pitcher or catcher of record, the courtesy runner shall be the prior batted out). If no out has been recorded in the game, there will not be a courtesy runner allowed. In the instance of an incorrect courtesy runner, there will be no penalty and the correct courtesy runner will replace the current runner on base. Courtesy runners are not mandatory.

Forfeit Ruling: if a team forfeits a game, it will be scored 7-0.

Tournament director can amend forfeit scoring. Forfeits cannot better the seed for the forfeiting team

Complete games and extra innings: if rain or weather suspends a game, 5 (4 1/2 innings if the home team is winning) innings shall be considered complete. There will be no extra innings in pool play games, even if time allows.

Protests: are allowed for rules only. A \$200 fee is required to protest. Judgment calls are not protestable. All rules and decisions by the tournament directors are final.

Coaches Terms & Conditions

I agree to provide proof of insurance on or before the tournament start.

I agree to provide copies of my players' birth certificates on or before the tournament start.

I understand my team's participation is subject to any applicable state, local, and league guidelines related to COVID-19 prevention.

I understand that tournament registration fees are subject to change at any time and are non-refundable and non-transferrable.

I understand that where health and safety are at issue, at the discretion of Canandaigua Junior Baseball, tournament activities may be cancelled or postponed at any time due to inclement weather or other unanticipated circumstances of a serious matter as they arise with no refund provided.

I understand that Canandaigua Junior Baseball may use my team's likeness(es) in tournament photography in promotional material, including online, social media, and in print.