



27th Annual “Cape Cod Classic” Rules (2022)

28+ Division Pool Play 9 team format - Guaranteed 3 games (weather permitting). Semi-finals and a Final

45+ Division Pool Play 9 team format - Guaranteed 3 games (weather permitting). Semi-finals and a Final

Points will be awarded for Wins and Ties (Win = 2 points, Tie = 1 point, Loss = 0 points)

Tie Breakers

1. Win Percentage
2. Points
3. Head-to-Head
4. Fewest Runs Allowed
5. Most Runs Scored
6. Run Differential

Cape Cod Classic Tournament Rules:

***All winning teams must call/text in their scores no more than 30 minutes after each game to Chris Currie (508-397-6703) and Dan Field (617-733-0230)**

Sportsmanship: This Tournament is about competition and fair play. Follow the accepted code of conduct and general rules of baseball as they apply on the field. Specific rules below are exceptions to promote participation.

Players: Eligible players must be the division age or greater by December 31 of the current calendar year. Teams may challenge a player at any time during the game. A challenged player must provide a valid ID. Failure to do so will result in player disqualification from the game and an automatic game protest to occur. Requesting teams must report the player’s name and home plate umpire’s name to the tournament commissioners so a ruling can be made on the protest. Players may only participate for one team in the same age division any given year. Also, any player may be added to a roster at any time during the tournament, provided they have not already made an appearance for any other team in the same division within the tournament.

Games: All 7-inning games will be deemed official after 4.5 innings. The 9-inning championship games will be deemed official after 6 innings. Management reserves the right to adjust the schedule and number of innings played in the event of inclement weather.

All 7-inning games will have a mandatory 2-hour 30-minute time limit. No new inning may start after the time limit. The home team must have their last at-bat. For games that are tied after the time limit, each team will be awarded 1 point. The time limit is waived in the semifinals and championship games.

Extra innings: If any game is tied after 7 full innings BEFORE the time limit expires, there will be ONE extra inning played. The extra inning will begin with the batting team placing one runner on Second Base. Runners will be chosen from the previous innings last batted out.

Mercy rule: Games are deemed final on account of the Mercy Rule when a team maintains a 12-run lead after 5 innings, or a 10-run lead after 6 innings. **This rule is not in effect during the Finals.**

Substitution: In an effort to allow managers the flexibility to get more players into the game, all teams will have free defensive substitutions at any time. Pitchers removed from a game may not return as a pitcher unless they have remained in the game at a defensive fielding position. Removed pitchers not in the starting batting order may return to any fielding position as an ordinary substitute, and bat in the replaced player's spot. Late arrivals may be added to the end of the line-up. Teams may bat up to a total of 12 lineup spots: (up to 3 Extra Hitters - EH's).

Pitchers: Automatic Intentional walks. No balk warnings will be issued. Any clothing or equipment that may distract a batter must be removed.

Relief Pitchers: A fielding position player may come into pitch. His fielding replacement must be included in the batting order. A hitter or defensive player who has been substituted for or batted previously and is not in the current batting order may re-enter the game as a relief pitcher. This player CAN NOT be added to the current batting order, move to any defensive position, or re-enter the game at any time. If he is relieved, he is out of the game.

Runners: Up to (2) players may use courtesy runners and it must be noted on the starting lineup card. The courtesy runner may only run for one player in a shared spot, not both. The last batted out will be designated as the courtesy runner. If there are no batted-outs in the game, the last spot in the line-up will be designated. An additional courtesy runner may be used for the Catcher Only. We urge teams to run for the catcher with 2 outs. Be sure that courtesy runners are ready to enter the game. Helmets are always required for hitters and base runners and are suggested for base coaches.

Collisions: Must Slide or Veer Off Rule: A deliberate collision in the base path is cause for a game ejection. The runner will be called out, if, in the umpire's view, he intentionally collides, knocks, kicks, or strikes the ball out of a fielder's glove or hand. Attempted take-out slides on a double play will result in both runners being called out.

Baseballs: Each team is provided 12 baseballs at the start of tournament play. Each team supplies 4 balls for each game. Use only tournament-supplied balls unless both teams run out and agree on the use of additional balls. Chase down your foul balls!

Bats: Only MLB-style bats are allowed. Wood composite bats are allowed but must meet the BBCOR (Batted Ball Coefficient of Restitution) standard and be properly marked with the BBCOR logo.

Altercations: Any physical altercation or threat of physical harm to any official, umpire, player, or spectator of the tournament may result in a team suspension from the tournament and after review, removal of the team from future invitations to the tournament.

Ground Rules: Agreed to during pre-game meeting with umpires.

Home Team: In pool play, the home team will be determined by a coin flip between the two managers prior to the start of the game. In the Semifinals and Finals, the team with the higher seed will serve as the home team.

Field Use: Please obey the posted rules, regulations, and representatives of each field and facility. No soft toss is allowed against any fence or backstop. Please pick up your bench area after each game. We are all guests of these facilities, and their willingness to provide their use is the only way this event is made possible.