

International Tournament "Enzo Civelli"
Friuli Venezia Giulia, August 1 – 7, 2004
Tournament Rules

Technical Rules

- a) The players will have the age of 16, 17 or 18 years in the year the competition (born on 1986, 1987, and 1988)
- b) The teams are divided in groups (depending to the number of the inscriptions)
- c) The game consist of nine innings following the rules 4.10 a) Official Rules of Baseball
- d) Competition System (depending to the participating teams)

First Phase: the teams will be divided in groups; each group plays a single round-robin

Second phase: the teams of each group will play off game and final.
Home team in games is decided by drawing of lots

Registration

The registration letter sent to the Organizing Committee with the payment of the entry-fee of 250 Euro to the Organizing Committee

Games schedule

The tournament schedule shall be made by the host Organizing Committee and approved by the Technical Commission on charge for the Tournament. With more games scheduled on the same day on the same field there shall at least 15 minutes between the games.

Each team can play maximum 2 games per day. In case of withdraw of one or more team before the start of competition the Technical Commission may scratch the games concerned or revise the original schedule according to the competition format as laid out in these rules.

Playing Rules

- a) The games will be played following the Official Rules of Baseball of the year prior to the year the Championships are played
- b) Restrictions: rule 6.10 DESIGNATED HITTER is not applicable.
- c) If there is a 10 runs score difference between the teams after 7° complete innings or after 6° and half inning with the home team ahead the game is ended.
- d) Double ear-flap helmets will be mandatory for the hitter and the base runners

Starting line-up

Managers shall file a tentative line-up with the official scorer at least 30 minutes before the scheduled start of the game; this line-up is for publicity purposes only. This shall include the name, uniform number and field position of each player in the starting batting order plus the pitcher. All other players on the approved roster will be considered as possible substitutes for all the games . The official line-up will be given to the umpire in chief at the meeting at home plate just prior to the start of the game, copy that shall be given to the official scorer.

Equality (ties) of Teams

All ties shall be settled as follows (in order):

1. the team that won the game between the teams tied, shall be given the higher position

2. the lowest runs allowed divided by the number of inning played in defence in the games between the teams tied
3. the lowest earned runs allowed divided by the number of inning played in defence in the games between the teams tied
4. highest batting average in the games between the teams tied
5. a coin flip

When one team is selected for the higher or lower position the order to settle the tie between the remaining teams starts again at point 1.

Forfeited Games

A game won on forfeit shall have the final result of 9 - 0. All statistics (except winning and losing pitcher) up to the point that caused the forfeit shall be valid for that game.

Protests

- a) Protest relating to tournament matters and the aspects of the game, out of the baseball field, should be made to the Technical Commission and be decided in accordance with the Official Rules of baseball of the previous year and these rules. The decision of T.C. is final.
- b) Any protest relating to the technical aspects of the game over misapplication or misinterpretation of the official rules, shall be made immediately to the umpire in chief. The written protest, mentioning the number of the rule related to the protest, must be handed over to T.C. within ten minutes. After consulting the umpires, the Technical Commission will takes a decision before the game can continue. The decision is final.
- c) Any protest shall be made in writing in English by a responsible Official to the Technical Commission accompanied by a guarantee of 20 (twenty) Euros before action is taken. The guarantee sum will be forfeited when the protest is rejected.

Penalties: list of the penalties to be imposed

Player or technician sent from the field for having insulted another player or technician

- a) First time in the competition - warning
- b) Second time in the competition – suspension for one game in the competition
- c) Third time in the competition – suspension for the rest of the competition

Player or technician sent from the field for having insulted an umpire

- d) First time in the competition - suspension for one game in the competition
- e) Second time in the competition – suspension for three games in the competition
- f) Third time in the competition – suspension for the rest of competition

Player or technician sent from the field for attempting aggression –with no physical contact – towards another player or technician

- g) First time in the competition - warning
- h) Second time in the competition – suspension for one game in the competition
- i) Third time in the competition – suspension for three games in the competition

Dug-Outs

Home team is to be located at 3rd base dugout and the visitors in the 1st base dugout. Only persons permitted by rules and registered on the roster are allowed to stay in the dugout.

Suspended Games

All games called because of darkness (no matter if it is a regulation game or not) must be considered suspended at any point after they have been started.

In case a game is called because of weather it must be taken into consideration, first of all, if the game has progressed long enough to become a regulation game: any game called because of weather before it becomes a regulation game, must be replayed from the beginning. If the game becomes a regulation game, it must be taken into consideration if the visitors have either tied the game or taken the lead in the uncompleted inning, and the home team has not had the chance to tie the game or retake the lead: in this case the game is a "suspended" game and will be continued at a later date established by the Technical Commission. If the called game is a regulation game the final score shall be the one of the last completed inning.

All suspended, tied, or games not played shall be rescheduled by the Technical Commission and the Organizing Committee in order to resume or start them following the suspension order. The scheduling of these games shall be given priority by the Technical Commission in order to complete them as soon as possible. Nevertheless, if there are difficulties concerning the closing date, only the important games for the final three first teams placing shall be scheduled. No team shall be asked to play more than two games on the same day, unless the case warranted by exceptional circumstances and agreed upon by both teams affected by this measure. If a play is in progress at the moment of a failure of the field's lighting system and any additional action is impossible, the game is considered suspended.

Whenever the lights are restored, the game shall continue at the same situation that existed at the beginning of the play, which has been interrupted due to the lack of the lighting. According to C.E.B. regulations, no time limit shall be set on a game and every game shall be played to a decision.

15) Speed up rules

The need to speed up the play of international competition games must be constantly enforced in an effort to keep the game moving quickly:

- I. The 20-second rule for the pitcher must be enforced.
- II. The hitter shall be required to remain in the batter's box unless he makes a request for time and the umpire feels that the request is reasonable. Only then shall the umpire grant time out.
- III. The pitcher shall be allowed 8 warm-up pitches to start the first inning and on any pitching change, or 4 pitches between innings and the plate umpire shall ensure that the pitches are thrown without undue delay. If a team fails to complete the warm-up pitches in a reasonable length of time, the umpire may terminate them and call "Play Ball". Teams shall be directed to have a catcher ready to warm up the pitcher as soon as an inning is completed.
- IV. When a batter hits a home run, members of his team shall not be allowed to contact the hitter until he has passed on home plate. Failure to observe this rule will result in a warning and if it occurs again, the manager of the team shall be ejected from the game.
- V. Only one infielder at a time can go the pitcher's mound, and only one such a trip per inning shall be allowed. Coaches shall be allowed three free trips to the mound during the game to talk with the pitcher (a free trip is one in which the pitcher is not removed from the game). After the third trip, each subsequent trip to the mound must result in the removal of the pitcher from the game. If the game goes into extra innings, one additional trip shall be allowed for each extra three innings. Two trips to the mound in the same inning, to the same pitcher, must result in the removal of the pitcher from the game. Only one infielder can go to the mound when the coach does and if one infielder goes to the mound at the time, it is considered the "infielders trip" to the mound for the inning as stated in rule V.
- VI. Teams are allowed a maximum of 3 "offensive meetings" per game. An offensive meeting shall be charged any time a coach delays the game for any length of time to talk with an offensive player, whether it be the hitter, a base-runner or an on-deck batter going to the plate, or to another coach. If the game goes into

extra innings 1 additional "offensive meeting" shall be permitted for each 3 extra innings. If this rule is violated the coach may be ejected.

Bats

The tournament will be played with wooden bats. The use of aluminium bats is allowed.

Balls

The official ball for is the Wilson A 1010 HS1

Technical Meeting – July 31 afternoon

Following verification of the athletes, the Technical Commission shall discuss with the team delegate and representatives of the coaching staff the following:

- conduct of the game
- competition Rules
- official ball
- practice schedule
- speed-up rules
- handling protests
- handling ejections
- team transportation
- sanctions / penalties against teams or players
- information on play-offs and finals
- communication between the Technical Commission and the teams
- general information

Trophies and Awards

- a. The leading hitter of the competition in each category shall be determined by the Official Baseball Rules. In case of a tie, the decision shall be based on the slugging average according to the Official Baseball Rules.
- b. The pitcher with the best earned run average, and the pitcher with the best won and loss record of the series shall be determined in accordance with the Official Baseball Rules. The candidates for both titles must have pitched at least as many innings as 80% of the number of the games scheduled for each team in the tournament. In case there is a tie for those titles, the pitcher who has pitched more innings shall win the title.
- c. If there is a tie for the title of most runs batted in, the one with fewer presence at bat wins the award.
- d. In case there is a tie for the title of most runs scored, the award shall go to the player with less times at bat. In case there is a tie for the title of most stolen bases the award shall go to the player with the best average based on the times he tried to steal and the number of times he successfully stole.
- e. Determination of the awards mentioned under a, b, c. d, shall be based on the statistics at the end of the tournament.
- f. The most valuable player (MVP), outstanding defensive player and all-star players shall be selected by a group composed by one member of the technical staff of the teams, one member of the Technical Commission and one member of the Organizing Committee.
- g. The Trophies for each category will be:

First place	Team: Trophy	Individual: Gold Medal
Second place	Team: Trophy	Individual: Silver Medal
Third place	Team: Trophy	Individual: Bronze Medal

h. The Trophies for each category will be:

Leading hitter	Trophy
Pitcher with the best earned run average	Trophy
Pitcher with the best won-loss average	Trophy
Most runs batted in (RBI)	Trophy
Most homeruns	Trophy
Most stolen bases	Trophy
Most runs scored	Trophy
Outstanding defensive player	Trophy
Most valuable player (MVP)	Trophy