

2025 UPPER CHESAPEAKE Baseball Festival Tournaments

UPPER CHESAPEAKE *Baseball Festival*



Tournament Rules / Policies

Please read these rules carefully, as they are specific to UCBF tournaments. These rules supersede any ruleset used in participants' league play, including the Harford County Travel Baseball League.

All coaches/managers **MUST** use the **TeamSnap Tournaments** app. This is the primary means of communication during UCBF tournaments.



All weather impacts, field changes, game time updates, cancellations, scores, standings, etc. will be updated in the app. We strongly recommend you have your players and/or parents use this app as well. We recommend turning on notifications, favoriting the event, and favoriting your team. Once you have downloaded the app, you can find the event by searching for “Spring Classic Harford County” or “Summer Classic Harford County.”

Major League Baseball rules will be utilized for UCBF tournaments. UCBF rules exclude MLB’s “pace of play” rules including pitch clock and disengagement rules. Any further UCBF-specific modifications are listed below. All information regarding rules, schedule, field directions and refund policy will be posted on the UCBF tournament website, <https://ucbftournaments.org>.

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1. Uniforms

No duplicate jersey numbers are allowed. Jersey numbers for each player must match the official roster that was submitted for each team. If a conflict with this rule arises, the Tournament Director, the Assistant Tournament Director, and / or the Site Director will have the authority to allow a player to play with a duplicate number and his/her decision will be final.

2. Bat Restrictions

Composite bats are allowed. All bats for 8U-13U must be stamped 1.15BPF OR USA Baseball (BBCOR is also allowed at 13U). All bats for 14U-18U must be stamped BBCOR. It is the responsibility of the coach to ensure that only authorized bats are used. During play, umpires have, at their discretion, the right to inspect bats at any time or upon the request of the opposing coach. If upon inspection, the bat is found to not conform to tournament rules, the player will be ruled out and the bat will be removed from play. If the batter hits a pitch before the illegal bat is discovered, but the bat is discovered to be illegal prior to the very next pitch, all base runners (if any) will return to the base they occupied at the time of the pitch and the batter will be ruled out. **(Coaches please check your players' bats to ensure compliance).** The allowed maximum bat sizes for this tournament are:

Division	Bat Restrictions
8U-9U	No barrel restriction, minus unlimited
10U-13U	No barrel restriction, minus unlimited
14U-18U	BBCOR, minus 3 only

BAT ALTERING – HEAT: No inappropriate heating of bats will be allowed in the tournament. If any coach, player, or parent is found to have altered the temperature (and thus performance) of a bat by an inappropriate means - such as propane, heating pads, heaters, etc. - the head coach of the offending team will be ejected for the remainder of the tournament. Additionally, the altered bat will also be removed for the rest of the tournament. For clarification, maintaining a bat's inherent temperature by means of insulation from the ambient elements is allowed - this would include wrapping the bat in a towel or unheated blanket, storage in an equipment bag, etc. Please be sure that all players and parents are notified of this rule as the head coach is ultimately responsible for their team's actions.

3. Pre-game

A coin flip (with umpire present) prior to the game will determine home and visiting team in preliminary round play. In elimination round play, the higher seeded team will have its choice of home or visitor. Dugout selection will be first come first served. The home team will maintain the official scorebook.

4. Official Game

Four (4) innings constitute an official game or three and one half (3 ½) innings if the home team is leading for six (6) inning games.

Five (5) innings constitute an official game or four and one half (4 ½) innings if the home team is leading for seven (7) inning games.

However, a game called due to the time limit is an official game regardless of the number of innings completed. If a game is stopped for any reason (weather, lightning, or darkness) before the game is official, the game is suspended and will be resumed from the point of curtailment at a time scheduled by the Tournament Director. At the discretion of the Tournament Director, if there is not a feasible time to resume the game, the game will be considered complete at the end of the last complete inning and the team that is winning at that point will be the winner.

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5. Time Limits and “Ready Play”

There will be a one hour and forty-five minute (1:45) no new inning time limit for all games, excluding the final championship game. The official game start time (determined by the umpire) should be noted in both scorebooks prior to the start of the game. No new inning may be started after the 1:45 minute time limit in preliminary round or elimination round games. An inning started must be completed unless the home team is leading or takes the lead during their final at-bat. A new inning officially starts as soon as the third out is recorded in the preceding inning.

Before reaching the 1:45 time limit, tied games in preliminary and elimination rounds will go to extra innings, without the Automatic Runner (“ghost runner”) as introduced by MLB in 2020. Preliminary games may end in a tie.

For elimination games (excluding the Championship game), if a game is tied after the 1:45 time limit, MLB’s Automatic Runner (“ghost runner”) rule will be enforced. Extra innings will proceed with the batter making the last out in the preceding inning being placed on second base to start the new inning. The game will then end whenever a team is leading after a completed extra inning.

“Ready Play” – With weather, field conditions, and scheduling always subject to change, teams should make themselves available to start game play up to thirty (30) minutes prior to the game’s originally scheduled start time.

6. Protests

No protests will be allowed on plays that involve an umpire’s judgment call. If there is a valid dispute over a rule interpretation, the objecting manager must notify the umpire of the protest prior to the next pitch in the game for it to be considered a valid protest. The dispute must then be resolved before play continues.

The protest fee is \$50 (cash) paid to the Site Director. The Site Director must be notified immediately stating the reason for filing the protest. The Site Director will then contact the Umpire in Chief to discuss the issue and the Umpire in Chief will determine if the protest has merit. If the protest is upheld, the fee will be returned. If denied, the fee will be deposited in the tournament treasury.

The Umpire in Chief’s decision will be considered final. If a protest involves a team/program with which the Umpire in Chief is affiliated, then the Tournament Director will make the final decision. If the protest involves a team/program with which the Tournament Director is affiliated, then one of the Assistant Tournament Directors or another assignee will make the final decision, bearing in mind the same affiliation caveat.

7. Player Eligibility Protests

If a coach / manager questions the eligibility of a particular player or players, they must notify the Site Director/Designee during the game or within ten (10) minutes following the game. The player protest fee of \$50 (cash) must be paid to the Site Director prior to investigation by the Site Director. If a player is found ineligible, the \$50 (cash) fee will be returned. If the player is found to be eligible, the fee will be deposited in the tournament treasury. If it is discovered that a player is ineligible and has played in a game, the player and head coach/manager will be disqualified for the remainder of the tournament. If a game is underway, it will be forfeited immediately to the opposing team, as would any game that was completed prior to the protest that the ineligible player participated in. The team (without its head coach/manager and the ineligible player) may continue to play in the remainder of the tournament. If a player is found ineligible and has not participated in any game, the game will be played without the ineligible player. In this situation, the coach/manager would not be disqualified.

8. Official Team Roster and Birth Certificates

Official team rosters must be entered at the following website <https://events.teamsnap.com/account/events>. You must log in to this site with the same username and password that was used when you registered for the tournament. E-mailed or hard copy versions will not be accepted. All listed players must have a name, uniform number, and date of birth for the

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roster to be considered valid. If there are any changes to an official team roster, they must be entered electronically at the above website, no later than 11:59pm, the night before the first day of the tournament.

Rosters are considered “locked” at 11:59pm the night before the first day of the tournament.

The roster in TeamSnap Tournaments will be considered the Official Team Roster. The head coach/manager is required to have a copy of their official team roster and a copy of each player’s birth certificate, in the event that an eligibility question arises.

Age determination is based on player age on April 30, 2024. For example, a 10U team cannot have any players that turn 11 years old prior to May 1, 2025. Younger players for UCBF tournaments may play up in a higher age division, but no player can be listed on more than one roster in a single tournament, regardless of whether the two teams are in the same or different age divisions.

To be legal and valid, a birth certificate MUST be issued by a Local, State or Federal government agency (i.e., State Bureau of Vital Statistics, Department of Health, Department of State, Department of Defense or other governmental agency authorized to certify birth documents).

Hospital Records / Certificates, Baptismal Certificates, School Records / Certificates **ARE NOT ACCEPTABLE** as proof of age and will disqualify a player.

Government issued identification is acceptable in lieu of a birth certificate, as long as all of the following criteria are met:

- Be government issued (state, U.S. Federal, or military),
- Not be expired,
- Not be older than 5 years,
- Have a photo and name of the player,
- ID must be an original (no photocopies).

In the case of foreign birth, a player must present a certificate or document duly issued to the bearer by the U.S. Immigration and Naturalization Service or by the Department of State that shows the birth date of the bearer. Official birth certificates issued by a foreign country are acceptable when accompanied by a letter with a notarized English translation, and such birth certificates MUST have an official seal. Unexpired foreign passports are also acceptable.

A properly notarized copy of the permanent legal court issued adoption papers showing the place and date of a player’s birth will be acceptable in cases of adopted players.

Any exceptions to these guidelines are at the discretion of the Tournament Director.

9. Team Insurance

Each team or program is required to carry its own insurance and should ensure that Upper Chesapeake Baseball Festival and Hickory/Fountain Green Recreation Council are listed as an "Additional Insured" on their certificate. The address to be placed on the insurance certificate is “Upper Chesapeake Baseball Festival, Hickory/Fountain Green Recreation Council, 2213 Commerce Road, Forest Hill, MD 21050.” This can be completed by calling your insurance company and asking them to list that on the certificate. **Please note:** We are NOT requesting to be added as a “named insured” on your policy.

Note: Submission of payment to play in the tournament signifies your acceptance of this insurance requirement.

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10. Inclement Weather Policy

The Site Directors will make all decisions regarding playing conditions prior to each game for their site. They will make their best effort to try and get fields playable. In the event of inclement weather, please check the TeamSnap Tournaments app for continuous updates. The app will be updated two (2) hours or sooner prior to the start of each tournament day in the event of weather delays/unplayable field conditions and hourly thereafter if weather is a factor. Emails may be used as a backup method of communication, and will be sent to the email addresses entered upon team registration. If you have any additional weather-related questions or uncertainties, you can contact the designated Site Director for your location. They will provide their name and phone number, via e-mail, to all teams playing at their site, prior to the start of the tournament.

After a game starts, the umpire will be responsible for stops/starts related to weather. Play will be immediately stopped when thunder is heard or lighting is observed in the area. From that point, thirty (30) minutes must pass with no observable thunder/lightning, for play to resume.

In the event of inclement weather the following policy will take effect: If the entire weekend is cancelled due to inclement weather then the tournament refund policy will apply. If the first day of the tournament is cancelled then the Tournament Director has the right to modify the tournament format and schedules to complete the tournament in one day on the following day. In the event of any weather cancellations, the three (3) game guarantee is considered waived, but the Tournament Director will still attempt to schedule all teams a minimum of three (3) games, if possible. If the first day of games is completed and the second day is cancelled due to inclement weather then the tournament champion and runner up will be based off of each team's tournament record from the first day and the tie-breaker criteria.

11. Tournament Payment Policy

Payment for UCBF tournament participation is required upon registration. There is no mechanism to reserve a spot in a UCBF tournament without submitting payment.

12. Tournament Refund Policy

Any team that registers and pays their registration fee but is not accepted due to a bracket/division being full, will be given a full refund.

A team will forfeit their registration fee if they withdraw less than forty-five (45) days prior to the tournament start date. If a team withdraws more than 45 days prior to the tournament start date, a team will receive a full refund, less applicable credit card fees.

The following policy will apply to refunds should weather impact the tournament:

- If the first day of the tournament is cancelled, then the Tournament Director reserves the right to modify the tournament format and schedules to complete the tournament in one day on the following day. In the event of any weather cancellations, the three (3) game guarantee is considered waived, but the Tournament Director will still attempt to schedule all teams a minimum of three (3) games, if possible. If the first day of games is completed and the second day is cancelled due to inclement weather then the tournament champion and runner up will be based off of each team's tournament record from the first day and the tie breaker criteria.
- If a team plays one (1) game on day one or day two, no refund will be given.
- Should the entire tournament be cancelled due to weather prior to any games being played, UCBF will refund a portion of the registration fee, after deducting the fixed tournament expenses that have been incurred.
- If a division or part of a division is cancelled due to weather (with no games played), but the tournament as a whole still commences, UCBF will refund 100% of the registration fee paid by the affected teams.
- There will be no rain date set for UCBF tournaments if the entire tournament event is cancelled.

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At the discretion of the Tournament Director, a UCBF tournament event may be cancelled, in part or in whole, for extraordinary circumstances. These circumstances include, but are not limited to, health and safety or security concerns. In the event of such a cancellation, UCBF will refund a portion of the registration fee, after deducting the fixed tournament expenses that have already been incurred at that time. UCBF is a non-profit organization that benefits local youth baseball programs. All fixed tournament expenses must be met, after which refunds will be issued.

13. Pre-game Warm-ups

No pregame practice/warm-ups will be allowed on the infields prior to the game. Warm-ups must be conducted in open space that does not interfere with any game in play, and does not endanger UCBF spectators.

14. Concessions

Concessions will be available at many site locations. Your Site Director will contact you prior to the tournament to provide details regarding concessions, food vendors, or local food options. **No grills are permitted at the sites.**

15. Game Results Reporting

Immediately following the game completion, each team will sign the Game Summary Card, held by the head umpire. It is the responsibility of each coach to ensure that the score on the card is correct as this submitted card will be considered the official result.

16. Umpires

Umpires will be scheduled by the Harford County Umpires Association (HCUA) for the duration of the tournament. HCUA umpires will be utilized by all age divisions. All umpire fees are included in UCBF registration fees. The number of umpires used will be as follows:

Division	Umpire Configuration
8U-10U	one (1) umpire for preliminary and elimination games
	two (2) umpires for championship games
11U-18U	two (2) umpires

18. Awards

For all divisions, both the champion and runner-up teams will receive a team trophy (1) and individual medals (15 maximum).

19. Parking and Admission

Each venue will have free parking and free admission.

20. First Aid

Each site check-in tent will have a first aid kit on hand, if needed by any team or spectator. UCBF recommends that each participating team carry first aid and safety equipment.

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21. Baseballs

All game balls will be supplied by UCBF. The type of baseballs to be used will be as follows:

Division	Baseballs
8U-13U	Diamond DCR/DCR-1, Rawlings RCAL/RCAL-1, or equivalent
14U-18U	NHFS, or equivalent

22. Mercy Rule

UCBF games will end by Mercy Rule under the following conditions:

	Runs ahead after 3 innings	Runs ahead after 4 innings	Runs ahead after 5 innings
6 inning game	15	10	10
7 inning game	X	15	10

The home team does not bat if ahead by the mercy limit, but does bat if the visiting team goes ahead by the mercy limit in the top of an inning. The Mercy Rule is in effect for all games including the Championship Game.

Length of Games

Division	Game Length
8U-12U	6 innings
13U-18U	7 innings

23. Fields & Field Dimensions

The following table summarizes the field dimensions:

Division	Mound	Bases
8U	40'	60'
9U-10U	46'	60'
11U-12U	50'	70'
13U-18U	60'	90'

NOTE: The majority of the fields used for UCBF tournaments are multi-purpose fields throughout Harford County and as such, the fields utilized for 8U through 12U may have “flat” mounds. 13U through 18U games will utilize 90-foot diamonds with “raised” mounds.

24. Forfeited Games

The final score of a forfeited game will be 10-0.

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25. Game Format / Tie-Breaker Criteria

The game format may vary from each age division, depending on the number of teams registered for that division. Each team will be guaranteed a minimum of three (3) games, unless weather or other extraordinary circumstances force otherwise.

Please note that a tie game in the preliminary round will be worth ½ of a win and ½ of a loss for both teams involved. For example, a team that is 1-0-1 would have a winning percentage of .750 and a team that is 1-1-0 would have a winning percentage of .500.

The following tie-breaker criteria will be used to seed the teams after preliminary round play:

- 1) Winning percentage
- 2) Head-to-Head (if 2 teams are tied and have played each other; if 3 or more teams are tied, move to #3 below)
- 3) Total runs allowed
- 4) Run differential (maximum +/- 10 runs per game versus all teams played)
- 5) Lowest single game runs allowed
- 6) Coin Flip

EXAMPLE:

Preliminary Game Results:

A defeats B, 3-1 D defeats C, 1-0 C defeats A, 5-2 B defeats D, 9-4

Team	W	L	T	RA	RS
A	1	1	0	6	5
B	1	1	0	7	10
C	1	1	0	3	5
D	1	1	0	9	5

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In this scenario, the teams would be seeded as follows:

Seed	Team	W	L	T	RA	RS
1	C	1	1	0	3	5
2	A	1	1	0	6	5
3	B	1	1	0	7	10
4	D	1	1	0	9	5

The seeding is performed solely with tiebreaker #3 as all of the teams had the same winning percentage (tiebreaker #1) and there were more than two (2) teams tied, thus eliminating the ability to use tiebreaker #2. Further, even though Team D defeated Team C in the preliminary games, they would still be seeded #4 and #1, respectively, based off of the correct tiebreaker.

Spring Classic ONLY: For divisions with three pools (i.e., 10 or 12 teams), "Flight Protection" will be used. When entering the elimination round, a team will not play another team from their original flight in the first round of elimination games. For example, if the wildcard and the #1 seed are from the same original flight, the first round elimination games would be #1 vs. #3 and #2 vs. the Wildcard, with the winners then advancing to the championship game.

26. Collision Rule

All runners must slide or otherwise attempt to avoid a fielder who has possession of the ball and is waiting to make a tag. If, in the judgment of the umpire, the collision is intentional or flagrant, the offending player may be ejected from the game. If a runner does not slide and there is no collision and the umpire rules the runner safe, then the runner is safe.

27. Courtesy Runners

Courtesy runners are allowed for the pitcher and the catcher at any time. The player making the last batted out should be used as the courtesy runner. If a substitute player is used, then it is not a courtesy runner, it is a substitution, and the rules associated with substitutions would apply.

28. Intentional Delays

Intentionally delaying a game to achieve victory through a time limit is considered unsportsmanlike conduct and will not be tolerated. The umpire and/or Site Director at the game reserves the right to eject a coach or player for intentionally delaying a game and has the discretion to declare a forfeit against that team.

29. Jewelry and Sleeves

For safety reasons, players are not allowed to wear jewelry during the games. The only exception will be made for jewelry worn for medical reasons (phiten necklaces are also allowed). This rule will be completely at the discretion of the umpires. Umpires will alert the player and team to jewelry that must be removed. If, after this alert, the player does not comply, the team will receive a warning. Any players found wearing jewelry after the warning will be ejected.

White sleeves (either long-sleeved shirts under the jersey or compression sleeves) are not permitted for pitchers. If the umpire deems any other article of clothing or accessory to be a possible distraction to the batter, the pitcher will be required to remove it before being able to pitch. The umpire may enforce this requirement at any time during the game.

30. Number of Players

8U must start the game with at least 9 field players. A 10th field player can be used as a 4th outfielder (not a roving infielder).

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All other age groups must start the game with 9 field players. **Game time is forfeit time.** A team may finish the game with 8 players due to injury or ejection if no substitute is available.

If a player is arriving late to the game, the following rules will apply:

- If a team is batting their entire lineup, a player arriving late can be placed at the bottom of the lineup and that spot skipped until the player arrives.
- If a team is not batting their entire lineup, the player can be placed in the starting lineup, but if the player is unavailable for any of their at-bats, an out will be recorded each time they are due up. Whenever the player arrives and is available, they can assume his spot in the lineup.
- The player can be listed as a substitute, and whenever they arrive or become available, they can enter the lineup according to the substitution rules in section 34.

See injury and ejection rule below for specifics of each.

31. Injury

If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty. If an injury occurs during an at-bat and the player cannot continue the at-bat, the next batter will take over that at-bat and assume the count. If an injury occurs while on the base paths and there are no substitutes available, the player that made the last recorded out will take the place of the injured player on the bases. If a player is removed from the game due to an injury, that player is not eligible to return to the game in any capacity once their spot in the lineup is skipped. A player who has left the game due to injury may return to the game as long as they have not been skipped in the lineup.

32. Ejection / Leaving Early

If a player is ejected from a game, and there is no substitute available, that spot in the lineup will be recorded as an out each time. An ejected player may not play in the following game, even if it is a championship game. In the event that a player is ejected from a game, the team must notify the Site Director of the ejection immediately.

If a player leaves a game early, not due to injury or ejection, and no substitute is available, then the next at-bat for that player will be declared as an out. For any additional times in which that spot in the batting order comes up, it will be skipped without penalty. NOTE: The “leaving” player, once the at-bat is skipped, will not be able to re-enter that game in any capacity.

33. Tournament Pitching Rules

Delivering one pitch constitutes an inning pitched. **Any pitcher, who enters a game and throws a pitch to a batter, is now the pitcher of record. Any pitcher withdrawn from the mound may not return to that position in the same game even if removed on a first visit.** New relief pitchers are allowed a max of eight (8) warm-up pitches. Returning pitchers between innings are allowed a max of six (6) warm-up pitches. Any coach, who goes onto the field of play (crosses base line) 2 times in an inning to confer with a pitcher or any player, or third overall visit for the same pitcher, must make a pitching change. This resets for each new pitcher. The only exception to this rule is in the event of injury or equipment problem, when time is called by an umpire. If a pitcher goes over the per game pitching limit, the player will be immediately removed from pitching and the head coach will be ejected.

All pitching limits are per-game limits. There are no per-day or tournament maximum limits imposed, but coaches should use good judgment in determining who is allowed to pitch in each game. Coaches are expected to protect player health and safety above all else – including wins/losses. Coaches are responsible for tracking/enforcing the per-game limits.

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Division	Pitching Limits
8U	2 innings per game
9U-12U	3 innings per game
13U-18U	No limit, coaches' discretion

8U Specific Rule – If a pitcher hits two (2) batters in an inning, they must be removed from pitching for that game.

9U/10U Specific Rule - If a pitcher hits three (3) batters during their appearance; they must be removed from the mound and cannot return as a pitcher in the same game.

CLARIFICATION: MLB's balk rule is in effect for UCBF tournaments. Specifically, if a pitcher fakes a pickoff throw to third base in an attempt to pick a runner off of first base, it will be considered a balk. (See MLB rule 8.05.C) In essence, the only "fake" pickoff move allowed by MLB is the one to second base. **Note: Balks only apply to 11U and older.**

34. Line up/Substitution

8U – Teams must put all players present in uniform in their lineup, with free defensive substitutions.

9U-18U – Teams may bat anywhere from nine (9) up to their entire roster. Once the number of batters is established, it must remain the same throughout the game. All players have free defensive substitution, except a pitcher, who cannot re-enter later in the same game as a pitcher. A substitute is any player not in the original batting order. As soon as a substitute player bats or runs for another player, the substitute and the original starter are locked into the same batting lineup slot and either one may bat or run in that lineup position only.

35. Sliding:

Runners must avoid contact. Any runner who in the judgment of the umpire fails to slide, slides with malicious intent, or otherwise does not avoid contact will be called out and may be ejected from the game (umpire's discretion).

8U-12U – Head-first sliding is prohibited except for sliding back to a base. A runner that slides head-first into a base not yet achieved will be called out. This is not intended to limit a runner's ability to avoid a tag and use their hands to reach for the base, it is intended to prohibit a runner from sliding on their belly with hands extended to reach for a base.

13U-18U – Head-first sliding is allowed into any base, whether the base is achieved yet or not, but is strongly discouraged.

36. Additional Age Specific Rules

8U Specific Rules

Dead Ball Rule – ENDING A PLAY (Infield Control- DEAD BALL RULE): NOTE: The intention of this rule is to foster team play by encouraging players to make the appropriate play by throwing the ball to a base and attempting to get an out. Players running the ball across the infield or running the ball in from the outfield, without involving their teammates, is to be discouraged.

A play ends either when the ball is in the "control" of any infielder covering any base or acting as the "cutoff" while within the infield basepaths, or the ball is thrown out of the playing field (see Out of Play Overthrows, below). The "basepath" determination is solely within the umpire's discretion. Once "control" is established, then the play is dead; unless, the player with the ball makes an immediate move to make a play on a runner by throwing the ball or attempting to tag a runner. Any delay in making the play by the "player in control" should be interpreted as the play happening after the dead ball, and

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runners cannot advance, nor can they be put out. The determination of “control” and whether an immediate move by a player extends the play is solely within the umpire’s discretion.

If a play results in a rundown play, then play will be maintained until the player involved in the rundown is either put out or successfully advances to the base they were attempting to reach.

A runner who is halfway or more to the next base before the play ends will advance to the next base. If the runner is less than halfway to the next base when the play ends, the runner goes back to the previous base. Placement of the runners is solely within the umpire’s discretion.

Dead Ball Rule – ENDING A PLAY (Out of Play Overthrows- DEAD BALL RULE): An overthrow that leaves the field of play is a dead ball (an overthrow to second base or any other base that does not leave the field of play is a “live” ball). The umpire must determine which base the runner has “achieved” at the time the overthrow goes out of play (i.e., is the runner more or less than half way to the next base). If the runner is half way or more to the next base, then the runner has achieved that base. If the runner is less than half way, then the runner has not “achieved” the next base. After the dead ball, the umpire must then award an additional base from the “achieved” base.

Runs per Inning Allowance – A maximum of 5 runs per inning or 3 outs, whichever comes first. For the last inning, as called by the umpire or Site Director, unlimited runs can be scored until the final out of their at bat is recorded.

NOTE: Because of the 1 hour and forty-five minute time limit, the umpire or Site Director may call “Last Inning” prior to the 6th inning of play.

Secondary Leads – After the ball crosses the plate, baserunners are not allowed to leave the base, i.e., a secondary lead. The baserunner must stay on their base until the ball is put into play or the batter is walked/hit by pitch.

Bunting – There is no regular, fake, or slash bunting allowed. One warning will be given per game. Any subsequent violations will result in the batter being immediately called out.

Infield Fly – There is no infield fly rule.

Dropped Third Strike – There is no dropped third strike.

9U/10U Specific Rules

Leading / Stealing – No runner on base can lead off; the runner cannot make an attempt to steal a base or lead off until the baseball breaks the plane of home plate, or until the batter hits the ball. A hitter awarded first base due to a base on balls is not permitted to steal second base until a pitch to the next batter breaks the plane of home plate. If the umpire determines that the runner left base early, a warning will be issued. One warning will be issued per team, per game. Any subsequent instance of a runner leaving a base early will result in the runner being called out.

Bunting – “Fake” bunting is allowed; however, “fake” bunting followed by a swing (i.e., slash bunting) is not allowed. One warning will be issued per team, per game. Any subsequent violations will result in the batter being immediately called out.

Infield Fly – There is no infield fly rule.

Dropped Third Strike – There is no dropped third strike.

11U/12U Specific Rules

Balks – Balks will be called with one (1) warning given **per pitcher**, per game. The ball is dead immediately when a balk occurs.

2025 UPPER CHESAPEAKE TOURNAMENT SERIES – Rules / Policies

Bunting – “Fake” bunting is allowed; however, “fake” bunting followed by a swing (i.e., slash bunting) is not allowed. One warning will be given per team per game. Any subsequent violations will result in the batter being immediately called out.

13U-18U Specific Rules

Balks – Balks will be called without warning. The ball is dead immediately when a balk occurs.

Bunting – “Fake” bunting is allowed; however, “fake” bunting followed by a swing (i.e., slash bunting) is not allowed. One warning will be given per team. per game. Any subsequent violations will result in the batter being immediately called out.

37. Sportsmanship

Upper Chesapeake Baseball Festival practices a ZERO TOLERANCE POLICY for unsportsmanlike conduct. Any player, coach, manager, parent or team spectator displaying inappropriate behavior towards an umpire/official, player or coach, may be ejected by the umpire. Anyone (except players) in violation of this sportsmanship rule (ejected) will be asked to leave the premises immediately by either the umpire or Site Director. If after five (5) minutes the offending person is not out of sight and sound of the field, the team associated with the ejection will forfeit the game in progress. An ejected player will be confined to the bench unless their behavior persists to the point that they must be removed from sight and sound of the field. An ejected player or coach will be suspended from participating in the next game and cannot be a spectator at the next game either.

Team head coaches/managers are 100% responsible for their conduct as well as the conduct of their assistant coaches, players, parents and any other related spectators. Anyone who threatens a tournament official, umpire, opposing coach or player either physically or verbally will be asked to leave immediately and is not permitted to return for the duration of the tournament.

Head coaches/managers should make certain that everyone associated with their team is fully aware of the sportsmanship rules in advance of the tournament.

The Site Director must be notified by the team who has any player, coach, parent or spectator ejected from a game.

MANAGERS/COACHES

Print a copy of this document and keep it with you at the tournament. IGNORANCE of the rules is not an acceptable excuse. Read it carefully and share it with your assistants, players and parents so everyone is fully informed.