



CRYSTAL COAST
JULY 20-23

Wood Bat
WORLD SERIES

ALL LEAGUE
BASEBALL

MOREHEAD CITY, NC
SOUTHERN OUTBACKS

ccwbws.com

TURK

UNIVERSITY OF NORTH CAROLINA
PRO MODEL

Coaches Packet - 2023

Presented by:





Welcome

On behalf of All League Baseball and all of our staff members and umpires, we'd like to welcome you to the Crystal Coast Woodbat World Series. It is our honor to continue this summer time tradition in Morehead City and honor the legacy that Mr. Donnie Harper has meant to this event. We have an exciting list of teams and an exciting new format to bring to the event this year. We hope your teams, coaches, parents and especially players enjoy this years tournament.

Please review the coaches packet in its entirety and should you have any questions prior to the event please email us at info@ccwbws.com. We will provide a detailed list of site directors and contacts prior to the event as well as at coaches check-in on Thursday.



Official Rules

- **The Official Rules** of The Crystal Coast Wood Bat World Series hosted by All League Baseball are the same as the National Federation of State High School Association except where modified by the following rules listed in this coach's packet. The National Federation State High School Baseball rules can be found at www.nfhs.org.



Sportsmanship

- The primary objective of the Crystal Coast Wood Bat World Series hosted by All League Baseball is to promote a Positive Environment for the young baseball player and all attendees. It is the responsibility of the Team Manager to review this policy and to share it with all parties associated with his team. It is also the responsibility of the Team Manager to maintain order so that Good Sportsmanship is displayed at all times.
- All of the following are considered “Poor Sportsmanship” and those in violation are subject to suspension or dismissal.
 1. Badgering or Taunting an Umpire, Player, Coach, or members of the other team
 2. Disruptive Behavior, to include Cursing.
 3. Personal Insult or Verbal Threats.
 4. Physical Contact



Event Format

- The Crystal Coast Wood Bat World Series is an Open Event for all age groups and offers a 5 Game Format where some teams could play up to a total of 7 games.
- Brackets with more than 6 teams will be split into 2 pools (Pool A and Pool B) with teams playing two pool play games within their Pool and 2 Pool play games against the opposite pool. and offers multiple Championship Divisions. Pool Play begins on Friday with all teams scheduled for 2 games and 2 pool play games scheduled for Saturday.
- Championship Sunday will be divided by the top half of each Pool into the Gold Championship bracket and the bottom half of each pool into the Silver Championship Bracket. (example – Pool A has 6 teams and Pool B has 6 teams, the top 3 teams from Pool A and Pool B will be Gold Bracket and the lower 3 teams from Pool A and Pool B will be the Silver Bracket. Single Elimination begins on Sunday across all Championship Brackets. All teams play 1 game, some could play up to 3 games.
- **Disclaimer:** The Tournament Director has discretion to amend the Game Schedule as it may become necessary due to Inclement Weather or other Natural Causes. This includes the shortening of time limits, number of innings played, deletion of games, addition of games, modification of brackets, venue locations and game times.
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CCWBWS Itinerary

July 10, 2023 – Last day to make full team payment for the event

July 16th – Last day to register for the HR Derby

July 20th

4 pm – 8 pm – Coaches check-in at Swinson Park – Please be prepared to provide your full detailed roster as well as copies of birth certificates.

5 pm – Check-in for HR Derby (\$20 cash fee due on-site)

Swinson Park – 9u, 10u, 11u & 12u Divisions

Western Park – 8u, 13u, 14u, 15u & HS Divisions

6 pm – HR Derby begins

8 pm – Team around the horn competition begins.

• **July 21st** – Pool Play Day 1

8:30 am – 6:30 pm – Games scheduled

• **July 22nd** – Pool Play Day 2

8:30 am – 6:30 pm – Games schedule.

July 23rd – Championship Sunday

8:30 am – 6:30 pm 6:30 am – 9:30 am

Player Eligibility

1. Age Determination

1. The age determination date for competitors will be May 1 of the current season and will be his/her participation age for that season. The player's age on April 30th determines the player's eligible age division for the current season that includes April 30th.
- Scholastic Divisions:
 - 13U Division: Players who turned 14 prior to May 01, 2023 are not eligible unless they are in 7th grade. Team Manager must have a copy of current report card.
 - 14U Division: Players who turn 15 prior to May 01, 2023 are not eligible unless they are in 8th grade. Team Manager must have a copy of current report card.
 - 15U Division: Players who turn 16 prior to May 01, 2023 are not eligible unless they are in 9th grade. Team Manager must have a copy of current report card.
 - 16U Division: Players who turn 17 prior to May 01, 2023 are not eligible unless they are in 10th grade. Team Manager must have a copy of current report card.
 - 17U Division: Players who turn 18 prior to May 01, 2023 are not eligible unless they are in 11th grade. Team Manager must have a copy of current report card.
 - 18U Division: Players who turn 19 prior to May 01, 2023 are not eligible unless they are in 12th grade. Team Manager must have a copy of current report card.
2. **Proof of Age**
 1. Coaches should, at all times, have a copy of a birth certificate or other legal records of birth as listed below.
 2. A photocopy of the player's birth record from the state, county or municipal bureau of vital statistics of the place of birth. HOSPITAL RECORDS NOT ACCEPTED.
 3. A photocopy of the delayed registration of birth, if the athlete's birth was not recorded on the day of birth, issued by the same bodies. Consular Service Form FS240, "Report on Birth", issued by the U.S. State Department. Immigration and naturalization forms I151 and I25 and Form No.43R3117 issued by the U.S. Department of Justice.
 4. A valid passport, driver's license or Homeland Security card.
- **C. Illegal Player**
 5. A player who is in violation of these rules is considered an illegal player.
 6. If a player is found to be an illegal player and is discovered during or after a game or event, the offending team can be ejected from the event and placed last in the standings with the team forfeiting all awards from the event. This decision will be made by the Tournament Director. Other penalties may occur.



Team Requirements

1. All rosters can consist of no more than 20 eligible players.
2. All teams must turn in a roster at coaches check-in on Thursday afternoon that includes Player First & Last Name, and Uniform Number. Coaches who want to email a roster in advance may do so to info@ccwbws.com. Coaches must still check in and provide copies of birth certificates at the check-in. It is the responsibility of the team and parents to only roster players of legal age for their age group.
3. Players may only participate on one team during the event.
4. Players may not be added or written in after check-in. The roster provided at check in will be your complete and final roster for the event..



Uniforms And Equipment

1. No one can protest uniforms. Only the Tournament Director can make rulings on uniform legality.
 2. Participating players must be uniformed with proper and safe baseball attire. It is recommended that the numbers are at least 4" in height on all Jerseys.
 3. The catcher must wear a head protector, body protector, protective cup, shin guards and a mask with a throat protector. The throat protector, which is part of or attached to the mask, must adequately protect him. The helmet must have full ear protection. The head, face, dual ear flaps and throat protector must be one piece.
 4. Age divisions 12U and below cannot wear metal cleats. 13u and up cannot wear cleats on any portable mounds. Please be respectful of the playing surfaces
 5. All bats must be made of an approved material, and they must be smooth and round. Any species of Wood, Bamboo or Hybrid - Wood Composite are approved for play.
- Bats with a metal hitting surface are not allowed. Both Coach and Player will be ejected for the remainder of the game.

Game Rules

The Official Game Card: Prior to your scheduled game you will need to get your Game Card from our Site Director. Both teams must list all players in the batting order and any available subs. You must include First Name , Last Name and Uniform Number. Then record your starting Pitcher in the space provided. **NOTE:** It is the responsibility of the Head Coach to review, sign and confirm the game score and Pitching Record before exiting the playing field.

Determining Home Team: A coin will be flipped between two teams to determine the home team for each pool play game. For bracket play games the highest seed is home team, unless higher seed team prefers to be visitor, excluding the championship game when a coin will be flipped to determine the home team.

Addressing The Umpires: Our Umpires are approachable. All game related questions or concerns shall be initiated by the “Head Coach” only.

1. **Judgement Calls:** Safe - Out. Foul - Fair. Ball - Strike are each the Umpires Judgement.
2. **Rule Questions:** This cannot be stressed enough. If you have a Rule Question, FIRST call TIME and make the Umpires aware of your concern **prior to the next Pitch being thrown.** Then request the assistance of the Site Director. Getting help on a Rule is not a Protest.

Batting Order: Teams can bat a 9-player lineup, a 10-player lineup using an extra hitter (EH), or roster bat all present uniformed players. The lineup must be declared before the start of the game. **Example:** When a team shows up with 15 players ready to play the coach has the option to bat 9, 10, or all 15 players. The coach cannot bat 13 players with 2 subs. If the coach chooses to roster bat he must bat all legal players at the game.

1. Extra hitters (EH) can move freely in defensive positions.
2. If a team chooses to roster bat, then all players other than the 9 defensive position players are extra hitters and can move freely in defensive positions.
3. If eligible, a courtesy runner can be used any time for the pitcher or catcher of record. A courtesy runner is defined as a player not currently active in the lineup. If roster batting, the courtesy runner is the player with the last recorded out.
4. For teams that are not roster batting, the starting players can withdraw and re-enter once, provided that they re-enter in their original position in the batting lineup. Once a pitcher is removed from the pitching position, he or she cannot return to the pitching position during a game, but can re-enter to any other position.
5. Teams can play an official game with an 8-player lineup. If a team plays with an 8-player lineup, an out is declared for the ninth position in the batting lineup at each turn at bat. The team with only 8 players is the visiting team.
6. Teams must have a minimum of 8 players to start a game. Any number less than 8 and the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament director. Umpires have no authority to forfeit a game.
7. If a team has a ninth player arrive after the game has started, the player is announced to both the plate umpire and the opposing team and is placed in the ninth spot in the batting order. The game resumes as if he or she was there at the start of the game.
8. If roster batting, player(s) arriving after the game has started are added to the bottom of the batting lineup. If batting nine, or ten with an EH, players arriving after the game has started are added to the lineup as legal substitutes.
9. If a team drops below 9-players due to illness or injury, no automatic out is recorded.
10. If a team drops below 9 eligible players due to an ejection or any reason other than illness or injury and leaves the game, an automatic out is declared in the batting order position of the player that left the game unless there is an eligible substitute.
11. If a team drops below 8-players for any reason, the game is ruled a forfeit and is not rescheduled.

Game Rules continued....

Sick or Injured Players: If a player has to leave the lineup during the game due to illness or injury and the team has no subs left or the team is roster batting, then no out will be recorded for the injured/ill player's at bat. The Player is skipped in the lineup. If this incident occurs, it must be reported to the umpires and the opposing team. Once a player has left the game due to illness or injury, he or she may not return. If sickness or injury is short term the team MUST TAKE an out for the missed at bat for the player to return to the game.

Designated Hitter: The designated hitter rules below apply to divisions 15U and older. There is no designated hitter in ages 14U and below.

1. A hitter can be designated (not mandatory) for any one starting player and all subsequent substitutes for that player.
2. A starting defensive player cannot be listed as the designated hitter in the starting lineup.
3. Failure to declare a designated hitter prior to the game precludes the use of the designated hitter during the game.
4. The role of the designated hitter is terminated for the remainder of the game when either of the following occurs:
 1. The defensive player or any previous defensive player for whom the designated hitter subsequently bats, pinch-hits or pinch-runs for the designated hitter.
 2. The designated hitter or any previous designated hitter assumes a defensive position.

Intentional Walks: In all live pitch divisions, an intentional walk is granted upon request.

Game Rules continued....

Legal Slide: A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock must be on the ground. If a runner slides, he or she must slide within the reach of the base with either a hand or a foot.

1. Runners are never required to slide, but if a runner elects to slide, the slide must be legal.
2. If a tag play is imminent, the runner should slide or seek to avoid contact. Jumping over a player is not considered an act of avoidance.

Malicious Contact: No player can initiate malicious contact. It is the umpire's judgment call that determines whether the contact is malicious. **Penalty** The player initiating malicious contact is removed from the game and when initiated by an offensive player an out will also be charged. **NOTE:** There can be a collision where both players go head over heels that is not considered malicious contact. The key for malicious contact is intent. Umpires must ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?" If the answer is yes, then there is malicious contact. If the answer is no, then it is a clean play without malicious contact. Umpires must be careful when making this call to avoid ejecting players if the intent is not malicious. Keep in mind that younger players are just learning the game. Sometimes unintentional contact is made between a runner who does not slide and a defensive player. Remember, the key word is intent.

Obstruction: If a defensive player is obstructing the runner (judgment call by the umpire), contact by the runner is not illegal unless it is malicious.

Official Game Status: For a six (6) inning games, if a game is called due to weather or other hazardous conditions, it is ruled an official game provided two and one half innings have been completed if the home team is ahead, or three innings if the home team is behind. For seven (7) inning games, it is ruled an official game provided three and one half innings have been completed if the home team is ahead or four innings if the home team is behind. **NOTE:** All games stopped by an event official for weather or other reasons before the game is declared official are suspended games.

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Game Times

Time Limits:

- A regulation game consists of 6 innings for age divisions 12 and below and 7 innings for age division 13U and over, unless the game is shortened due to mercy limit or time limit. Time limit will be enforced as FINISH the inning time limit.

All Pool Play games CAN end in a tie. During Championship play, CCWBWS **will institute** the **International Tie Breaker**

Time Limits For All Pool Play & Bracket Games.		
Age Division	Innings	Time Limit
7U-8U	6	1 ½ hours (1 ½ hr Championship)
9U-12U	6	1 hr. 45 min (2 hr Championship)
13U & Above	7	1 hr. 45 min (2 hr Championship)

Mercy Rules are in effect for All 6 and 7 Inning Games Including Championship Games

- 1.15 runs after 3 innings or 2 ½ innings if the home team is ahead.
- 2.10 runs after 4 innings or 3 ½ innings if the home team is ahead.
- 3.8 runs after 5 innings or 4 ½ innings if the home team is ahead.

Pitching Limits

Table below describes the maximum number of innings a pitcher can pitch in one (1) day and the maximum number of innings a pitcher can pitch in 3 days

Age Division	Maximum Innings / Outs - 1 day	Maximum Innings / Outs - 3 Days
9U-12U	6 Innings / 18 Outs	9 Inning / 27 Outs
13U-14U	7 Innings / 21 Outs	10 Innings / 30 Outs
15U-18U/HS	Unlimited	Unlimited

For all cumulative totals in these rules, one (1) out equals one-third ($1/3$) of an inning, two (2) outs equals two-thirds ($2/3$) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched. **NOTE:** A pitcher that records "NO OUTS" will show a "0" on the Game Card to record his appearance.

Example: A pitcher pitches the 1st inning and records 3 outs, then returns to the mound in the 2nd inning and records 1 out, and is then removed from pitching. This pitcher would have accumulated $1 \frac{1}{3}$ innings pitched for that game.

Pitching Limits continued...

Maximum innings in any 1 day: This is the maximum number of innings a player can legally pitch in one (1) day. Example: In the 7U – 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. In the 13U – 15U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day.

Maximum innings in 3 days: This is the maximum number of innings a player can legally pitch in three (3) consecutive days. Example: In the 7U – 12U age divisions, a player may legally pitch a maximum of nine (9) innings in three (3) consecutive days. In the 13U – 14U age divisions, a player may legally pitch a maximum of ten (10) innings in three (3) consecutive days.

• **In 15U – 18U age divisions,** there are no pitching limitations.

Any pitcher in the 14U or younger divisions that has pitched three (3) days in a row must rest the 4th day regardless of innings recorded.

Once a pitcher is removed from the pitching position, he or she cannot return to the pitching position during that game but can re-enter to any other position.

When a pitcher takes his or her position at the beginning of each inning or when he or she relieves another pitcher, he or she is permitted warm-up pitches, not to exceed eight (8) preparatory pitches to the catcher or coach.

Note: All outs recorded in a given day, count for out totals on the day they were recorded regardless if it is continuation of play of a suspended game from a previous day.

For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.

Penalty: It shall be the responsibility of each team manager to challenge pitching violations by notifying the tournament director or site director and then filing a protest. A protest may be filed at any point after the pitcher in violation records an out beyond his or her legal limit AND while the pitcher in violation is in the game and in the pitching position. If such violation is the last recorded out of the game, the protest MUST be filed prior to the umpires and the protesting team leaving the field of play. Violation of the pitching limitation shall result in player being ejected from that game and the head coach being ejected from that game and the next game played.

Violation of the pitching limitation on the last recorded out of the game shall result in an immediate forfeit of the game. Note: Exception: In the case of a double or triple play, there is no penalty for exceeding outs recorded. **Exception:** In the case of a double or triple play, there is no penalty for exceeding outs recorded.

It is the duty of each team's manager to protest pitching violations by contacting the tournament director or site director. Any outs recorded during a game once it is ruled a forfeit count toward the pitcher's recorded outs

A second visit to the same pitcher in the same inning causes the pitcher's automatic removal from the mound (not the game).



Protests and Ejections

Protest fee is \$100 in cash. If a team protests, the manager must notify the home plate umpire. That umpire summons the tournament director that is on-site to the field to address the protest. The protest fee will be returned if the protest is ruled in favor of the protesting team. **Note: Judgment calls cannot be protested.**

Ejections - When a manager, assistant coach, player, or scorekeeper is ejected from the game, he or she can take no further part of the game. The individual must leave the field of play.

The tournament director assesses the length of the suspension following the ejection based upon the incidents of the ejection.



Weather and Weather Monitoring

Weather and Weather Monitoring

Weather plays an important role in the operation of Crystal Coast Woodbat World Series. Our directors will monitor weather as needed and provide updates to any schedule changes as necessary. We will do everything to play all games with the safety of players, coaches, spectators and staff in mind. At any time when there is inclement weather, you are required to adhere to the following guidelines:

- Announcements will be made by the Crystal Coast Woodbat World Series after consulting with the individual parks.
- Do not give any directions to guests unless you are instructed to do so by CCWBWS Director.
- If the CCWBWS Director makes the decision to evacuate the park due to heavy rain or high winds, you must congregate in a safe structure or in your cars. **DO NOT GO UNDER THE TENTS!**
- CCWBWS will provide information regarding the restart of play or procedures to be followed after a weather event.
- Think safety!

Lightning Plan

- In the event of a lightning storm all outside activity will be suspended immediately.
- In the event that a scheduled activity is suspended by a storm, please seek shelter immediately. **DO NOT USE TENTS FOR SHELTER!**