

# 2014 Frankfort Summer Sizzle Tournament Rules

Play is governed by Official Baseball rules, and Pony League Baseball rules, unless superseded by these tournament rules.

## 1. ROSTERS

Teams shall roster a minimum of 10 players and a maximum of 16 players. Teams may be selected in any manner according to your league guidelines, however all rostered players must have played the majority of their games within their recreational league during the regular season. If a team does not have 10 players batting, an out is assigned for each batter below 10 players when that position is to be at bat.

## 2. BIRTH CERTIFICATES

Team manager must present birth Certificates of each player to the host league prior to the start of the first game. Documents will be reviewed and immediately returned to the manager. We will use April 30th as the cut-off for the tournament season. The player's age on April 30<sup>th</sup> is their tournament age.

## 3. LENGTH OF GAMES

Pinto (8 year olds)	6 innings
Mustang (9 & 10 year olds)	6 innings
Bronco (11 & 12 year olds)	7 innings
Pony (13 & 14 year olds)	7 innings

## 4. SLAUGHTER RULE

Although there is no limit to the number of runs a team can score in an inning, ( *except for 8u, 6 run max per inning except final inning* ), if at the end of the below mentioned inning that team is ten (10) runs ahead, the game is complete.

Pinto	After 4 innings (3 ½ if the home team is ahead)
Mustang	After 4 innings (3 ½ if the home team is ahead)
Bronco	After 5 innings (4 ½ if the home team is ahead)
Pony	After 5 innings (4 ½ if the home team is ahead)

## 5. RAIN DELAYS

Games that are cancelled due to rain shall be considered complete games after the below designated inning. Incomplete games will be continued from the point of stoppage at a later date

Pinto	After 4 innings (3 ½ if the home team is ahead)
Mustang	After 4 innings (3 ½ if the home team is ahead)
Bronco	After 5 innings (4 ½ if the home team is ahead)
Pony	After 5 innings (4 ½ if the home team is ahead)

If the visiting team takes the lead after the 4<sup>th</sup> inning (Pinto and Mustang) or 5<sup>th</sup> inning (Bronco and Pony) and the game is suspended due to rain, the game is not cancelled and the make-up game shall resume at the point of play stoppage. The score DOES NOT revert back to the score at the top of the inning. The visiting team would not be penalized after they have gained a lead and there is rain.

**PLEASE NOTE: ONLY a Host town Official has the right to delay or cancel a game due to inclement weather. Umpires and managers involved in the game do NOT have input on these decisions.**

## **6. DIMENSIONS**

	<b><u>Pitching mound</u></b>	<b><u>Bases</u></b>
Pinto	38	50'
Mustang	44'	60'
Bronco	48'	70'
Pony	54'	80'

## **7. FIELD PROCEDURE**

All field conduct will be sportsmanlike and gentlemanly at the risk of ejection from the tournament.

One manager, two coaches and one scorekeeper may occupy a team dugout. The umpire has a right to stop a game if coaches are on the field who should be in the dugout. The base coaches may not change position during an inning. All assistant coaches and the scorekeeper must remain in their dugouts at all times, unless your team is batting and you are a base coach. Host towns will assist the umpires in keeping the playing area free of adult coaches standing outside the dugout.

Courtesy runners are allowed for catchers if there are 2 outs. If a catcher has a substitute runner, the player (catcher) who had a substitute runner must catch one full inning immediately following the substitute runner. The courtesy runner must be the player who made the 2<sup>nd</sup> out of the inning. The only exception to this rule is if there is a pitching change or an injury. This rule is in place to speed up the game and is not intended to provide the batting team an opportunity to use faster players for slower players.

Player base coaches must wear a protective helmet.

**ONLY MANAGERS** may discuss rules with umpires and or tournament officials.

Managers, coaches and spectators should direct their comments to their own players. Each manager must make every effort to control the action of the teams' fans.

A coin flip shall determine home and away teams for pool play if the home team is not identified on the schedule (this applies to the pools with 5 teams for the TBD Sunday games). Home teams shall occupy the third base dugout. Home team for the Semi-final and Championship games will be determined by the higher seed. Home team will be the higher seed which will occupy the 3<sup>rd</sup> base dugout. In the event there are seeds that are tied (i.e. a number 1 versus a number 1 seed, then a coin toss determines the home team)

Only one on deck batter is allowed on the field at a time.

## **8. EQUIPMENT**

- All on deck batters must wear protective helmets.
- Only rubber spikes and gym shoes are allowed for Pinto, Mustang and Bronco
- Steel spikes are allowed for Pony levels.

BPF - "Bat Performance Factor". A measure of a non-wood bat's performance relative to wood bats. A BPF of 1.15 means that bat will perform at a rate of 115% to a similar-sized wood bat

### **8's / 9's and 10's Boys**

- No bats shall be more than two and five- eighths in diameter at the barrel.

- Non-wood bats which are manufactured to achieve a Bat Performance Factor (BPF) of 1.15 or less through the life of the bat are approved for play in Chicagoland Sunday Baseball. A BPF stamp of 1.15 or less should be on the bat.

### 11's and 12's Boys

- Same rules as 8's/ 9's and 10s.

### 13 year old level

- Same rules as 8's / 9's and 10's above, except a drop cannot be greater than a (-10) length to weight drop differential.

### 14 year old boys

- Only (-3) bats may be used and the bat must be BBCOR certified. The bat which may be a wood or non-wood product shall be not more than two and five-eighths (2-5/8") in diameter at the barrel and is to be stamped with a BPF .50. These are the rules for high school.

**Violations of the bat size rule will result in an out for the batter caught using an illegal bat. If a batter puts the ball in play, a protest on a bat must be made before the next batter has faced a pitch, or else the at bat counts and the game continues.** If a batter that put the ball in play is caught using an illegal bat, the runners will return to the bases they previous occupied, the batter is given an out and the next batter is allowed to bat. It does not matter when the violation of this rule occurs. If a batter has received one pitch during his at bat and still has not put the ball in play and an illegal bat is discovered, the batter is still out (note this is a stricter rule then the rules we use during our regular season)

Absolutely no players with soft or hard casts are allowed to play.

## 9. TOURNAMENT PITCHING

	<u>Per Game</u>	<u>Per Tournament</u>
8 year olds	3 innings	8 innings
9 year olds	3 innings	10 innings
10 year olds	3 innings	10 innings
11 year olds	4 innings	12 innings
12 year olds	4 innings	12 innings
13 year olds	4 innings	14 innings
14 year olds	4 innings	14 innings

Each manager must complete the pitching log (at end of rules) for your pitchers and have it signed by the opposing manager at the end of the game. Managers should keep track of the innings pitched by the opposing team so that the league can verify any discrepancies. If a team is unable to provide their pitching log for the semi-finals or championship game, no pitcher will be allowed to pitch more than 2 innings.

**Violations of the pitching rule will result in forfeiture of the game in which the infraction occurred. A pitching log must be maintained by each manager during the tournament.**

One pitch constitutes an inning.

Balks: Pony & Bronco only. The umpire shall give each pitcher one warning before the balk rule will be enforced in Bronco .

No balk warnings at Pony level.

(No balks in Mustang Division)

If a pitcher hits three batters in a game he must be removed.

Any player warming up a pitcher must wear a protective mask.

A pitching change must occur on a manager or coach's second trip in the same inning to the mound , except in the case of an injury.

## **10. SUBSTITUTIONS**

In any Chicago Sunday Baseball Tournament, a player removed from the game may return to the game in any position except the pitching position. The batting order may not change and roster batting is in effect. All players must play a minimum of three defensive innings in the field. No late arriving player is allowed to enter a game after the end of the 2<sup>nd</sup> inning. If a player is expected to arrive late, the manager of the team with the late player must inform the opposing manager prior to the start of the game about the late player and insert the player in the last spot in the batting order. A player arriving late to a game must enter the game before the first pitch of the third inning. If the spot being held for the late player is up to bat prior to the player's arrival, the batting team will receive an automatic out every time the missing player is to have an official at bat. It is possible if a late player is added to the line-up and does not show up, that every time their spot in the batting order is up to bat that the affected team can receive multiple outs throughout the game for the no show. Any player that is not inserted into the lineup prior to the start of the game is not allowed to play in that game.

## **11. MISCELLANEOUS RULES**

Stealing, lead-offs and batting order:

	<b><u>Stealing</u></b>	<b><u>Lead-offs</u></b>	<b><u>Batting Order</u></b>
Pinto	Not allowed	Not allowed	Continuous
Mustang	Allowed*	Not allowed	Continuous
Bronco	Allowed	Allowed	Continuous
Pony	Allowed	Allowed	Continuous

- Mustang players cannot leave a base they occupy until the pitched ball has passed home plate. Once a pitcher has stepped on the rubber, runners who leave bases before the pitched ball passes home plate shall be called out and the pitch shall be considered a dead ball.
- Mustang players ARE allowed to steal home and delayed steals are also allowed.
- Bunting is allowed at all levels.

Infield fly rule shall be in effect in the Bronco & Pony Division only.

No fake bunt then swing during same pitch will be allowed , dead ball called .

Dropped third strike applies in the Bronco & Pony Division only.

Kill play – 10, 9 and 8 year old levels – play is considered stopped and runners should not advance when the pitcher or any other player has possession of the ball on the pitching mound. If a runner is more than half way to the next base when the ball gets on the mound, the runner gets to occupy the next base. If the player in possession of the ball on the pitching

mound puts the ball back in play, the play is ‘ live ‘ again and both the defensive team and offensive team will proceed at their own risk. **IN ORDER TO STOP THE PLAY, ALL THE DEFENSIVE TEAM NEEDS TO DO IS TO KEEP THE BALL ON THE MOUND.** The mound is considered the part of the field that is within a 3 foot radius of the pitching rubber. The judgment of the umpire is final.

## **12. GROUND RULES**

A discussion of the ground rules between the managers and umpires should take place before each game.

All players on the batting team, except the on deck batter must remain in the dugout except for retrieving bats or warming up pitchers.

Bats, helmets, and equipment must be kept in the dugout during games.

Contact with equipment on the field of play shall be considered a dead ball and runners may advance one base (same rule as if ball were to go out of play)

No Smoking on the field.

No alcoholic beverages in the baseball park area.

The host league may also invoke other ground rules related to their field.

## **13. FORFEITURE**

The umpire may declare a forfeiture under the following conditions:

A team fails to field nine rostered players within five minutes of the games starting time. Teams having less than 10 rostered players will be assessed one out each time the open position (the missing 10<sup>th</sup> player) is up to bat.

Failure to complete a game not officially called by an umpire.

Failure to comply with an umpire’s directive to remove a fan, coach, manager or player previously ejected from the area. The term area shall be defined as the umpire’s field of vision from his position on the field. Each manager is responsible for the action of his players, coaches, and fans.

Should a player, coach, fan or manager direct remarks to other than their own team the following procedure will be used:

A warning will be given to the manager. The umpire will designate the disruptive person(s). The manager should then attempt to correct the problem.

If the person designated by the umpire fails to comply with the warning, the umpire shall inform the manager that the offending person has 5 minutes to leave the area or the game shall be forfeited. In the event of a forfeit the umpire shall immediately notify a Chicago Sunday Baseball official.

The score for a forfeiture is 6 - 0 for the 8, 9 and 10 year old levels and 7 – 0 for the 11, 12, 13 and 14 year olds.

#### **14. FIELD SAFETY**

The primary concern of Chicago Sunday Baseball is the safety of players. Dangerous play will not be tolerated.

Play shall be immediately halted in the event any player is injured. The umpire shall have the final say on where the base runners are positioned.

A runner is automatically out, if he intentionally or un-intentionally, runs into or interferes with a fielder who is attempting to play a hit ball.

A runner who fails to slide or fails to attempt to avoid a fielder who has the ball and is waiting to make a tag is out. Head slides are allowed.

A fielder may not block the path of a runner attempting to reach a base unless the fielder has possession of the ball or is in the process of fielding the ball.

#### **15. UMPIRE CONTROL**

Umpires are in complete control of all games from the game's scheduled start time. The following is a guide to the control an umpire may exert in officiating a game:

The umpire will offer a warning to players, coaches or managers for but not limited to:  
Throwing of equipment  
Improper or unsportsmanlike conduct  
Harassment of an umpire

An Umpire will eject players, coaches or managers for but not limited to:  
A second infraction of a previously warned issue  
Profanity  
Destruction of property or equipment  
Any act of physical violence

#### **16. PROTESTS**

A game may not be protested based upon an umpire's judgment decision.

When based upon an interpretation of the rules, a protesting manager must at the time the play occurs, notify the home plate umpire and the opposing manager that the game is being played under protest. The home plate umpire will then notify a Host town official of the protest. Host town officials will immediately consider the protest with the umpires and managers and render a decision before play is resumed. All decisions are final and not subject to appeal.

All protest rights are withdrawn if a manager withdraws a team from the field under any circumstances, prior to the game's completion.

No protest will be considered after one or more pitches have taken place.

#### **17. TIES in standings**

In the event of a tie in the final standings, the tie breakers will be as follows:

1. Head to head competition, if applicable (applies to only a 2 team tie)
2. Least amount of runs allowed
3. Run differential
4. If a tie still exist, then there will be a coin toss to determine who advances to the next level.

Please note, that if two teams are tied in the standings based on win %, if one of those teams has more wins than the other team, the team that has more wins will win the tie breaker. For example, there are two teams with a .500 win % that are tied, Team A finished with 1 win and 1 loss, and Team B finished with 0 wins and 2 ties, then the team that has the 1 win advances.

In tournament pools that have an odd number of teams, the Tie breaker rules will apply to the teams after their 1<sup>st</sup> two games. The team that is in last place after the first two games will be eliminated from the tournament and will receive a partial refund.

#### **18. OFFICIAL SCORING**

Lineups must be turned in fifteen (15) minutes prior to game time to the official scorekeeper. The home team will be the official scorekeeper and they must verify the score with the opposing team after each inning. A game is not allowed to proceed if there is a scoring discrepancy. It must be immediately resolved.

- **Pool Play - No inning may begin after 2 hours from the start of the game. Innings started before the 2 hour limit that go beyond the 2 hour limit will continue until that inning is over. Ties are allowed in seeding games. No new inning can start beyond the designated time limit. It is imperative that the official scorekeeper mark down the exact start time of each game. A game that is tied at the time limit will be considered a tie and play will not continue unless it is a semi-final or championship game. (1 hour 50 minutes time limit for 8u, 9u and 10u pool play and quarter final games. All others follow the above.)**
- **Semi-final games - No inning may begin after 2 hours and 15 minutes from the start of the game. Innings started before the 2 hour and 15 minute limit that go beyond the 2 hour 15 minute time limit will continue until that inning is over. At that point the game is over. The only exception to the time limit is if the game is tied AND the time limit has already passed. California tie breaker will then apply.**
- **Championship Games – There is no time limit for any championship games.**

#### **19. Rain or cancellation of tournament**

In the event rain cancels the tournament before the pool play is completed, the games will be rescheduled to the next day, days .

**Thank you for reviewing these rules and have a terrific tournament.**