



2015 Homewood Invitational Tournament Rules

Parking

Parking is permitted only in the gravel lots by the fields. **Parking is not permitted in the back lot by the Izaak Walton preserve or around the E-Com building.** Cars parked in those locations will be towed at the owner's expense. These restricted areas are clearly marked. **Please observe all parking rules. Violators will be ticketed and towed.** Additional parking is available at Lions Club, located just 1/2 block East of the Izaak Walton entrance on the south side of Ridge Road. More parking is available on Center Street, South of Ridge or any side street within the immediate area.

Park Rules

The Homewood Invitational Tournament will be held at Homewood Baseball Leagues, Inc. fields located at Izaak Walton 1100 Ridge Road, west of Halsted Street in Homewood. There is NO daily entry fee. We would ask that you observe the following park rules:

- ❖ NO COOLERS are allowed in the park - Please use our concession stand and barbecue grill. Thank You!
- ❖ No pets are allowed in the park. No skates, roller blades, bikes, etc. are allowed in the park.
- ❖ **NO SMOKING ANYWHERE WITHIN THE BASEBALL PARK.**
- ❖ **NO ALCOHOLIC BEVERAGES ALLOWED IN THE PARK or THE PARKING LOTS.**

For everyone's safety, the Homewood Police will patrol the site periodically.

Warm-Up fields

Teams may warm up at the Lions Ball field located just 1/2 block East of the Izaak Walton entrance or Irwin Park, just .5 mile West of entrance. Lion's is also the overflow parking for our ballpark. There are NO warmup fields at Izaak Walton.

Tournament Guidelines

Playing rules will be governed by Official Babe Ruth Cal Ripken League Rules 2015 Edition, except as specifically modified in these tournament regulations. Use of this rulebook is not meant to imply a tournament sanction by Babe Ruth or Cal Ripken Leagues. This is an independent tournament operated by Homewood Baseball leagues, Inc.

In House Teams only, no full time Travel Teams accepted (players must have played less than 25 games outside of house league)!



Rosters

Teams must roster and be present in uniform, and available to play, a minimum of **11** to a maximum of **15** players who have participated in your organization's in house league. If a player is unable to complete the tournament due to illness or injury, another player may be added to the roster with the approval of the Tournament Director provided the player meets the tournament requirements. If a rostered player is present at a scheduled game, that player must participate in the game and be in the lineup. A rostered player may only be rostered on one team.

Managers Meeting

An optional managers meeting will be held on the evening before each week of the tournament at the Izaak Walton Fields – 2nd Floor of Concession Stand directly behind Ormsby Field. All managers are welcome to attend and pose any questions relating to the tournament. Your typed rosters (including birthdates for all players), birth certificates, and certificate of insurance may also be turned into the tournament director at that time. Those teams who complete their registration at the managers meeting will not have to check in prior to their first game.

Registration Procedure (if you don't register at the managers meeting)

Registration will take place at the field before your first game. Please plan to arrive 30 minutes early to register. Each team must provide a roster with printed names and dates of birth of all players before you play the first the game. Teams must also supply copies of the roster and birth certificates for each player rostered, and a certificate of insurance acceptable to Homewood Baseball.

Age Requirements

BABE RUTH LEAGUE, INC. BIRTH CHART FOR 2015

	2011	2010	2008	2008	2007	2006	2005	2004	2003	2002	2001	2000	1999
January	4	5	6	7	8	9	10	11	12	13	14	15	16
February	4	5	6	7	8	9	10	11	12	13	14	15	16
March	4	5	6	7	8	9	10	11	12	13	14	15	16
April	4	5	6	7	8	9	10	11	12	13	14	15	16
May	3	4	5	6	7	8	9	10	11	12	13	14	15
June	3	4	5	6	7	8	9	10	11	12	13	14	15
July	3	4	5	6	7	8	9	10	11	12	13	14	15
August	3	4	5	6	7	8	9	10	11	12	13	14	15
September	3	4	5	6	7	8	9	10	11	12	13	14	15
October	3	4	5	6	7	8	9	10	11	12	13	14	15
November	3	4	5	6	7	8	9	10	11	12	13	14	15
December	3	4	5	6	7	8	9	10	11	12	13	14	15

All player ages are determined by the birth chart shown above. May 1 in any year shall be the deciding date for Cal Ripken and Babe Ruth 13-15.



Equipment

All players must wear an athletic cup. All players must wear batting helmets when batting, in the on deck circle, or on the bases. Helmets must remain on the player until they have reached the dugout. Homewood Baseball leagues, Inc., will supply all baseballs. All bats must conform to Cal Ripken or Rookie League Rules and must be stamped 1.15bpf (NO MORE THAN 33 INCHES IN LENGTH, NOR HAVE A BAT BARREL IN EXCESS OF 2 1/4 INCHES). Any player caught using an illegal bat for even one pitch will be automatically called out. If a player is caught using an illegal bat for a second time in a game, he will be called out and removed for the remainder of the game and an out will be recorded in his spot in the batting order. No metal cleats. No wooden bats. Jewelry, necklaces or medals cannot be worn by any player during a game.

Pre Game Information

Teams should arrive at the park at least 30 minutes prior to the scheduled game. Please ask for the official line-up cards provided by Homewood Baseball. These official line-up cards are used for our scorekeepers to announce all players, coaches, and managers prior to start of the game. Official line-ups should be submitted to the official scorer and exchanged with the opposing team.

A coin flip will be conducted between the managers to determine home and visiting teams. Home teams will always occupy the third base dugout and the visiting teams will always occupy the first base dugout. The coin flip can take place once both managers are present. We will announce each team from the dugout before each game, and then proceed with the games. The National Anthem will be played prior to the first game of the day and additionally through-out the day at the discretion of the tournament staff.

The warm-up prior to the game will be done in the outfield grass. No infield practice will be allowed and at no time can you warm up pitchers on the mound. No use of the HIT STICK is allowed after pregame warm-ups.

No batting practice or soft toss with baseball's allowed on any of the fields (wiffle balls allowed outfield only).

Pitching/Base Distances

Pitching mounds will be **40** feet for 7s and 8s and **46** feet for 9, 10, 11 and 12 year olds. **60-foot** bases will be used for all ages in all tournaments.

Ground Rules

The umpires and managers of each team will cover ground rules before each game.

Ten (10) run slaughter rule applies in all games. The game must be official (four innings) and the team trailing must have had as many innings at bat as the prevailing team. Five (5) run per inning maximum for the 7s with the exception of the 6th inning or the inning which the umpire has determined is the last inning due to time limits (no new inning after 2 hr) which will only end upon three outs or slaughter rule (both home and away teams must have the same opportunity).



All games must be completed by the local curfew. No inning shall begin unless in the judgment of the umpire and tournament officials, the entire inning can be completed within the **local curfew rules (10:00pm)**.

If a game is stopped before becoming official for any reason (curfew, weather, power failure, etc.) it will be suspended and picked up from that point. The game will be rescheduled by the Tournament Director ASAP.

Dome Rule: If a batted ball hits trees, bushes or wires the following are enforced:

- a) Once a ball strikes an obstruction, it shall be ruled dead.
- b) If the ball would have been ruled foul by the umpire's judgement, the batter will be given a strike.
- c) If the ball would have been ruled fair by the umpire's judgement, the umpire shall rule no pitch. The count does not change.
- d) If the batted ball would have been ruled a home run or clears the outfield fence, the batter is awarded a home run.

Conduct

Managers will be held responsible for the behavior of their fans. The umpire or tournament official in the event of disruptive fan behavior will give one warning to the offending team's manager as determined by the tournament director. If the behavior persists, ejections and forfeiture of the game may occur. If ejected, the person or persons must leave the park immediately AND NOT RETURN FOR THE REMAINDER OF THE DAY and the manager will receive a one-game suspension.

Use of profanity, throwing of equipment or physical acts against the umpires, tournament staff or the opposing team and fans will lead to automatic ejection. Once a manager, coach or player is ejected from the game, they must leave the park immediately and they may not return that day and they will serve a one-game suspension.

Coaching

All coaches must coach from the dug out or from within the fenced playing area. Coaches are not permitted to coach from the stands or outside the dugout. A maximum of two coaches may be on the field while their team is at bat and must coach from the designated 1st or 3rd base coach's box. At all other times, all coaches must remain in the dugout, behind the dug out fence and MAY NOT be in the field of play. Coaches refusing to follow this rule will be ejected from the game. A maximum of four rostered coaches are allowed in the dugout.

Additional Tournament Rules

A continuous batting order of all rostered players, minimum of **11**, maximum of 15, will be followed. All members on the official roster that are present at the game must bat in the continuous batting order. If less than 11 players are available for any reason, an automatic out will be taken for each player missing when their turn at bat comes up. If a player is ejected from a game, an automatic out will be taken when the player's turn at bat



comes up. If an injury or sickness occurs during a game an out will not be enforced, this will be determined by both managers and Tournament Director on duty.

The Home team will keep the official scorebook and the Visiting team will assist with the scoreboard.

All players rostered and present must play a minimum of two defensive innings (six outs) within the first four innings of each game.

Players must slide feet first at all bases on close plays and must avoid contact on the base paths. If, in the judgment of the umpire, a player maliciously forces contact on a play he will be called out and ejected from the game. Head first slides are allowed returning back to a base from which a runner came but any head first slides into a new base will result in the runner being called out.

If the catcher or pitcher (optional) of the next inning is on base with 2 outs he must be removed for a courtesy runner. The player who made the last out will be the runner unless it is a catcher or pitcher (optional) of the next inning, then it would be the next previous out. The players removed must catch for or pitch to one official batter.

Dropped third strike *does not* apply. No balks will be called.

Baserunning: No lead offs are permitted. Ball must cross the plate before the runner can steal or take secondary lead. One warning will be given per team, after the warning the runner will be called out. Stealing is permitted in the 9U, 10U, 11U and 12U divisions only. ***No stealing is allowed in the 7 and 8 year old divisions.*** All play will be considered dead when the pitcher has the ball on the mound area (DIRT CIRCLE). If a base runner is more than half way to the next base when the umpire calls the play dead, he may proceed to the next base at his own risk. If the pitcher makes a play on the advancing runner prior to the umpire calling the play dead, the ball is live.

“Walk Through” is not allowed. This is defined when a batter receives a walk and then runs to first and continues onto to second with no play being made on him or any other runner. The walked runner may advance if there is an active play on another runner and the ball is NOT secured on the pitcher’s mound.

“Cat & Mouse” is not allowed. This is defined when runners are dancing off a base, daring the pitcher or catcher to throw to the base or run at them. This can go on for a while and does nothing but slow down the game. **While this rule is written for third base, it applies to any base. It is in the umpire’s judgement to determine when a player has begun his retreat to the base.**

For example, when a runner on third begins to move toward home plate:

- 1) A fielder can attempt to get the runner out by throwing the ball to third and the play will continue until the runner retreats to and is safe at third, makes an out, or makes it home safely. Baserunners CAN advance on overthrows in 9u-12u divisions only.
- 2) If the ball is not thrown by a fielder in attempt to get said runner out, once the runner takes a step back toward third base the play is ruled dead. If a defensive player subsequently throws the ball in an attempt to get that runner out, or to another base to get a different runner out, the play will be considered live. The play will also be considered live if the return throw to the pitcher is overthrown or gets away from the pitcher.



- 3) If the runner is not advancing and the pitcher has the ball on the mound, the play shall be deemed dead and the runner is to return to third base.

Bunting: Permitted in the 9U, 10U, 11U and 12U divisions only. **Faking a bunt, pulling the bat back and taking ANY swing is NOT ALLOWED and will result in the batter being called out.**

Infield fly rule: Applies in the 9U, 10U, 11U and 12U divisions only. *No infield fly will be called in the 7 and 8 year old divisions.*

Homewood Baseball's version of California Rule will apply in all pool play games that end regulation tied prior to the time limit (2 hr). Each batter will come to the plate with a 2-1 count; the last official batter the previous inning will be put at third base. Championship games shall play regular innings until a winner is determined.

Pitching

Pitchers are limited to 6 innings every 2 consecutive games throughout the tournament ("rolling 6"). This includes rescheduled games. Examples: A pitcher may pitch 3 innings in every game played during the tournament. The total number of innings pitched over any 2 consecutive games cannot total more than 6 innings. If a pitcher throws all 6 innings in the first game they are not eligible to pitch in the next game. Seven year old pitchers are not allowed to pitch more than 2 innings per game and 10 innings for the tournament. Eight year olds are limited to 3 innings per game and 15 innings for the tournament.

An inning pitched will start with a legal pitch delivered to a batter. Pitchers removed from the game cannot pitch again in that game. A pitcher must be removed on the 2nd visit to the mound by the manager or coach in an inning or the 3rd visit during the game with the same pitcher still on the mound. A manager or coach crossing the field lines constitutes a visit (including during warm-up). A pitcher who hits 3 batters in one game must be removed from the mound.

No pitcher will be allowed to wear a white or gray sleeved shirt, white glove, or a glove with white piping while pitching. In addition no pitcher will be allowed any foreign articles (i.e. sweat bands, tape, batting gloves, etc.) on either arm or hand while pitching. Pitchers are also not permitted to wear sunglasses unless medically prescribed.



Semi-Finals

Top 4 teams in each age group and will be determined by (in order):

- a) Winning percentage.
- b) Head to head results during round robin play.
- c) Fewest runs allowed during round robin play.
- d) Most runs scored during round robin play.
- e) If still tied, teams will compete in a one-inning playoff. If 3 teams are involved, a coin toss will determine A vs. B, winner vs. C. Playoff will begin with man on third (last man in order), 2-1 count on each batter. This playoff will be played immediately following the conclusion of divisional play and pitchers innings will count.

*Semi finalists will be seeded 1-4. Teams from the same division or pool will not play a team from its own division or pool in the semi-finals. **If there is a three-way tie, once a team is taken out of the equation it then reverts back to head to head, fewest runs allowed, and most runs scored with the remaining two teams.** The highest seeded team will be the home team in the first round of semi-finals. Home team for the final game is determined using the same criteria as noted above.*

Protests

There will not be any protests granted. All calls made by the umpires will be final. The Tournament Director on duty will clarify any tournament rules questioned. All decisions of tournament staff are final.