



2016 LOCKPORT LOCKDOWN TOURNAMENT RULES AND GUIDELINES

Official Pony Baseball Rules govern tournament play, except where specified in these tournament guidelines.

Teams need to arrive 45 minutes prior to a scheduled game, as games may start early if possible. Any team that is not ready to play at game time will forfeit 7-0.

ROSTERS

Teams must submit a roster equal to a minimum of 9 and maximum of 15 players. The Birthday cut off for each respective age group is May 1st

REGISTRATION

Certificate of Insurance and a completed roster must be submitted prior to the start of the first game. Please email roster sheet and proof of insurance to each respective age group's tournament contact prior to your first game. No players may be added to the roster after the start of the first tournament game. Teams shall have player birth certificates readily available upon request of the tournament director shall a player's age be questioned.

FIELD PROCEDURES

- No batting practice is allowed to be taken on any of the ball fields at any time
- All field conduct will be carried out in a sportsmanlike manner. Managers and coaches are responsible for the conduct of their players and fans. Offenses could result in removal from tournament.
- Only one manager and not more than three coaches are allowed in the dugout
- Managers will be the only person allowed to discuss rules or judgment calls by the umpire or tournament committee
- In pool play a coin flip will determine which team is home or away prior to the start of each game. The team that travelled furthest will call the flip. The team that wins the flip gets to select home or away. In bracket games the higher seed will be the home team.
- In pool play, dugouts will be taken on a first come, first served basis. During bracket play, home team shall occupy the third base dugout.

TIME LIMITS/SPEED UP RULES WILL BE IN EFFECT

New pitchers shall get no more than 8 warm up pitches and returning pitchers will get no more than 5 warm-up pitches between innings.

A courtesy runner is optional for the pitcher and the catcher of the next inning at any time and mandatory for the catcher after 2 outs. The courtesy runner shall be the last batted out. If it is the first inning, players will remain on base until an out is recorded. For the purposes of last inning or extra innings, the pitcher or catcher for this rule is the pitcher or catcher of the previous inning (the pitcher or catcher of record). Any blatant violation of this rule can result in the manager being ejected.

Intentional walks will be announced by the manager to the umpire and the batter will automatically take first base.

No new inning can start after 1 hour 50 minute duration of a game. The 1 hour 50 minute time limit does not apply to semi-final or championship games.

If a game is tied after six innings for ages 8-10U, seven innings for 11-14U, or after the time limit is reached the following tie breaker rule will be applied:

- Each team will start an inning with a runner on 2nd base and 1 out. The player on 2nd must be the 3rd out from the previous inning.
- Each batter will start with 1 ball and 1 strike count
- There will be a maximum of 1 extra inning. If the game is still a tie, it will be recorded as a tie.
- Championships and semi-final games will be played out to completion and will not use this tie breaker format. All other bracket play games will follow the tie breaker rules until a winner is determined.

INNINGS

- 8, 9, 10, 11 and 12 year olds will play a six inning game
- 13 and 14 year olds will play a seven inning game

MERCY RULE

15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings (game over). If at the end of the designated full inning, a team is ahead by the number of runs designated, it is the responsibility of the manager of the team leading to notify the umpire.

RAIN/WEATHER/OTHER DELAYS

In the event a game is called due to rain, weather, light failure or other acts of God and cannot be resumed for a scheduled 7 inning game, four innings played (unless the home team has the lead after 3 and a half innings) should be declared a complete game. For a 6 inning game, 3 innings will constitute a full game unless the home team has the lead after 2 and a half innings). Games that cannot be declared a regulation game by the above shall be a suspended game and shall be picked up at a later date/time (at the exact point in the game) as determined by the tournament officials.

PITCHING RULES

Age Level	Max Innings per Game	Max Innings per Day*	Max Innings per Tournament
8U	2	4	7
9U	3	4	8
10U	3	4	8
11U	3	4	8
12U	4	5	8
13U	5	7	10
14U	5	7	10

**12u,13u,14u If a Pitcher uses his Max innings per Day, he must rest for 24 before pitching again*

- One pitch thrown is considered a full inning
- Any extra innings pitched resulting from the “tie breaker rule” will count toward the innings pitched max outlined in the pitching rules
- A manager must remove a pitcher on a second trip to the mound in any one inning, except due to injury
- A pitcher must be removed after 2 hit batters per inning or 3 total in a game
- One balk warning per pitcher at the 10U level and no balk warnings at the 11-14U level
- Fake throw to Third and a throw to First will be called a balk

GENERAL RULES

- Bat regulations – All bats must follow USSSA guidelines. Any team using an illegal bat will forfeit their game and a score recorded as 7-0.
- Pitching records and final scores will be recorded on official tournament score cards by the Home team manager and turned in to the concession stand or a tournament official after each game
- Both managers must verify and sign the score card at the end of each game
- 8U may steal once the ball crosses the plate and the catcher caught it clean and has control. There are no drop third strike, lead offs, fake steals or Infield Fly rule at the 8U level. 8U cannot steal home and cannot advance on overthrows. (Double Steals are allowed. The fielding team can choose which runner to play on. The overthrow rule still applies)
- 8U Maximum of 6 runs per inning except last inning.
- 9U may steal or leave the base once the ball crosses the plate. If a runner is found to have left early, the play is ruled dead and a strike will be called against the batter. Passed balls are live balls at the 9U level. Infield fly rule is also in effect at the 9U level. There is no drop third strike.
- 10-14U age levels are allowed lead offs, steals, drop third strike, and Infield fly rule.
- A player must slide at any base when a play is being made on the runner and must avoid making contact with the fielder. The slide rule does not apply in force-out situations. In the judgment of the umpire, if a player maliciously forces contact on a play, he will be called out and may be ejected from the game.
- If a player becomes injured, is unable to play, and leaves the batting order, no penalty will be incurred
- A team may start with 8 players. The 9th spot in the batting order will be an out. If the 9th player arrives, he will be added to that spot in the batting order. Teams with less than 8 players will forfeit and the score will be 7-0.
- No slash bunting is allowed. If squaring around to bunt, you cannot pull back and take a full swing. Batter will be declared out immediately and play is dead.
- The tournament director may modify the number or length of games when necessary due to weather, field or scheduling issues. This includes modifying the time limit if games are backed up.
- No metal spikes for 12U and below

POOL PLAY TIE BREAKERS

1. Won/Loss record
2. Head-to-Head (Only applies when two teams are involved. If three or more teams are tied, it will go to Fewest Runs Allowed until just two teams are left in which Head-to-Head comes back in to play)
3. Fewest Runs Allowed
4. Highest Run Differential
5. Coin Flip

BATTING ORDER

- 12U and under – Continuous batting order with all uniformed players batting. Free substitutions are allowed.
- 13U – Each team has the option of batting 9 with an EH or electing to bat a continuous order. The option must be selected prior to the start of the game with both managers and umpire present.
- 14U – Each team will have three options:
 1. Hit 9 batters
 2. Hit 9 batters with an EH
 3. Continuous Batting Order

The option must be selected prior to the start of the game with both managers and umpire present.

Use of profanity, throwing of equipment, or physical acts against an umpire will lead to automatic ejection. Inappropriate actions of a fan/parent may result in the ejection of a manager or coach.

If a player/manager/coach is ejected they will be suspended for their next game of the tournament. When an individual is ejected they must leave the complex or the team will forfeit their game. Ground rules will be covered before each game by the umpires.

No protests will be allowed throughout the tournament and Tournament Director has final say on any issues.

TOURNAMENT CONTACTS

Tournament Director:

Age Group	Contact	Cell Phone	Email
8U	Michael Mecher	815-207-9247	mmecher33@gmail.com
9U	Nick Eggert	630-333-5696	eggertnick@hotmail.com
10U	Jason Phillips	815-405-2404	azjay23@yahoo.com
11U	Steve Baranowski	815-212-0755	shbaranowski@gmail.com
12U	Steve Baranowski	815-212-0755	shbaranowski@gmail.com
13U	Dave Mondrella	815-546-9394	david.mondrella@yahoo.com
14U	Anthony Way	815-483-1188	away@assuranceagency.com