



2016 Casey Pohl Memorial Tournament

May 19 – May 22

13U Tournament Rules

# 2016 Casey Pohl Memorial Tournament

## Rules

---

### **Player Age and Team Roster**

1. Team Roster: 14 player maximum, rosters are frozen after the start of the first game. Team rosters must be turned in prior to the start of the first game along with a copy of team insurance. Feel free to email me your rosters/insurance ahead of time.
2. **Birthday cutoff is May 1, 2016.** No player shall turn 14 prior to May 1<sup>st</sup>. A copy of each player's birth certificate **must** be available at all times throughout the tournament. Any disputes on age will be determined by the birth certificate. Failure to provide documentation of age on a protest or dispute will automatically result in forfeiture of the tournament.
3. Questions of eligibility must be brought before the tournament director or one of his assistants. Age verifications will be dependent on the birth certificate of the players. Any dispute or protest will be resolved on the spot by a member of the tournament rules committee and that ruling will be final. No official protest may be filed, except for age challenges.
4. A team found using an ineligible player would forfeit all games the ineligible player played in. The forfeit score will be 7-0 for tie-breaker purposes.

### **Tournament Format**

1. The tournament consists of ten (10) teams.
2. Each team is guaranteed three (3) games. Each team will play 3 round robin games Thursday - Saturday. After play is completed Saturday afternoon, the top 8 teams will be seeded for a single-elimination playoff.
3. Tie Breaker – for seeding purposes, tie breakers will be used as follows:
  - a. Head to Head
  - b. Fewest Runs Allowed
  - c. Run Differential
  - d. Runs Scored
  - e. Coin Flip

### **General Rules**

The official playing rules for the tournament shall be the IHSA Baseball Rules and Regulations. **The exception and variations to these rules are as follows:**

**NOTE: A coin flip will determine home and visitors with the team traveling the furthest calling the flip. Once seeded in the single elimination tournament, the higher number seed will be the home team and occupy 3<sup>rd</sup> base dugout (Exception being if a team has a double header and is already in a dugout). Each game will be 7 innings. No new inning will begin in pool play after the 1:50 mark is met (There will be no time limit for bracket play games). The umpire will keep the official time and let both coaches know prior to the game.**

1. Occupy dugouts on a first come, first served basis in Round Robin Play. For single-elimination play on Saturday and Sunday, home team (higher seed) will occupy the 3<sup>rd</sup> base dugout.
2. Home team for Round Robin Play shall be determined by a coin toss prior to the game. The team that traveled the greatest distance will call the flip.
3. Tournament officials will schedule any necessary rain-out/make-ups.
4. **THERE WILL BE ZERO TOLERANCE FOR VERBAL OR PHYSICAL ABUSE OF THE UMPIRES. MANAGERS ARE RESPONSIBLE FOR THEIR PLAYERS, ASSISTANT COACHES, & FANS.**
5. Penalty for Ejection – If a team Manager/Coach/Player is ejected, they must leave the field immediately and come no closer than the parking lot. They will be required to speak to the tournament director to clear up any issues. If a player is ejected for verbal abuse or

# 2016 Casey Pohl Memorial Tournament

## Rules

---

inappropriate behavior, that player will also be suspended for the following game – subject to change per discussion with umpire regarding next game suspension. If a fan is ejected, a coach on the offending team is also ejected. Remember, we are all responsible for the players/fans.

### **Playing Rules**

1. If a game is tied at the end of 7 innings or if the time limit has expired, the following rules will be followed:
  - a. If the time limit has not been reached and the game is tied, extra innings may be played until the time limit is reached. If the time limit is reached during play, the game will end in a tie.
2. If for any reason the game is called, the game will be official after 3-1/2 innings if the home team is ahead (4 innings otherwise).
3. Slaughter/Mercy Rule – 12 runs after 3 innings, 10 runs after 4 innings, 8 runs thereafter. Please note for tie-breaker purposes with run differential the max in a game is the slaughter. If it is the 5<sup>th</sup> inning and the visitor gets up by 10 and wins by that margin, the run differential would be 8 to avoid teams attempting to run up the score.
4. Metal cleats may be worn and used on the temporary mounds.
5. If a team fails to field 8 uniformed players at game time, the game will be considered a forfeit. The team that wins the game by forfeit will be credited with a 7-0 victory for tie-breaker purposes.
6. Catchers or anyone under 18 warming up a pitcher must wear a helmet. This rule is in effect on the sidelines as well as on the field.
7. Catcher/Pitcher speed up rule: The catcher/pitcher for the following inning can be substituted for at any time by the last batted out. When there are 2 outs, mandatory speed up rule in effect.
8. No infield or batting practice is allowed between games. **No soft toss against any fence is allowed.**
9. PROTESTS – Protests of an umpire's call are not allowed. The umpire and tournament officials shall interpret game rules. Any disputes shall be settled immediately and are final.

### **Pitching**

1. The pitching distance from home plate is 54 ft.
2. Pitchers receive 5 warm-up pitches (7 warm-up pitches for new pitchers) between innings/during changes.
3. Pitching Limits – The tournament directors will not be involved in counting pitches or monitoring pitching limits – please be responsible with your players.
4. No pitcher may re-enter the game as a pitcher once he leaves the mound.
5. One free trip to the mound per pitcher per inning. After the second non-injury trip to the mound in the same inning for the same pitcher, that pitcher must be removed.
6. The IHSA rule pertaining to three charged defensive and offensive conferences per game will not be enforced.
7. Balks will be called – no warnings.

### **Base Running**

1. The distance between bases is 80 ft.
2. Full leadoffs.
3. Absolutely NO fake tags will be allowed! **Penalty:** Obstruction, warning, and next offender is removed for the remainder of the game.

## 2016 Casey Pohl Memorial Tournament

### Rules

---

4. Base runners must slide if a play is being made on the runner and contact is imminent. Umpires will call the runner out if this rule is violated. **Flagrant contact, as determined by the umpire, could result in ejection from the game. PLAYER'S SAFETY COMES FIRST.**
5. Helmets that cover the ears must be worn by all base runners at all times. Base runners may not intentionally remove or knock off their helmet while advancing on the bases.
6. On deck batters must wear a helmet as well. In addition, bat boys/girls must wear a helmet when retrieving bats.
7. Coaches are not permitted to touch and/or assist any base runners when the ball is in play. **Penalty:** Interference, dead ball, runner is out and all other runners return to the base occupied at the time of the interference.

#### **Offense**

1. The batting order, listing each player's last name and uniform number, must be submitted to the opposing manager or scorekeeper at least ten minutes prior to game time. If an error occurs by a team submitting the lineup, ie. player listed with wrong number, that player will be deemed an out and can then be "substituted" before next at bat.
2. Continuous batting order. All players attending the game must bat.
3. Any player reporting late to a game shall be dropped to last position in batting order. Any player leaving the game will be skipped in the line-up at his next at bat. The scorekeeper needs to inform the opposing scorekeeper and umpire prior to the at bat – no out will be recorded as long as the other team is notified prior to the player's spot in the order coming to bat.
4. Any player ejected from the game by the umpire will be recorded as an automatic out when that spot in the batting order comes up for the remainder of the game. Players leaving the game due to injury will not be a recorded out.
5. Intentional Walks – inform umpire of intent to walk, pitches do not need to be thrown.
6. Faking a bunt and then swinging (slashing) at the pitch is **NOT** allowed.
7. Big Barrel Bat Rules (2<sup>5</sup>/<sub>8</sub>" or 2<sup>3</sup>/<sub>4</sub>") – 14U & Below: All Bats must be a Qualified BBCOR, USSSA OR be a Wood Bat. Any Big Barrel Bat must have the new USSSA 1.15 marking stamp Or the BBCOR Certification Stamp. No exceptions. All qualifying stamps must be engraved in the bat or painted – no stickers. Any small Barrel Bat (2 1/4") must have EITHER the new USSSA 1.15 marking Stamp OR have written on the barrel Approved for USSSA 1.15.

#### **Defense**

1. Free substitutions on defense. Any 9 of the players in the batting order are allowed to play the field.
2. Any player filling the catching position **MUST** always have the full catching equipment on while receiving the pitched ball in the field.
3. Warming up infielders/outfielders in between innings is allowed – no restrictions.
4. Infield Fly Rules, dropped third strikes are in effect.

#### **Refund Policy**

Every attempt will be made to play all games scheduled – no refunds will be awarded once a single game has been played by each team. Adjustments to the schedule and format may be required in the event of poor weather or other unforeseen circumstances. Please clean up after your teams and keep the dugout areas clean for the next teams.

## 2016 Casey Pohl Memorial Tournament Rules

---

### **Tournament Game Results**

At the conclusion of every game, the winning team must text the final score to Dave Seiffert at 312-273-3718. Example: Chicago Cubs 5 Chicago White Sox 3. Scores will be posted thru Tourney Machine and updated each time a score is sent in along with standings. Final game on Saturday should end by 3pm and scores/update will be posted shortly thereafter. Please check the updates frequently so that the Saturday single-elimination games can begin promptly at 3:30pm.

**Good luck to you and your team. The Palatine Travelers and Palatine Titans thank you for playing in our tournament. Please contact Dave Seiffert at 312.273.3718 ([daveseiffert514@gmail.com](mailto:daveseiffert514@gmail.com)) with questions or concerns**

