

GAME 7 BASEBALL

Indoor Tournament Rules - 2017

9U Division

All Teams must sanction their team online at www.game7baseball.com by creating a Game 7 / Tourney Machine account.

All Teams **must** submit an online Game 7 Official Team Roster & Waiver and bring a copy to tournament check-in prior to the start of a tournament. ***All Game 7 Baseball Tournaments will follow the National Federation of High School Rulebook (except as noted).***

Game 7 Baseball has the right to refuse entry of any team for any reason.

Notice of withdrawal from any tournament must be received in writing at least 3 weeks prior to the start of the tournament to be eligible for a refund (minus \$30 administrative fee). If you withdraw from a tournament within 3 weeks of the start of the tournament, you will forfeit the entire entry fee.

PAID Entries secure your spot in a tournament

****There is a \$50 fee for any returned checks****

All Entry Fees must be paid in full 2 weeks prior to the start of the tournament if paying by check. All entries received within 2 weeks of the start of the tournament, must be paid online with a credit card (processing fees apply).

TEAM CHECK IN: ALL Teams **MUST** check in at least 30 minutes prior to their first game with a copy of their Game 7 Team Roster.

PROOF OF AGE: It is the Managers responsibility to have his players birth certificates or accepted proof of age in the case of any question regarding the age of his players. If questioned, failure to produce birth certificates will result in a forfeit.

PROTESTS: Any PROTEST requires a \$100 cash protest fee at the time of the protest.

What can be protested? Roster Challenges and misinterpretations of the rules. Judgment calls cannot be protested.

At the time of protest, the game will be stopped and a tournament official and/or UIC will be notified to make a decision on the protest. All decisions will be final.

If protest is upheld, the \$100 fee will be refunded.

Roster Challenges: When a team roster is challenged, teams must provide birth certificates or approved identification to determine if a player is eligible. If a player is determined to be an illegal player, that player is ejected from the protested game and becomes ineligible to

participate for the remainder of the tournament. The protested game becomes a forfeit and that team becomes ineligible to participate in Bracket play.

RAIN OUT / REFUND POLICY:

0 games completed = 100% refund (minus \$30 administrative fee)

1 game completed = 50% refund (minus \$30 administrative fee)

2 games completed = No Refund

*Note: \$30 administrative fee will be waived if you choose to play in another Game 7 tournament that you haven't already registered for. *

All Refund checks are issued within 10-14 business days from the last day of the scheduled tournament.

RIVERS EDGE SPORTS COMPLEX:

NO Sunflower Seeds, NO chewing gum

NO smoking inside the building.

NO outside food or drinks may be brought into the building.

NO COOLERS!!

NO sitting or standing behind the net behind home plate

NO molded cleats (tennis shoes or turf shoes only)

GATE FEES:

A daily admission fee of \$3 will be charged at each tournament. (Cash Only)

Uniformed players and 3 coaches are free. Children 12 and under are free.

GAME TIME LIMITS:

6 innings or 1 hour 15 minutes, whichever comes first.

No new inning may start after the time limit has elapsed. A new inning automatically begins after the 3rd out is recorded in the bottom half of the previous inning.

The official game clock starts at the conclusion of ground rules.

All teams must be prepared to start 15 minutes prior to their scheduled game time.

Pool Play games can end in a tie.

In Championship/Bracket play games, if the score is tied after all regulation innings have been played or time has expired, the game will proceed as follows until there is a winner. The last batted out will be put on 2nd base to start each inning, with 0 outs.

Game 7 Baseball reserves the right to alter, change or abbreviate tournament formats, when necessary, in order to complete the tournament.

RUN RULES:

12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.

HOME TEAM: In pool play, the Home Team will be determined by coin toss. The highest seeded team will be the Home Team during Bracket Play and the Championship Game.

LINE-UPS: Each team **MUST** prepare a written line-up, listing first and last names and numbers of all players/subs that are available prior to each game. Line-ups must be given to the home plate umpire at ground rules. Note: Once the line-up is submitted at ground rules, no additions/changes can be made.

Batting Order Options:

- 1) Nine (9) batters
- 2) Nine (9) batters with a (DH), batting 9
- 3) Ten (10) batters with an (EH), batting 10
- 4) Continuous batting order, with free defensive substitution

Note: When batting a continuous batting order, if a player has to leave the game due to an injury/illness and cannot return to the game, he will not be penalized by taking an out in his spot in the batting order. Once that player leaves the game, the player is not eligible to return to the game in any capacity. If the line-up drops below nine (9) players, teams will take an out for the ninth player each time he is scheduled to bat.

Teams may start and finish a game with eight (8) players, but will take an out for the ninth spot in the line-up.

If the line-up drops below 8 players, the game will be considered a forfeit.

RE-ENTRY Rule: Starters may re-enter one time in their original spot in the batting order. Players listed as substitutes removed from the game are ineligible to return to that game.

Forfeits: Recorded as 6-0.

TIE BREAKERS: In Pool Play, if all regulation innings have been played or the imposed time limit has expired and the score is tied, the game will end in a tie.

Pool Play - Tie Breaker Criteria:

- Head to Head (only when 2 teams are tied)
Note: When 3 or more teams are tied, the tie breaker becomes Runs Allowed, and cannot revert back to the previous criteria of Head to Head
- Runs Allowed
- Runs Scored
- Game 7 Points
- Coin Toss

BASEBALLS: Game 7 will provide 4 baseballs for each game.

GAME RULES:

NO cleats, turf shoes or tennis shoes only

Pitching Distance = 46'

Base Distance = 60'

Stealing – Yes, base runners may steal second and third. (No leadoffs, base runners must hold the base until the ball leaves the pitcher's hand)

Penalty for leaving the base early = 1st time - Team warning, 2nd time - base runner is out.

No Stealing Home - Base Runners may advance Home on any attempt to any base by the defensive team. They cannot advance Home on a wild pitch, passed ball or an overthrow back to the pitcher.

Dropped third strike - No

Infield fly rule – No

Balks enforced, 1 warning per pitcher

Maximum runs scored per half inning = 7

Intentional Walks: Any defensive manager/coach or player may instruct the umpire to issue a batter an intentional walk and award the batter first base. This may be done before pitching to the batter or on any ball/strike count. The ball shall be declared dead before making the award.

PITCHING LIMITATIONS:

Coaches will need to turn in a completed pitching chart with signatures after each game.

Teams will track their own pitching and will verify/sign the opposing teams pitching chart.

Once the pitching chart is signed, it will be considered official.

- One (1) day maximum to pitch the next day = 4 innings. The maximum number of innings a player can legally pitch and be available to pitch the next day.
- One (1) day maximum = 6 innings. The maximum number of innings a player can legally pitch in one (1) day.
- Three (3) day maximum = 8 innings. The maximum number of innings a player can legally pitch in three (3) consecutive days.

Days of Rest:

- A player that pitches more than four (4) innings in one (1) day **MUST** rest the next day.
- A player that pitches eight (8) innings in two (2) consecutive days **MUST** rest the next day.
- A player that pitches three (3) consecutive days, regardless of total number of innings pitched, **MUST** rest the next day.

Once the pitcher is removed from the pitching position, he cannot return to pitch in the same game.

****One (1) pitch will count as one (1) inning pitched****

Once a pitcher throws a warm-up pitch, he becomes the pitcher of record.

Penalty: The pitching limit rule is in place to protect pitchers. If a coach violates the rule, there will be NO forfeit. The coach will have to remove the pitcher at that time and the coach will be ejected from the rest of the current game and serve a one (1) game suspension. We will not punish the players for coaches inability to protect the player's arm.

CEILING NET

If a batted ball hits the net on the ceiling before the flags, it is considered a foul and dead ball and cannot be caught for an out.

If a batted ball hits any part of the flags or the ceiling net behind the flags, it is considered live and can be caught for an out.

If a batted ball hits the ceiling net and goes over the outfield fence, it's a home run.

WALLS

Batted balls that are hit off the side walls are live and cannot be caught off the wall for an out.

A batted ball that hits the side wall and goes over the outfield fence is a ground rule double.

COURTESY RUNNERS:

Courtesy runners may be used for the pitcher or catcher of record at anytime. It is recommended to use the courtesy runner to keep the game moving. The courtesy runner must be a player not presently in the line-up. When using a continuous batting order, the courtesy runner will be the last out. If at any time, a courtesy runner is determined to be ineligible, the proper replacement (if available) shall be used without penalty.

Pre-game infield practice will not be allowed in an effort to keep on schedule. NO pre-game pitching practice on the portable pitching mound. There will be space available beyond the outfield fence to warm up prior to your game.

SPORTSMANSHIP:

All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Remember, rule interpretations may be disputed. Judgment calls, especially balls and strikes may NOT be disputed. All ejections will result in banishment from that game and may also result in banishment of the tournament. This is youth baseball, bad sportsmanship will not be tolerated.

Thank You for choosing Game 7 Baseball.

Dave Schmidt & Dave Penning
Game 7 Baseball

