



2017 The BOMC Tournament Rules (9u thru 14u) Age Groups

All Teams Must Be Registered with PBR (Prep Baseball Report) – Teams must pay a one-time fee of \$25
Go To following link to register: <http://www.prepbaseballreport.com/illinois-store/team-registration-1761.html>

TEAMS MUST Supply a copy of their Team Insurance for 2017 and turn in at registration.

Waiver Must Be Signed and Turned in Prior To Start of First Game.

PLEASE ENTER your roster on The BOMC Website – it can be accessed via your account

There will be a \$5 Daily Admission Fee Per Adult Per Day For all Games Played at East Side Sports Complex / Benedictine University / Plunkett Park and Windy City Stadium. Children will be admitted at No Charge when accompanied by an adult.

- 1) Official Playing rules for The BOMC Tournaments will be the National Federation of State High School Rules
- 2) A Players Age on April 30th of the season will dictate his age group for that season.
- 3) Umpires have been assigned to each game. Coaches should treat them with respect. With respect to on-field calls, the decision of the umpires shall be final. Unsportsmanlike conduct could result in ejection and possible forfeit.
- 4) Teams should arrive at least 45 minutes prior to scheduled start time. If previous game finishes early, teams will be asked to start earlier than scheduled. Teams are required to field 9 uniformed players. Teams may play with 8 players. 9th Spot will be considered an out. If the team fails to field enough players the tournament director may issue a forfeit victory with a score of 7-0.
- 5) Home team for pool games shall be determined by coin flip and will keep official scorebook. Either umpire or tournament official must be present for flip. Higher seed will be home team throughout the playoffs.
- 6) Both Teams must sign official scorecard at end of game and turn into tournament official prior to leaving.
- 7) If a tiebreaker is needed to determine playoff teams (wildcards, etc.), the following tiebreakers will be used:
 - a. Overall won-lost record
 - b. Head to Head
 - c. Least number of runs allowed
 - d. Run Differential (+/-8) max allowed
 - e. Coin Flip
- 8) 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 or tournament format.
- 9) **NO SLASHING IS ALLOWED** – If you bunt – you cannot pull back and take a full swing. Batter will be declared out immediately and the play is dead.
- 10) Metal spikes are not allowed on turf fields – East Side Sports Complex / Plunkett Park and Windy City Stadium. Only Turf Shoe/gym shoe or plastic/rubber cleats are allowed.
- 11) No Sunflower Seeds or Shelled Nuts of any kind are allowed in the East Side Sports Complex / Plunkett Park or Windy City Stadium – Includes Coaches / Players / Parents / Fans. Please let everyone know. Possible forfeit if anyone caught with seeds. Please leave seeds at home.



12) Chanting Rule: Singing songs or any other verbiage in the dugout will not be allowed – Teams are allowed to shout only words of encouragement to their own players until the pitcher begins his wind-up or stretch.

Length of Game

Note: Game Times will be strictly enforced!

9u/10u/11u/12u – 6 innings – 1:45 Time Limit

13u/14u – 7 innings – 1:50 Time Limit

Game time starts once umpire coaches meeting at home plate is completed.

No new inning started once time limit is reached FOR ALL POOL GAMES & ELIMINATION ROUNDS. There is no Time Limit on Championship Game.

The home plate umpire or his designee shall monitor the official time. No New Inning Started AFTER AGE GROUP TIME LIMITS. Once an inning starts, it must be completed. The official time is ended when the third out of the bottom of the inning is recorded. If the home team is ahead when the time limit is reached, the game is over and the bottom half of the last inning shall not be played. The Tournament Director reserves the right to modify the time limit for pool games and single elimination games in the event of weather or scheduling issues. There is no time limit in championship games (unless the Tournament Director deems it necessary due to weather or scheduling issues).

EXAMPLE: (All Age Groups)

Scenario 1: Pool Play: If an official game ends (12U) 6 innings and the score is tied at the 1:44 mark...You will play one inning using the California Tie Breaker rule. In Pool Play - after that one inning and the game is still tied, it will go down as a tie.

Scenario 2: Pool Play: If a game ends (12U) 6 innings or less and the score is tied at the 1:45 or more mark....The game goes down as a tie.

Scenario 3: Elimination Games: Bracket Play Games that are tied after regulation or time limit will play one extra inning. If still tied after that, the game will proceed with each team starting with a runner on 2nd base and one out. The runner on second will be the last batted out from the previous inning.

No Metal Spikes are allowed in the 8u/9u/10u/11u/12u Age Divisions

13u and above are allowed to use metal cleats except at Turf Fields noted earlier.

FOR SAFETY REASONS, ALL PLAYERS ON THE ON DECK CIRCLE MOVE TO THE BACK SIDE OF THE BATTER, EVEN IF IT MEANS IN FRONT OF OPPONENTS DUGOUT.



Tie Games

If a game is tied after the time limit expires, the game will go down as a tie in Pool Play. When the regulation innings have been completed, and time remains, we will use the following California Tie Breaker Rule:

Each team will start the inning with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. There will be one extra inning. If the game is still tied, it shall be recorded as a tie.

Intentional Walks

There will be no pitches thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.

Courtesy Runners

Courtesy runners are optional at any time for the pitcher and catcher. The courtesy runner shall be a player not currently in the lineup OR the last batted out. Please use the speed up rule as much as possible due to the time limit of the game. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning (The pitcher or catcher of record). If this situation arises in the first inning and no outs have been recorded, the pitcher or catcher shall remain on the bases until an out is recorded. If you are using a 9, 10 or EH lineup, you must use a substitute not in the game to run for the pitcher or catcher. Same substitute can only run once in any one inning.

Ejections

If a player is ejected during a game, the name of the player will remain in the batting order and count as an out when the batting order reaches that player. If a player or coach is ejected from a game, he will serve a one game suspension. The suspension must be for the next game the team plays. Injuries and Early Departures - If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped with no penalty. Once the injured player leaves the batting order, he is done for the remainder of that game. Early departures count as an out.

Mound Visits

Per NFHS rules, each team is allowed three charged visits to the mound within a game. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the three charged visits are used, every trip to the mound will result in the pitcher being removed. A visit is not "charged" when the manager removes the pitcher from the mound. Remember, charged visits are cumulative for the entire game (visits are not tracked "per pitcher"). There are no restrictions on visits per inning.



MERCY RULES

8U THRU 12U Age Groups:

15 RUNS AFTER 3 INNINGS / 8 RUNS AFTER 4 INNINGS

13U THRU 18U Age Groups:

15 RUNS AFTER 3 INNINGS / 12 RUNS AFTER 4 INNINGS / 8 AFTER 5 INNINGS

All games have a 20-run rule after 2 complete innings (Home Team gets last at Bat, if necessary)

Bats

9u-14u, all bats must have a 1.15BPF stamp and the barrel max diameter will be 2 ¾ inches.

NOTE: IMPORTANT: For Safety Reasons - The Demarini Zen -10 and Demarini Zen -8 Bat is illegal and can not be used. NOT EVEN MODIFIED ZEN BATS! ALL DEMARINI ZEN -10 AND -8 BATS CAN NOT BE USED.

ONLY DEMARINI ZEN -5 IS ALLOWED!

Bat Restrictions

IF YOU ARE USING A -3 BAT, IS MUST BE BBCOR.

14U COMPETITIVE TEAMS CAN ONLY USE A MAXIMUM OF -5 BAT.

14UAA TEAMS CAN USE UP TO -10 AS LONG AS 1.15BPF STAMPED. NO DEMARINI ZEN -10.

ALL BATS MAY BE CHECKED PRIOR TO YOUR GAME. ANY ILLEGAL BAT USED WILL RESULT IN IMMEDIATE EJECTION FOR PLAYER AND MANAGER FOR REMAINDER OF GAME. PLEASE LEAVE ILLEGAL BATS AT HOME.

14U TEAMS ARE ALLOWED TO USE A -5 BAT (MAXIMUM) ...MUST BE 1.15BPF.

If an illegal bat is found to be used, the other team will have a choice to keep the resulting play as is, or declare an out and everyone returns to prior positions.

Example: man 1st, player comes up and hits into a double play. The batter is found to use an illegal bat. The defensive team can opt to take the double play or declare the out and the runner returns to first. The batter and manager are ejected.

C) 15u-18u, all bats must be NHSF approved and have the BBCOR certification mark with a weight to length difference not to exceed -3 ounces.

The slide rule will apply to all age groups. When the defensive player has the ball and attempting to make a tag, a runner must slide or seek to avoid contact. If the runner does not make an effort to avoid contact, he will be declared out. If the act is malicious in the opinion of the umpire, the runner will be ejected from the game.

The fake to third and throw to first move will be prohibited and will result in a balk.

Protests of the official rules will be decided by the tournament director. There is a \$100 cash fee and is only returned if the protest is upheld.



PITCHING RESTRICTIONS / RULES

Coaches are responsible for All Players Pitch Counts and Innings Pitched. The BOMC will not track players pitch counts or innings pitched. It is up to the manager to monitor their players. It is highly recommended that no player pitch more than 10 innings throughout the tournament. If The BOMC sees a player that is being pitched excessively it will be brought to the manager's attention. The BOMC will reserve the right to remove that player if necessary.

9u/10u Age Groups

46ft pitching / 65ft bases **6 innings or 1:45 minutes** Leadoffs, Dropped Third Strike and Infield Fly Rule in effect Stealing allowed anytime. One Balk Warning Per Pitcher

11u Age Groups

50ft pitching / 70ft bases **6 innings **NO New Inning after 1:45 Leadoffs, Dropped Third Strike and Infield Fly Rule in effect Stealing allowed anytime. ONE BALK WARNING - PER TEAM

12u Age Groups

50ft pitching / 70ft bases **6 innings **NO New Inning after 1:45, Leadoffs, Dropped Third Strike and Infield Fly Rule in effect. Stealing allowed anytime. NO BALK WARNINGS - BALKS WILL BE CALLED

13u Age Groups

54ft pitching / 80ft bases **7 innings **NO New Inning after 1:50. Leadoffs Dropped Third Strike and Infield Fly Rule in effect. Stealing allowed anytime. NO BALK WARNINGS - BALKS WILL BE CALLED

14u Age Groups

60ft 6 inch pitching / 90ft bases **7 innings **NO New Inning after 1:50. Leadoffs Dropped Third Strike and Infield Fly Rule in effect. Stealing allowed anytime. NO BALK WARNINGS - BALKS WILL BE CALLED

BAT RESTRICTIONS FOR 14U - 14U COMPETITIVE DIVISION TEAMS ARE ALLOWED TO USE ONLY A -5 (1.15BPF STAMPED) or -3 BBCOR or Wood Bat. Any Bat Greater Than a -5 is considered an illegal Bat.

BAT RESTRICTIONS FOR 14UAA - ARE ALLOWED TO USE UP TO A -10 (1.15BPF STAMPED) OR -3 BBCOR or Wood Bat.

Remember: NO Demarini Zen -10 OR DEMARIN ZEN -8 is Allowed in All age groups.

The batter and manager are ejected for remainder of game. If a team has only (9) Players - The player can continue to play but his spot in the order will be declared an out when his turn comes to bat. If a team has an available substitute, he may be substituted without penalty. Manager Must Sit out Next Game and Player will be allowed to play next game, but not bat. He will be placed at the bottom of the order and skipped without penalty. If a team uses an illegal bat twice in a tournament they will forfeit the game they are playing in (even if they have a lead).



Team Line Ups

- A) Teams may bat a nine player lineup
- B) Teams may bat a 10 player lineup using an Extra Hitter (EH)
- C) Teams may bat a continuous lineup using all present players
- D) Teams may bat 9 and use the Designated Hitter (DH)
- E) Teams may NOT use both the DH and EH in the same game.
- F) When batting 10 with the EH or continuous lineup, teams will have open defensive substitutions.

If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.

Example: Baker is batting 2nd. In the fourth inning Charles enters the game in the 2nd batting position, removing Baker from the game. In the sixth inning Baker re-enters the game but must replace Charles so as to remain in the 2nd batting position. Charles is ineligible for the remainder of the game.

If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position, while not actually playing a defensive position, will be treated as such for substitution purposes.

Example: Baker is the Extra Hitter and batting 2nd. Charles is the catcher and batting 3rd. Baker can become the catcher and Charles the Extra Hitter. Both players would remain in their original batting position in the batting order. When using the Extra Hitter, all players in the line-up may move freely in defensive positions with the exception of the pitching position.

If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up.



If a game is called due to rain, weather, light failure in the case of a night game or other acts of God and cannot be resumed, it is a regulation game if:

For a scheduled six (6) inning game, if three (3) innings have been completed or if the home team has scored more runs in two (2) innings or two and one half (2 1/2) innings than the visiting team has scored in three (3) complete innings or if the home team scores one (1) or more runs in its half (1/2) of the third (3rd) inning to tie the score.

If a regulation game is called with the score tied and one (1) or more innings has been completed beyond three (3) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the third (3rd) inning.

Games that cannot be declared a regulation game by the above shall be a suspended game.

For a scheduled seven (7) inning game, if four (4) innings have been completed or if the home team has scored more runs in three (3) innings or three and one half (3 1/2) innings than the visiting team has scored in four (4) complete innings or if the home team scores one (1) or more runs in its half (1/2) of the fourth (4th) inning to tie the score.

If a regulation game is called with the score tied and one (1) or more innings has been completed beyond four (4) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the fourth (4th) inning.

Games that cannot be declared a regulation game by the above shall be a suspended game.

All games that for any reason cannot be declared a regulation game pursuant the above rules shall be a suspended game. A suspended game when resumed, will resume from the exact point of suspension. The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

The game ends when the visiting team completes its half (1/2) of the last inning if the home team is ahead.

The game ends when the last inning is completed, if the visiting team is ahead.

If the home team scores the winning run in its half (1/2) of the last inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored.

If the last batter in a game hits a home run out of the playing field, the batter-runner and all runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate.

A game shall be forfeited to the opposing team when a team: Fails to appear upon the field, or being upon the field, refuses to start play within one (1) minute after the umpire has called "Play" at game time unless such delayed appearance is, in the umpire's judgment, unavoidable;

Employs tactics palpably designed to delay or shorten the game; Refuses to continue play during a game unless the game has been suspended or terminated by the umpire;

Fails to resume play, after a suspension, within one (1) minute after the umpire has called "Play";



Weather Cancellations

If tournament is fully cancelled due to weather, entered teams will be entitled to full credit to another The BOMC Tournament. If your team plays only one (1) game due to weather, you will be given a 50% credit towards a future The BOMC tournament. The credit, if no room is available for current year, credit will be allowed for following year. Credits may be transferred to another team. BOMC must be notified on transfer. No refunds/credits if 2 or more games are played.

Updated weather information is available at website: www.thebomcil.com - click on game day results.

BEFORE YOUR FIRST TOURNAMENT GAME, please perform the following:

- *Have your "Official" The BOMC finalized roster/waiver printed and signed by parents. Must be turned into the tournament director prior to your first game. No individual is allowed to play in tournament if they do not have parent's signature on waiver/roster.**
- *Once roster is turned in and you have started your first game, your roster is frozen. No new player may be added.**
- *Make sure you have a copy of your teams insurance and it is turned in with above paperwork. If you are playing at Benedictine, It would be helpful and appreciated if you include Benedictine University as additionally insured. 5700 College Road, Lisle, Illinois 60532**
- *Bring copies of your player's birth certificates to the tournament. If there is a question on a players age, will be required to prove it.**

Any player not on the roster has no insurance rights and assumes full personal liability at a The BOMC sponsored event. Each team must provide insurance documentation with a one million dollar (\$1,000,000) liability minimum.

Rosters should never exceed twelve (12) players during the tournament. If you have more, note that only 12 awards will be given. If a team has more than 12 players, please inform the tournament director.

Good Luck! Any questions please contact me.

Thanks

Don May

The BOMC

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