



## The BOMC

### OFFICIAL TOURNAMENT RULES 15u/16U/17U/18U AGE GROUPS

Presented by - The BOMC

#### Rules:

Unless stated in these rules, we will be going by NFHS rules on all items.

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.

#### Pre-Game/Post Game:

There will be a pre-game meeting 5-10 minutes prior to start of game or upon completion of prior game.

Umpire/Tournament Director will go over ground rules at this time. Also, each team will need to state their choice of lineup.

Lineup cards should be given to opposing team and umpires and should include players' number and last name(s). Only the manager will be allowed to speak to the umpires before, during, or after the game. No exceptions unless another coach is serving in the role of manager due to not-at-game or ejection. After the game, each manager will be required to sign a scorecard that will be handled by the umpire which will include final score. Each team needs to carefully check the card before signing. Once it is signed and turned into a tournament official it becomes official. We will not go back to scorebooks. Be prepared to start early. **If a game ends early, you may be asked to start early. Make sure you arrive ahead of your scheduled game at least 45 minutes to properly warm up and start. If you are asked to start early by tournament official, you will start early.**

NO EXCEPTIONS!

We also ask that as soon as game is completed, each team quickly pick up their equipment and trash in the dugout, and exit the dugout so the next team can enter. No meeting will be allowed on the field after games are completed. All games will be 7 innings with no inning starting after 1:50 hours. Pool games can end in a tie. Extra innings can be played in pool game only if time is still left on the clock. Tie games in bracket play will be played by California Tie Breaker: Man on 2nd, 1 out and batter starts with a 1 and 1 count. No Time limit in championship game. During tournament play, we will institute a no chanting rule when pitcher is on rubber. Failure to comply is ump's discretion on penalty. **NO ALCOHOL or SMOKING is allowed to be brought to any high school or collegiate field. It is against the law and you may be prosecuted if liquor is brought on any high school campus. LEAVE the liquor at home. You can go a game or two without. DO NOT BRING INTO ANY HIGH SCHOOL CAMPUS.**

**NO SLASHING IS ALLOWED** - If a player decides to bunt and pulls back and swings he will be declared out. **BALKS WILL BE CALLED.** IHSA States that ALL Catchers Must Have a (1) Piece Helmet - This will be enforced - Please make sure catcher has one piece mask - No Exceptions. This is done for safety.

**Lineup Rules:**

In pre-game meeting, each team must declare their lineup intentions to both umpire and opposing team.  
Each team has 4 choices:

1. Bat and Play 9 Players- Under this scenario, a team would bat 9 players only. Bench players can enter the game by substituting them into a position in the lineup. The starter can reenter the game, only in the same position that the bench player replaced them. The bench player is out for the rest of the game once removed.
2. Bat and Play 9 Players with an Extra Hitter- Basically the same as above with an extra hitter who can be freely substituted in the field.
3. Bat and Play 9 Players with an Extra Hitter (See Above) and an EX (EX Player /Who Can Only be a Batter ) and a DH. (This way more players play).
4. Continuous Batting Order- Everyone bats and free substitution with all players.
4. Teams are allowed to use a DH (Designated Hitter) and an EH (Extra Hitter) and an EX (Extra Batter) if they choose. Lineups must be declared at the beginning of a game and used throughout. Designated Hitter is allowed for any player. only if team opts to use the DH. Extra hitter and EX Player may be used by team if they choose to do so but it is not mandatory. Designated runners for pitchers and catchers is OK if done IMMEDIATELY. PITCHER AND CATCHER OF RECORD. If they do not run immediately, designated runner is not allowed. All games will use the high school enter/re-enter rule on substitutions.

Once a lineup is declared, it must remain that way for the entire game.

**Pitching Rules, Distances:**

Pitching and Base distances will be as follows:  
15U & Above - 60'6"/90.

**PITCHING RULES**

No Restrictions. Managers Discretion on how many innings a player pitches in any one game.

**Slaughter Rule: APPLIES FOR ALL GAMES INCLUDING BRACKET AND CHAMPIONSHIP GAMES.**

**Games going 7 innings, the slaughter rule is as follows:**

- 15 runs after 3 innings
- 12 runs after 4 innings
- 8 runs after 5 innings

**Tiebreakers:**

- 1. Overall Record
- 2. Total Runs Allowed
- 3. Run Differential with a max/min of +/-8
- 4. Head to Head Only if Runs Allowed & Run Differential are tied.
- 5. Coin Flip

### **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 (if batting continuous). 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, you must have a substitute to play for him or an out will be declared if his turn comes up in the order. **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.

**ALL BATS MUST BE BBCOR / -3.**

### **Managers' Responsibilities:**

The manager is being held accountable for all issues including signing scorecards, crowd control, players attitudes, and anything that comes up with his or her team. We are striving for sportsmanship throughout all games and expect managers to be on board with this.

### **GAME TIMES**

**TIME STARTS RIGHT AFTER THE UMPIRE MEETS WITH THE COACHES AT HOME PLATE BEFORE THE GAME BEGINS. UMPIRE IS OFFICIAL TIME KEEPER. GAME CHANGER OR ANY OTHER SOFTWARE IS NOT. REMEMBER, UMPIRE HAS THE OFFICIAL TIME.**