

Frankfort Force 9U Spring Classic

Main and Commissioners Parks

CHECK-IN/ROSTERS

All teams must check in before their first game. Teams must submit a copy of their roster with the players' name, number, and birthdate on **TourneyMachine**. All teams will need to show proof of insurance prior to first game and have a copy of every rostered players birth certificate on hand at each game and shown to tournament official if requested.

CONTINUOUS BATTING ORDER / PLAYER FIELD PLAY

Teams must bat all rostered players in uniform (unless injured). Teams must bat a minimum of nine. Teams may start and finish a game with eight players. If, for any reason, a team cannot bat nine, an automatic out will be declared at the end of the lineup. If a team starts with more than nine but a player is removed because of an obvious injury, that spot in the lineup will not be an automatic out. An injured player cannot return to the lineup if he has been removed. If a player arrives late, that player will be added to the end of the lineup. All players must play 3 innings in a 6 inning game.

Field Dimensions

60' Bases 44" Mound

EQUIPMENT

-All Bats must have The Official USSSA / BPF 1.15 Stamp on the Handle / Barrel

-There is NO Restriction on Barrel Size

-All Senior League / Big Barrels allowed

-Wooden Bats are allowed and there are no restrictions on Wood Bats

-BESR stamped bats are illegal and cannot be used

-The following bats are not permitted:

Marucci Cat5 MCB2 33/30 BBCOR

Nike BT0636 CX2

2017 DeMarini CF Zen Balanced 2 5/8" (-8) 29"/21 oz, 30"/22 oz, 31"/23 oz, 32"/24 oz;

2017 DeMarini CF Zen SL 2 3/4" (-10) 28"/18 oz, 29"/19 oz, 30"/20 oz, 31"/21 oz; 32"/22 oz;

2017 DeMarini CF Zen Zero Dark 2 3/4" (-10) 29"/19 oz, 30"/20 oz;

2017 DeMarini Custom CF Zen 2 3/4" (10);

2017 DeMarini Custom CF Zen Balanced (-8)

Illegal Bat Penalty for All Ages: It is the responsibility of the Head Coach to insure the bats used by players meet the requirements of the published bat rules. A batter is in violation of the rule when said batter steps into the batter's box with an illegal bat. An illegal bat must be pointed out to the umpire prior to the first pitch to the next batter, or before all defensive players leave fair territory.

Penalty: The batter is out. All outs recorded during the time at bat count. Runner(s) will not be allowed to advance on a batted ball. The bat must be removed from the game and the player will be ejected for the remainder of the game. If there are two (2) infractions by the same team during a game, the team's Head Coach will be ejected.

PITCHING

- One pitch will constitute an inning.
- A pitcher can throw no more than 3 innings per game.
- No restrictions on innings for the tournament. Re-entry in the pitcher position is not allowed in a game if he is removed.
- No balks will be called
- Dropped third strikes will not be in effect, however runners may advance on wild pitches/passed balls on strike three – including stealing home.

GAME RULES/SPEED UP RULES

Full baseball rules apply subject to the following modifications:

- Infield Fly Rule is in effect
- No balks will be called
- Dropped third strikes will not be in effect, however runners may advance on wild pitches/passed balls on strike three – including stealing home.
- Stealing is allowed as ball crosses the plate.
- Stealing on passed balls is allowed including scoring at home.
- Running for the pitcher and catcher is optional at any point. The replaced catcher and/or pitcher must catch/pitch the next inning. The last batted out will be the runner. No courtesy runners in the 6th inning or in extra innings.
- Intentional Walks** No pitches will be thrown for an intentional walk.
- Forfeit score will be 7-0.
- No slash bunts will be allowed. At no time may a batter show bunt then pull back and swing away. The batter will be called out and ejected from the game. The batter's spot in the order will be an automatic out for the rest of the game.

RUN RULE/COMPLETED GAMES

All games will be 6 innings. No new inning can begin after 1 hour and 45 minutes after the start of the game. All innings started will be completed. No time limit for championship game. A game will be considered complete if 3 innings have been completed or 2 1/2 if home team is winning. All games that have not reached this point, due to weather problems, will be considered suspended. Mercy rules will be 15 runs ahead after 3, 12 after 4, 10 after 5.

EXTRA INNINGS AND TIE GAMES

If a game is tied at the end of regulation, additional innings may be played until the time limit is reached. For extra innings, the following rules apply. Each team will start with the last batter from the previous inning on 2nd base and 1 out. The batter will start with a 1-1 count. If no winner is determined and the time limit is reached, the game will be considered a tie, unless it is an elimination game.

SLIDE RULE

No Contact Rule:

- a) There is a "No Contact" Rule in effect at all bases if a play is being made on the Runner.
- b) The Base Runner will NOT be ruled out for not sliding, if in the Umpire's judgment the runner made the effort to avoid the tag and or contact.
- c) If in the Umpire's judgment, a Base Runner intends to injure, makes malicious contact or whose actions are considered to endanger any player on the field, the Runner will be called OUT and EJECTED from the game.

TIE BREAK RULES FOR PLAYOFF SEEDINGS

1. Overall Record
2. Head to Head – Only if two teams are involved and they played each other.
3. Runs Allowed - If three teams tied for one spot, the team with the least amount of runs allowed will advance. If three teams tied for two spots, the teams with the least and 2nd least amount of runs will advance.
4. Run Differential
5. Coin toss
6. Tournament director reserves the right to alter bracket play seeding to ensure two teams that played in pool play don't play their first elimination game vs each other

HOME TEAM The home team will be decided by a coin flip for pool play games. The higher seed will be home team in playoffs. Teams can choose either dugout

SCORECARDS

The home team each game will be in charge of texting the final score to the tournament officials.

This number is 815-341-3401.

Example:

Game #4 on C3 Cubs 7 Reds 2

REFUND POLICY

0 games completed: 100% refund

1 game completed: 50% refund


2 games completed: No refund

**Pool Play, Bracket Play and Tournament format can be changed at any time due to weather delays in an effort to complete the Championship round.

MISCELLANEOUS ITEMS

-Any player or coach ejected from a game will be suspended for the following game.

-All teams and fans must adhere to local park policies.

 There is NO SMOKING at all Frankfort Park District Parks

-Batting cages may be available prior to games- Commissioners Park Only

-There will be no infield practice before games.

- Teams are allowed to warm up in the outfield area if the time allows. Never do flip drills into fences or step on foul lines.
- Please direct all other inquiries to a tournament official. A tournament official can modify time limits in the event of weather or scheduling problems.
- Protests must be made to a tournament official at the time of the play. Umpires' judgment calls cannot be protested.
- The Tournament Director may modify the number or length of games when necessary due to weather, field conditions, or scheduling issues. This includes modifying the time limit if games get delayed
- The Tournament Director shall have the right to modify rules as he deems necessary and the decisions of the tournament director and/or interpretations of the rules as made by the tournament director are final.