

2017 CASEY POHL MEMORIAL BASEBALL TOURNAMENT
11 & 12 YEAR OLD RULES AND REGULATIONS

GENERAL RULES

1. The following materials need to be submitted prior to **May 17th**. Otherwise, please drop off the materials at Hamilton Park (under Gazebo – center of park) prior to your first game:

1. Valid certificate of insurance.
2. Team roster/waiver needs to be signed by each player's parent, including players' full names, jersey number and date of birth. Please also include coach's cell phone number. Please note that all players must have **UNIQUELY** numbered jerseys.
3. Additionally, managers must be able to provide birth certificates at any time during the tournament if a player's age comes into question.

The roster/waiver form is also available via the tournament website at www.cpmemorial.org.

Teams that do not submit documents by **May 17th** must turn in their documentation at Hamilton Park at least one hour before their first game.

2. Official rules follow those used by the Illinois High School Association (IHSA) Baseball Rules Book with the exception of the modifications spelled out in this document.

3. All teams may roster a maximum of 15 players of eligible age.

Age Restrictions:

- 11U: Players cannot turn 12 before May 1, 2017
- 12U: Players cannot turn 13 before May 1, 2017

Every coach **MUST** carry birth certificates with them at all times. **We will NOT be collecting birth certificates. The tournament committee will assume age** compliance and will trust the integrity and honesty of each team. If the head coach chooses to challenge the age of a player, he must provide \$100.00 cash to the tournament director and the tournament director will then request birth certificate.

- The team being challenged, that head coach will have 30 minutes to provide birth certificates for all players on his roster.
 - If the team is found with an illegal player, that team will be **KICKED OUT** of the tournament and will forfeit all games with a score, 7-0.
 - If the head coach cannot produce birth certificates within 30 minutes, the team will forfeit the game challenged. They will forfeit all games until birth certificates are produced.
 - If the player is found legal, the coach protesting will lose their \$100.00.
4. Each team will play three (3) teams in seeding games. Final seeding for Sunday will be determined by overall won-loss record and tie-breakers.

For 11U, the top 6 teams will advance after pool play with the top 2 of the 6 receiving a 1st round bye for Sunday's single elimination playoffs (see tie breakers). Playoffs will then be run as follows:

- Game A - Seed 3 plays Seed 6
- Game B - Seed 4 plays Seed 5
- Game C - Seed 1 plays winner of Game B - Semi Finals
- Game D - Seed 2 plays winner of Game A - Semi Finals
- Game E - Winner of Game C vs Winner of Game D- Championship Game

The highest seeded team will be the home team for all play-off and championship games.

For 12U, the top team from each of the 6 Pool's and 2 wild cards (see tie breakers) will advance to Sunday and then be seeded for Sunday's playoff round, which is single elimination. Pool winners will be seeded 1-6 followed by the wild cards at 7-8. Playoffs will then be run as follows:

Game A – Seed 1 vs Seed 8

Game B – Seed 2 vs Seed 7

Game C – Seed 3 vs Seed 6

Game D – Seed 4 vs Seed 5

In the semi-final round:

- Winner of Game A will play the winner of Game D
- Winner of Game B will play the winner of Game C
- The winners of the semi-final games will play in the championship game

The highest seeded team will be the home team for all play-off and championship games.

6. If the number of teams in each division changes for any reason, the tournament directors will make the final decision on updating brackets and scheduling.

7. Tie breakers will be resolved in the following order:

1. Won-loss record
2. Head-to-head competition (if all tied teams have played each other)
3. Least runs allowed for the tournament
4. Run differential for the entire tournament
5. Total runs scored
6. Coin toss

Note: if a forfeit (counted as a loss) is involved in any of the tournament games, "least runs" above becomes average runs per game allowed, and "run differential" becomes "average run differential per game".

8. Unsportsmanlike Conduct Rule: No player, manager, coach, scorekeeper or spectator will heckle, use profanity or exhibit unsportsmanlike conduct towards opposing team players, manager, coaches, or umpires. In addition, no player shall throw bats, gloves, helmets or equipment. If such behavior occurs, a team will receive one (1) warning per game. On the second

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such occurrence in a game, the umpire will eject the offender(s) from the game. If unsportsmanlike conduct continues after an ejection, the offending team will face forfeiture as decided by the umpire and tournament committee.

9. Chanting, singing or other sounds are not permitted while a pitcher is in his motion. Normal "positive" cheering from the bench for one's own players is always encouraged.

10. There will be NO USE OF TOBACCO PRODUCTS or DRINKING OF ALCOHOLIC BEVERAGES on or adjacent to the playing fields. The Palatine Park District does not permit any alcohol on its property, including the parking lots.

11. Palatine Youth Baseball and the tournament committee reserve the right to enforce, clarify, alter or modify any of these rules prior to or during the 14th Annual Casey Pohl Memorial Baseball Tournament.

12. Each team has a three game minimum guarantee, weather permitting. **In the event that any team is** not able to play two games due solely to weather (at the discretion of the tournament director), that team will be entitled to a \$100 refund if one game is played and \$300 if no games are played. Teams will be subject to rescheduling at the discretion of the tournament director within a reasonable timeframe. If a reschedule time is offered within a reasonable timeframe (no later than Sunday May 22nd), no refund will be made.

13. Eight (8) players are needed to avoid forfeiture of a game. If a team cannot field a team of eight players within 10 minutes after the official scheduled start time, the game is forfeited.

14. Teams will not be allowed on the infield prior to game time so that the field can be prepped. However, if the infield is prepped and ready for play at least fifteen minutes ahead of the scheduled game time, then each team may take 7 minutes of infield practice only.

PITCHING RULES

15. A pitcher can pitch no more than three innings (9 outs) per game. There are no limits for the tournament. However, we ask that coaches use the proper discretion and not overuse their pitchers throughout the tournament in order to protect the player's arms and future in playing baseball.

16. A pitcher must be removed on the second trip to the mound in an inning. A pitcher gets 5 warm-ups before each inning. Relief pitchers will receive a maximum of eight (8) warm-up pitches.

17. Each pitcher will be given one (1) balk warning per game. Following the first warning, ALL balks will be called on that pitcher.

18. A pitcher must be removed if he hits three (3) batters with a pitched ball in the same game.

19. Pitchers may not wear white wristbands, a white or grey batting or fielder's glove or a white long sleeved undergarment.

20. Intentional walks may be awarded by having the catcher or coach request that the batter be awarded first base. This may be done before pitching or on any count. Ball is dead during the award.

21. Breaking Ball Rule: No curve balls or slider permitted. If an umpire concludes a curve has been thrown, the pitch may be declared a “ball” and the ball ruled dead at the umpire’s discretion. Change-ups and knuckle balls are allowed.

PLAYING RULES

22. The jersey/shirt of all players must be tucked into their uniform pants when on the playing field and caps squarely facing forward. No jewelry permitted except for that which is medically required. Each player shall wear a unique numbered jersey and must wear that same number for the entire tournament. A player cannot play without a numbered jersey.

23. All players must wear protective athletic supporter and hard cup. All batters and base runners must wear protective helmets and keep them on while on the playing field. Catchers are required to wear appropriate protective equipment. No metal cleats are permitted.

24. Umpires’ decisions are official and final! No protests of any type will be allowed.

25. Home team to be determined by flip of coin except in all play-off, consolation and championship games, where the higher seed is the home team.

26. Bases are 70 feet and pitching distances are 50 feet for 12U players; 48 feet for 11U players.

27. All bats allowed up to 2 ¾” diameters unless determined to be cracked or otherwise flawed upon inspection by the umpire. The Palatine tournament adheres to the USSSA bat standards of 1.15 bpf. If an illegal bat is used, the batter shall be called out.

28. Speed Up Rules: With two outs, the catcher for the upcoming inning must be substituted with a courtesy runner (the most recent out) if on base. Running for pitchers is optional with two outs.

29. Time Limits: No new full inning will be allowed to start later than 1 hour and 50 minutes after the start of the game. A new inning starts the moment the previous one ends, i.e., there is no possibility of stalling. Once an inning has been started it must be played to its completion. Start time to be determined by umpire after first pitch. The only exception will be the semi-finals, the consolation and championship game, as no time limit will be placed on these games.

30. Inclement Weather Rule: If a game is started and not fully completed due to inclement weather, it becomes official after 4 innings (or 3 ½ if the home team is ahead).

31. Tie-Game Rules: If a game is tied at the end of regulation play (6 innings), the following tie-breaker rules will take effect: each subsequent inning will start with one out and a runner on 2nd base. The player who made the last out in the previous inning will take his place on second base and the next batter will bat with one out (assessed to no particular batter) and each inning will be then played to its natural completion. Play will continue each inning in this manner until a winner is determined OR the 1 hour 50 minute time limit is reached. Thus, a game CAN end in a tie, in which each team will be awarded ½ of a win. NOTE: This tie-breaker rule and the 1 hour 50 minute time limit will not apply in semi-finals and championship games.

32. Slaughter Rule:

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

In bracket play, Run Rules will remain in effect until the Finals. In the Finals there will be only a 10 run rule after 4 innings.

33. All games are to be six (6) innings in length unless time limit or slaughter rule is in effect or called due to inclement weather.

34. Each team must provide a scorekeeper. Before the start of the game each manager must provide the opposing manager with a completed batting order for that game. This must include the players' names and jersey numbers. Each team will keep an accurate scorebook. Scorekeepers should check the score at the end of each inning. The home team scorebook is the official book and will be used to resolve any disputes.

35. Regarding appeals, if a runner leaves a base early after a caught fly ball, line drive, or pop up, the umpires will call the runner out if they see the infraction. In addition, the defensive team's manager or a defensive player may call time out and verbally request an appeal from an umpire after a play is complete.

36. Contact Rules: Runners should slide whenever possible to avoid contact. If there is contact between a runner and a fielder, and in the umpire's judgment the contact interfered with the fielder making the play, the runner will be called out. If there is contact that in the umpire's judgment was deliberate or malicious, the runner will be called out and ejected from the game. Incidental contact, which in the judgment of the umpire did not affect the play, will result in no action. Umpire decisions are final.

37. Unlimited substitutions are permitted except for the pitcher, who once removed cannot be reinserted as the pitcher in that game.

38. If a player must leave in the middle of a game, due to injury or illness, his place in the batting order will be simply skipped. Late arriving players must be put at the bottom of the order and must be announced to the umpire and opposing team before entry into the game.

39. If a player is ejected from the game, his place in the batting order will be recorded as an out for all subsequent at bats.

40. A continuous batting order is in effect and all uniformed players must bat.

41. Infield fly and dropped third strike rule apply.

42. If a batter shows bunt, he cannot fake the bunt and swing away. This will result in the batter being called out and a dead ball.

43. Only players in uniform, manager, three coaches, and a scorekeeper are allowed in the dugout.

44. Anyone under the age of eighteen (18) must wear a catcher's mask and protective supporter and cup while warming up a pitcher whether on or off the playing field.