

## 2018 Schererville Baseball 8U Memorial Day Tournament Rules

**Cal Ripken Baseball Rules will govern tournament play. The following local rules will also be enforced which may or may not contradict Cal Ripken Baseball Rules:**

**All teams must check in with the tournament director 30 minutes prior to the start of their first game. You must provide a valid certificate of insurance, team roster and birth certificates to be verified at this time. Each manager will hold their copies of birth certificates for the duration of the tournament.**

**Age:** The player's age on **April 30<sup>th</sup>** determines their age for the Tournament. Birth certificates must be available upon request by SBL tournament officials.

**Dimensions:** 60' bases and 42' pitching rubber.

**Bat Size:** The bat may not exceed 33" in length, and the bat barrel may not exceed 2 5/8" in diameter. 2 5/8" barrel non-wood bats marked BPF 1.15 or USA will be allowed. Wood 2 ¼" barrel bats are allowed. – No limit on Bat Length/Weight Differential.

- **Cal Ripken Division – Fake Bunt – Slash Bunt** *\*Effective 2015 Tournament Season\** – A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting (slap-hitting) the ball. **Penalty:** Batter is out, the ball is dead, no runners may advance.

**Innings:** 6 innings or 1hr 45 min time limit in pool play – 2 hour time limit in Bracket play. – No time limit in championship games. There is a 10-run rule after five innings. 15-run rule after four innings. There will be no extra innings in the event of a tie at the end of 6 innings or time limit in pool play. The game will be scored a tie. Any game that is interrupted by inclement weather for 30 minutes or more will be considered complete if at least 3 innings have been played. In the event three innings have not been played, the game will be suspended and resume at the point in which it was suspended subject to the remaining time limit. In the event of a tied score after three innings where the game is stopped due to weather, the game will be scored a tie. SBL officials reserve the right to change the schedule and time limits due to inclement weather.

**Run Limit:** There will be a 7 run limit per inning by any team.

**Time limit:** The time limit begins with the first pitch of the game. A new inning begins when the final out is made in the previous inning. No new inning may start if time limit expired during previous inning – unless there is a tie score. The umpires shall inform the head coaches of both teams when the time limit approaches.

**Extra Innings in Tournament Play:** In the event a game is tied, either at the end of 6 innings or at the time limit during tournament play, the Modified California Tiebreaker will be used to break the tie.

### **Modified California Tiebreaker:**

The last due up\* in the order for the extra inning is placed on second base and the inning is played with no outs. There will be no courtesy runners allowed in extra innings. Each team will have three outs for their turn at bat. The game will be played with both teams taking their appropriate turns at bat until the tie is broken.

**\*Clarification on "last due up":** If the 4<sup>th</sup> batter in the lineup is the next due up, the last due up in that inning is the 3<sup>rd</sup> batter in the lineup, which is placed at 2<sup>nd</sup> base to start the tiebreaker inning. The last due up represents the last player to bat before the entire lineup has hit in the inning.

**Coin Flip/Scorebook:** The Home team will be determined by the flip of a coin during pool play. Home team will be determined by the higher seed in tournament play. Line-ups are to be presented to official scorer ½ hour before game time. Please list full names with uniform number. The HOME team scorebook is the official book. Please alert umpires to a scoring discrepancy on the scoreboard immediately. Umpires should verify the score at the conclusion of each inning.

**Umpires:** Umpires will be assigned by SBL. **All umpire decisions are FINAL.** No appeals or protests allowed. Please show respect to all tournament umpires, officials, coaches & members of opposing team - encourage sportsmanship.

**Warm-ups:** Instruct all players to warm-up in the outfield prior to the game. New pitchers shall be allotted a maximum of 8 warm-up pitches, 6 pitches for a returning pitcher. An infield/outfield ball is allowed for the defense between innings. Try to minimize time spent between innings - encourage all players to hustle on and off the field. No pre-game warm-up allowed on the infield. Coach's note: Prepare incoming pitchers by having them warm-up on the sidelines during innings. **Warm-up catchers MUST wear a mask.**

**Players:** Each team must have at least 9 players to begin a game. If a team cannot field 9 players to start a game, a forfeit will be called. A forfeit will also be called if a team has less than 8 players at any time when they have to take the field on defense. Any forfeited game will remove the team from the remainder of the tournament, unless there are extenuating circumstances. The on-site SBL Tournament Director will make rulings on these matters.

**Conduct:** Throwing the bat and/or helmet or any other equipment either intentionally or unintentionally will result in a player warning on the first occurrence, and then removal from the game if the action is repeated. Any ejected player or coach will have a one game suspension immediately following the game the violation occurred.

**Pitchers:** Pitchers are allowed 6 innings pitched in any two successive games. For example, a pitcher could pitch 4 innings in game 1, 2 innings in game 2, and then 4 innings in game 3. One pitch constitutes an inning of pitching. Pitchers may not re-enter to pitch once removed from the pitcher position. Head coaches will be responsible for tracking pitcher's innings. Violation of this rule will result in forfeiture of the game and removal from the tournament. An intentional walk can be granted by informing the umpire (do not need to throw any pitches). Pitchers must be removed upon the second visit to the mound or field by any coach in the same inning. If a coach calls time, and crosses the foul line to confer with any player, this will be considered a visit for that inning.

Pitcher must be removed if he hits two (2) batters in one (1) inning or three (3) in a game.

**Balks: NO BALKS**

**Drop third strike: There is NO drop third strike.**

**Substitution:** Teams can allow 9 through the entire roster to bat in their lineup. (No DH) Teams that choose to bat the entire roster will have free defensive substitution during that game. Any player starting in the lineup but not in the field is an EH and is considered a defensive starter for substitution purposes. It is each team's responsibility to check the opposing team's lineup prior to the start of the game and call for a tournament official if there is an issue. Injured or sick players can be skipped in the batting order without penalty. Any player skipped in the batting order is no longer eligible to play in that game. **If a team drops below 9 players in the batting order, the last vacated spot will be declared an out any time that spot is scheduled to bat.**

**Stealing:** Once the pitch has crossed home plate. There are no lead offs. Base runners will be required to return back to a base once the pitcher steps on the mound. Play will be considered dead once the pitcher has the ball and is within the radius of the mound indicated on the field. Base runners are allowed to advance one base per pitch on a non-batted ball. If the player attempts to advance past the initial base allowed, that player is subject to be put out by the defense. If said player is not put out by the defense, it is the umpires responsibility to send player back to the last base he safely made it to. Players are not allowed to advance home on a steal, passed ball or wild pitch. They are only allowed to advance on a batted ball, walk or hit by pitch situation. Any player who attempts to advance on a non-batted ball and is out, the out stands. If the player is safe, then the player is to return to the previous base. Any player on base that is affected by this return will be forced back to their previous base as well.

**Base Runners:** Courtesy runners for the Catcher can be done with two outs. The last out recorded in the scorebook will be the courtesy runner. **Slide to avoid contact with a defensive player.** Malicious contact can result in injury and also ejection from the game. Any intentional attempt to dislodge a ball from a defensive player will result in the base runner being declared out.

**Safety: No Metal Spikes.**

**Lightning:** SBL relies on The Schererville Parks Department's early warning system. Activation by the system will cause the games to be suspended immediately. There will be a minimum 30 minute wait before resuming play per Schererville Parks Dept. warning system.

**Tiebreakers for seeding tournament play:**

1. Head-to-Head game
2. Fewest runs allowed
3. Run Differential (Max of +/-10 runs per game)
4. Most runs scored
5. Coin flip

**No DOGS or ALCOHOL at SBL fields.**

**Please clean up the area around your dugout at the conclusion of each game.** Food, drink and snacks are available at the Concession Stand. No carry-ins please. Additional information, including field conditions, weather updates, etc will be available at [www.scherervillebaseball.org](http://www.scherervillebaseball.org).

**Tournament director shall make all final decisions on items that are not covered in these rules.**