

# Orland Park Lightning Tournament

## 2018 Rules and General Information

1. **Please check in at the registration tent with your team roster, birth certificates and your certificate of insurance before your first game.** Girls can be rostered on only one team. Max 15 girls per roster.
2. **No A or B Level Travel Ball Teams or players allowed.** Only girls from your In-house Rec team can be rostered on your team. Any team identified as a A or B travel team or having A or B travel ball players on their roster will forfeit all games and be eliminated from the Tournament without refund of entrance fee.
  - *“A or B Level Travel Team or Player” is defined as any team or player competing regularly in A,B, or Open level tournament. Exceptions may be made for players cut from an A or B Level Team with prior approval from the Tournament Director. All exceptions must be requested by June 15, 2018.*
3. It will be the responsibility of both team managers to report the game score to the umpire immediately after the game.
4. In the event of inclement weather, the Tournament Director reserves the right to change the time of the game, the time limit, order of play, and any other action deemed necessary to complete the tournament. Managers are responsible for maintaining contact with the Tournament Director for scheduled changes. **A link for the Tournament Website will be emailed to all of the Teams for latest scores and schedule changes.**
5. In Pool Play no new inning will start after the 1 hour and 15 min time limit. There will also be a 1 hour 30 minute Drop Dead time limit in Pool Play only. The score will revert back to the score of the last full inning, unless the Home Team is winning. Once the Home Team takes the lead after the 1 hour and 15 min mark the game is over. Pool Play games may end in a tie. In Elimination Play, no new inning will start after the 1 hour and 30 min time limit, but you will finish the inning, there is no Drop Dead Limit. The international tie breaker will apply after the 1 hour and 30 min time limit and inning expires. The Championship and Consolation games will have no time limit; play all innings with international tie breaker taking effect after regulation play.
6. The mercy rule is 10 runs after the losing team has batted 5 times (12U & 14U), 4 times at bat at the 10U division. 5 runs max per inning and 15 runs after the losing team has batted 4 times at the 8U division
7. Free substitution and re-entry is allowed for all player position.
8. One pitch by a pitcher constitutes an inning pitched.
9. **Maximum of 3 hit batters per pitcher per game.**

10. *Lead-offs are allowed upon the release of the ball from the pitchers hand, no warning will be given for violations. Lead-offs for 8U and 10U limited to 8ft. No limit for 12U and 14U.*
11. **Games will be played with 10 players on the field at the 8U, and 10U level. The 8U level can have up to 7 players inside the infield, which would leave 3 players in the outfield. The 10U division can only have up to 6 players inside the infield, which would leave 4 players in the outfield. The 4 outfielders must be at a consistent depth until the ball is released from the pitcher's hand. The consistent depth is at the judgment of the umpire. The 8U division can play either way. The 12U and 14U divisions will play with 9 players.**
12. Continuous batting order will be used in all divisions. All players present and able to play must bat. A violation of this will result in forfeit of the game.
13. A courtesy runner may be used for the pitcher or catcher at any time. This should be the player who was the last batted out.
14. There will be a maximum number of innings a pitcher can pitch in each game, (see details by age level below). In extra innings, all pitchers eligible to pitch the max amount again.
15. Dugouts are on a first come first serve basis.
16. A coin toss will determine the home team in pool play. The higher seed will be home in Elimination Play. The home team will keep the official score book.
17. Teams should be ready to play 15 min prior to the scheduled start time. A team not ready to play at game time will be given 5 min to field a team, if they cannot, the Tournament Director holds sole discretion as to the outcome of that game (possible forfeit).
18. The score for a forfeited game will be 7 – 0, all divisions.
19. 2016 ASA Rules will apply for any rule not covered in these Tournament rules.
20. No Protest allowed, Umpires decisions are final. A Black Hat will be available at the registration tent for rule clarification.

8U                    11" Ball is used,  
                          Pitcher's mound is 30'  
                          Bases are 50'  
                          6 inning game  
                          *8ft Lead-Off*  
                          Bunting is not allowed  
                          Maximum of 3 innings per pitcher  
                          No Stealing, No Pickoffs

No infield fly, No drop third strike,  
10 players on the field. Limit of 7 players in the infield until the ball is released from the  
pitchers hand. Infield Positions are: P-C-1B-2B-3B-SS-SC.

10U	11" Ball is used, Pitcher's mound is 35' Bases are 60' 6 inning game <i>8ft Lead-Off</i> Bunting is allowed Maximum of 3 innings per pitcher Stealing is allowed but only one base per attempt, no advancement on overthrow, no stealing home. In the event of a pick off attempt, this becomes a live ball and runners may advance with liability to any base, including home. No infield fly, No drop third strike. 10 players on the field. Limit of 6 players in the infield until the ball is released from the pitchers hand. Infield Positions are: P-C-1B-2B-3B-SS.
12U	12" ball is used Pitcher's mound is 40' Bases are 60' 7 Inning Game Maximum of 4 innings per pitcher 9 players on the field
14U	12" ball is used Pitchers mound is 40' Bases are 60' 7 Inning Game No pitching limit 9 players on the field

Seeding for single elimination will be determined as follows;

1. 2 point for a win, 1/2 points for a tie and 0 points for a loss. Highest cumulative points gets the higher seed.

2. Head to head. {If more than two teams tie by record to be determined by Tournament Director}
3. Least runs against.
4. Coin flip by the Director.