



Memorial Day Classic Rules for 8u-13u

Check in Requirements

All managers must check in at the designated table near pavilion and concession stand prior to the start of their first game. Please provide the following at check in:

- 1) Roster with player names, uniform numbers and date of birth.
- 2) Proof of Insurance.
- 3) Have copies of your players Birth Certificates with you at all times.
- 4) Coaches will track pitching logs and will have managers sign-off on pitching log and final score at conclusion of each game. They will turn these in to their age group director.

Where not specifically addressed within this document, Pony Baseball Rules apply.

Tournament Weather Policy

Refund Policies in the event of rain. If a team plays no games due to rain, the team will receive a refund of their entry fee less a \$25 administration charge. If a team plays only one game due to rainout, the team will receive a refund of 50% of their entry fee less a \$25 administration charge. If a team plays two games in the event, no part of the entry fee will be refunded. We will make every effort to prepare fields and play games if it rains. Teams should not assume game is cancelled due to rain. They should report to the designated field at the scheduled game time.

Tournament Contact list

Tourney Director Nick Turton		815-530-4414	nturton@yahoo.com
8U	Mike Olson	708-428-3049	oilcan08@yahoo.com
9U	Chris Elia	708-288-4619	chris.elia@comcast.net
10U	Nick Turton	815-530-4414	nturton@yahoo.com
11U	Marty Dykas	630-927-2322	mcdykas@gmail.com
12U	Steve Brasky	708-288-9657	nlrebelsred@gmail.com
13U	Pat Jones	815-814-3801	jonesboys4@hotmail.com

The Field Procedures:

There are 74 teams playing in 6 different age groups the week of the tournament. Most of the 15 fields at the complex will have games going on. Pre-game warm up areas will be limited. Please be careful of the spectators around you while warming up. Teams should be ready to play at the scheduled game time, for weekend games please be at your game ready to play 30 minutes prior to the scheduled game time. If the game before yours ends early we will start the games earlier if possible. No soft toss into the fence.

The Game:

- Teams must bat their entire roster and can use free defensive substitutions.
- Players arriving late to the game must be inserted into the last spot of the batting order.
- Courtesy runner is allowed for the catcher at any time; this must be the catcher who will be catching in the next defensive inning. The pitcher can have a courtesy runner after two outs. The courtesy runner must be the last recorded batted out. Running for the catcher is mandatory with 2 outs for speed of play.
- Intentional walks will be announced by the manager to the umpire and the batter will automatically take first base.
- For pool play; Home and Away teams will be determined by a coin flip. Dugouts during pool play are first come, first serve.
- For elimination bracket play; Home team is the higher seed (lower number seed). The Home team will have the 3rd base dugout.
- Any players warming up a pitcher on the field or off the field must wear a catcher's mask.

Tournament Format:

3 Game minimum with 2 Pool Play games, after which all teams will be seeded into a single elimination Championship Bracket. If the tournament is impacted negatively by the weather (i.e., rain), the tournament committee reserves the right to modify the tournament format. (Each Age Group may have a different format for play, however 3 games are always guaranteed).

Seeding for the Elimination Bracket will be as follows:

- 1) Wins
- 2) Head to head – Only if there are exactly 2 teams tied, if more than 2 teams are tied, Head to Head is thrown out
- 3) Fewest runs allowed
- 4) Run Differential (Runs scored less Runs allowed)
- 5) Total runs scored

6) Coin toss

8u,9u, and 13u Format

- There will only be one bracket for these ages. Every team will play two pool play games and then seeded. Everyone is guaranteed three games.

10u, 11u and 12u Format

- The 11u and 12u tournament is comprised of two brackets. The top 7 or 8 teams after pool play will advance to the Champions bracket and the bottom 7 or 8 teams will advance to the Consolation bracket. We will have a Champions winner and a Consolation winner. Everyone is guaranteed three games.

Age level specific rules:

	8U	9U	10U	11U	12U	13U
Innings Played	6	6	6	6	7	7
Base Distance	50'	60'	65'	70'	70'	80'
Mound Distance	38'	44'	46'	50'	50'	54'
Infield Fly Rule	N	N	Y	Y	Y	Y
Dropped Third	N	N	Y	Y	Y	Y
Base Stealing	Y	Y	Y	Y	Y	Y
Lead Offs	N	N	Y	Y	Y	Y
Bunting	N	Y	Y	Y	Y	Y
Fake Bunt, Swing	N	N	N	N	N	N
Balks	N	N	Y	Y	Y	Y

- Balks – 10U pitchers will receive 1 warning per game per pitcher; 11U-13U, no balk warnings
- Note that the fake to third base throw to first base pick-off move will be considered a balk except for 13u for this tournament.

8U specific rules

- Stealing will be allowed only when the catcher catches the ball clean and has control of the ball. The runner cannot leave the base until the catcher has total control of the ball. If the pitchers throw is in the dirt and the catcher catches the ball clean, you can steal the base. You cannot steal on pass balls or drop balls by the catcher. You cannot steal once the catcher is throwing the ball back to the pitcher.
- No stealing home
- Only one base can be stolen per play per team. For example, if there is a runner on second and a runner on first, only the runner on second can steal third. The runner on first will need to wait until the next play to steal second.
- No fake stealing or delay stealing. If a runner starts to steal and then stops anytime on his way to the base he must return to the base he came from. If he is thrown out,

he is out. He can get into a run down and be safe, however he must return to the base he started at after the play is ruled dead. A player stealing may only advance one base at a time. For example, if the runner is on 2nd base and he steals third base and the catcher throws the ball into left field, the runners cannot advance another base.

- The play is not dead until an infielder has the ball and has one foot in the circle around the mound. What the circle around the mound is will be up to the umpire and should be discussed before every game so there is no confusion and once again it is up to the umpire to decide. The “half way” rule will apply. If a player is tagging up and tries to advance a base and the ball is thrown back to the pitcher before the runner gets past the halfway line, the runner must go back to the base he was on. If a runner is on third base and a ground ball was hit, he can advance to score the run even if he is not half way when the pitcher has the ball in the circle. For example, runner on third with less than 2 outs, the batter hits a ground ball to the first baseman, the first baseman touches first and immediately gets the ball back to the pitcher, the runner from 3rd base will be allowed to score even if he is not halfway.

9U specific rules

- Runners may only steal once the ball has crossed the plate. Should a runner be observed to have left early by the umpire, the ball will immediately become dead and a strike will be called against the hitter.
- Once the pitcher has possession of the ball in the vicinity of the pitching rubber, the play is over and the runners may not advance.

13U specific rules

- There are no pitching rules. Every manager is encouraged to monitor the pitch counts and be responsible for the health and safety of their players.
- Fake to third, throw to first is permitted

Bats:

Will follow 2018 USSSA Bat Guidelines. Must have a stamp. 2 ¾ is max size. Banned bats from USSSA are not allowed.

Time limits:

- 6 inning game 1:45 minutes**
- 7 inning game 1:50 minutes**

The umpire at the beginning of the game should announce start time.

- No new inning shall start after the time limit has elapsed.
- No time limit for Semi-final and Final games.
- Pool play games can end in a tie if the time limit has elapsed.
- If during Bracket Play a game is tied after the 6th (9U/10U/11U) or 7th (12u,13u) extra innings will be played until a winner is determined.
- For 8U bracket play, California Rule will be utilized in any case of the time limit expiring with the game still tied. (New inning starts with the last out from the previous inning at 2B, 1 out)

Mercy rule: All age groups- a team is ahead by 15 after 3 complete innings, 10 after 4 complete innings or 8 after 5 complete innings, the game is over.

Forfeit score will be 8-0

Slide Rule:

- **Runners must avoid contact when approaching a base. It is strongly recommended to always slide, but not mandatory.**
- **If a collision occurs and the runner does not slide, it will be up to the judgment of the umpire if the runner did not have the opportunity to avoid contact. If the umpire determines that the runner did not avoid contact, the runner will be declared out.**
- **If runner intentionally runs into or through a defensive player, the runner will be declared out and will be ejected from the game.**
- **If there is no contact on a play at a base, then no foul has been committed.**
- **If there is any contact, which causes the ball to be dropped because the runner did not slide, the runner shall be called out.**

Ejections:

- **Any player, coach or parent ejected from a game will need to leave the field immediately and will be automatically suspended for the next game.**
- **Any player, coach or parent ejected from a second game will be suspended from the Remainder of the tournament and will not be allowed in the facility.**
- **The Manager/Coaches are responsible for the conduct of their players and families.**

Pitching Rules:

Age Level	Max Innings/Game	Max Innings/Day	Innings for Tournament
8U	2	4	10
9U	3	4	10
10U	3	6	10
11U	3	6	12
12U	4	6	12

- **Once a pitch is thrown in an inning it constitutes an inning pitched.**
- **Once a pitcher is removed from the mound he can't return to the mound to pitch in that game.**
- **The Manager must remove a pitcher on the second trip to the mound in any one inning, except due to an injury.**
- **Pitchers will have five warm-up pitches from the mound before the inning starts. This will help speed up the pace of play.**

The coaches will complete pitching log, which needs to be signed off by both team managers after the game. Game marshals (Rebels Family Member) will be on hand should any issues arise.

General Rules:

- All field conduct will be carried out in a sportsmanlike manner.
- The manager will be the only person allowed to discuss rules or judgment calls by the umpire or tournament committee.
- No Chanting! This means players are not allowed to chant while the opposing team is on the field or a team chants to the opposing team from the dug out or field when the opposing team is batting.
- If a game is stopped because of poor weather conditions, it shall be called a suspended game and resumed from the point when it was halted at a date and time determined by the tournament directors.
- Any players warming up a pitcher must wear a catcher's mask.
- No Grilling is allowed; a full concession stand is available.
- No alcohol or smoking is allowed. Our facility is owned by the New Lenox School District and we must abide by their rules and regulations.
- *The winning team of each pool play game must give the score card and pitching log to the designated person for that age.*
- *The umpires will get new game balls for their games and collect the game balls at the end of the game. These will be turned in at the end of the game to the designated area.*

Protests:

Protests of an umpires call are not allowed. The umpire and tournament director shall interpret game rules. Any disputes shall be settled immediately and are considered **final**.

In case of a roster protest, only the manager listed on the roster form can initiate. The manager must protest at least one hour and fifteen minutes prior to the player in questions next ballgame. If the protest finds the player to have violated the age restrictions, all games that illegal player participated in will be forfeit.

Enjoy the tournament!!!