



## **Glenview Blaze 2019 Salute to the Troops Memorial Day Tournament**

### **General Policies and Procedures**

1. Glenview Blaze and the tournament staff will make every effort to treat all teams fairly, but also reserve the right to enforce, clarify, alter, or modify any of these rules prior to or during the Glenview Blaze Salute to the Troops Memorial Day Tournament.
2. All teams are required to carry accidental and general liability insurance for the players, coaches, and managers of their respective teams. A copy of insurance coverage and roster must be submitted via e-mail to Kreg Jackson ([kreg.j.jackson@gmail.com](mailto:kreg.j.jackson@gmail.com)) prior to the start of a team's first game.
3. Professional umpires will be assigned to each game. Coaches, players, and fans should treat the umpires with respect. With regard to on-field calls, the decision of the umpires shall be final. No protests of any type will be allowed.
4. Unsportsmanlike Conduct Rule: No player, manager, coach, scorekeeper, or spectator will heckle, use profanity, or exhibit unsportsmanlike conduct towards opposing team players, managers, 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. On the second such occurrence in a game, the umpire will eject the offender(s) from the game, and, in the case of a player, an automatic out will be recorded when they are scheduled to bat. If unsportsmanlike conduct continues after an ejection, the offending team will face forfeiture as decided by the umpire and Tournament Director. With any ejection comes a minimum one game suspension for player or coach; however, depending on the circumstances, the suspension may not be limited to one game. The Tournament Director will have final ruling.
5. Chanting, singing, or other sounds from the opposing team are not permitted while a pitcher is in his motion. Artificial noise makers, such as cow bells, boom boxes, etc., are prohibited at any time during the tournament. Normal "positive" cheering from the bench for one's own players is always encouraged.
6. There will be **NO USE OF TOBACCO PRODUCTS** or **DRINKING OF ALCOHOLIC BEVERAGES** on or adjacent to the playing fields. The Glenview Park District does not permit any alcohol on its property, including the parking lots. Coaches or players found to be in violation of this rule will be removed for the entire tournament.

7. The birthday cutoff is May 1st (for example, for 12U, a player cannot turn 13 before May 1, 2018). Copies of birth certificates will not be submitted to us as part of the tournament, but the team manager must be able to produce them at any time during the tournament in the event that any player's age is challenged. If not available, the player will be ineligible until a copy of a certificate is produced. Any player challenged who is found to be an illegal player will result in forfeiture of all games by the offending team.
8. All teams may roster a maximum of 15 players of eligible age. New players cannot be added to the total team roster after the team's first game.
9. Each team must provide a scorekeeper. Before the start of the game, each manager must provide the opposing manager with a completed lineup card for that game. This lineup card must include each player's last names and jersey number. 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.
10. The home team for pool play games will be determined by the flip of a coin and will keep the official scorebook. The team that has traveled the greatest distance to the tournament will call the flip. During the playoffs, the higher seed as originally determined in the seeding process will be the home team.
11. Teams will not be allowed on the infield prior to game time so that the field can be prepped. There are a number of open field areas where teams can warm-up.
12. The manager of the winning team must also text the final score to Dan Neppl (312-933-7467). The text must include the age division (e.g. 14U), both team names, the winner, and the final score.
13. The winner of each of the 3 pools advances to the playoffs and those three pool winners are seeded #1-#3 based upon the tiebreakers in the rules (set forth in the next paragraph). The #4 seed will be selected as a wildcard from the rest of the teams using the same tiebreakers, with Seed #1 playing Seed #4 and Seed #2 playing Seed #3. If Seeds #1 and #4 are in the same original pool, Seed #1 will play Seed #3 and Seed #2 will play Seed #4.
14. If a tiebreaker is needed to determine playoff teams, the following tiebreakers shall be used in the following order:
  - a. Overall won-lost record/winning percentage
  - b. Head to Head, but only if ALL remaining teams tied have ALL played each other
  - c. Least number of aggregate runs allowed throughout the tournament
  - d. Aggregate run differential throughout the tournament
  - e. Coin toss

Note: If the least number of aggregate runs allowed throughout the tournament decided the first tie breaker and all of the teams remaining have all played each other, revert back to head to head, unless there is still at least one tied team that has not played all the other remaining teams. The process is repeated until all seeds are decided.

Note: If a forfeit occurs in any of the tournament games, the score will be recorded as 7-0.

15. All teams are guaranteed a minimum of 3 games (weather permitting).
16. Only players in uniform, a manager, two coaches, and a scorekeeper are allowed in the dugout.
17. Anyone under the age of eighteen (18) must wear a catcher's mask and be properly equipped while warming up a pitcher whether on or off the playing field.
18. A coach may stand or sit on a bucket at the end of the dugout to coach his team as long as he is not a distraction to the game or the other team.
19. Teams should fill first and third base dugouts on a first come, first served basis, irrespective of home and away designation. If a team has back to back games on the same field, it should always remain in the same dugout to avoid the extra time involved in moving bags, etc.
20. Please help keep your dugout as clean as you found it.

## **Pitching Rules**

### **21. Pitching Limitations**

- 10U: 3 innings per game
- 11U: 4 innings per game
- 12U: 4 innings per game
- 13U: 5 innings per game
- 14U: 5 innings per game

Once a pitcher throws one pitch in an inning, this is the equivalent of one inning that counts against the limits above. There is no limit on aggregate innings a pitcher can pitch in the entire tournament (other than being subject to the above per game limitation). However, we ask that managers be thoughtful and keep the health of their players in mind.

### **22. Pitching Substitutions**

A pitcher must be removed on the second trip to the mound in an inning. Once removed, the pitcher cannot be reinserted as the pitcher in that game (i.e., a pitcher removed from the mound may not re-enter as a pitcher). A pitcher of record gets 6 warm-up pitches before each inning. A new pitcher gets 8 warm-up pitches.

### **23. Balk Warnings**

- 10U-13U: One balk warning per pitcher without penalty. In the semifinals and finals there will not be any balk warnings issued.
- 14U: No balk warnings will be issued.

### **24. Curve Balls**

Curve balls are permitted only at the 13U and 14U levels.

## **Playing Rules**

Official rules follow those used by the Illinois High School Association with the exception of any modifications spelled out in this document.

### **25. Start Times and Forfeitures**

Game time is forfeit time. There will be reasonable time allotted to allow a team to finish a game and move from one field to another field. If a team cannot field a team of eight (8) players at the official scheduled start time, the game is forfeited.

### **26. Length of Game**

Ages 10U will play six (6) innings; ages 11U and above will play seven (7) innings. The length of the game will be subject to the time limit, mercy rule, and/or inclement weather.

### **27. Time Limit**

No new inning will be allowed to start later than two (2) hours 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 the umpire after the first pitch and the start time, as determined by the umpire, is final. The only exception to the above limits will be semi-final and championship games in which no time limit will be enforced. Rather, the game will continue into extra full innings under standard rules until a winner is determined.

### **28. Speed-Up Rule**

A runner for the pitcher or catcher of the following inning is allowed at any time and will be the most recent out. 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 the pitcher is optional.

### **29. Mercy Rule**

Twelve (12) run slaughter rule is in effect for all games after four (4) innings (3 ½ innings if the home team is in the lead). Ten (10) run slaughter rule after (5) innings (4 ½ innings if home team is in the lead). Eight (8) run slaughter rule after (6) innings (5 ½ innings if home team is in the lead).

### **30. Tie-Game Rules**

If a game is tied at the end of regulation play (6 innings for 10U and 7 innings for 11U and above) and the teams have not reached the time limit, the following tiebreaker rules will take effect: each subsequent inning will start with one out and a runner on second base. The player who made the last batted 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. If the game is still tied at the time limit, the game will be called a tie. Playoff games will continue until a winner is determined.

### 31. Inclement Weather

If a game is started and not fully completed due to inclement weather, it becomes official after four (4) innings for 10U (or 3 ½ if the home team is ahead) and five (5) innings for 11U-14U (or 4 ½ if the home team is ahead). If the game is stopped due to weather prior to the above completion, it will resume from that point with the time recorded.

### 32. Bat Restrictions

- For all levels: All bats must have a “1.15 BPF” or “BBCOR” mark permanently attached to the bat.
- For 14U only: All bats must be either a -5 or -3 differential.

### 33. Illegal Bat Penalty

It is the responsibility of the manager of each team to ensure that 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. If there are two (2) infractions by the same team during a game, the team’s manager will be ejected.

### 34. Batting Order

- 10U, 11U, 12U, and 13U will use a continuous batting order for all players present and in uniform. There is no penalty for having fewer than twelve (12) players present and in uniform. If a team has fewer than twelve (12) players and an additional player arrives late, the late-arriving player must be inserted into the last spot in the batting order. Free defensive substitution for all players throughout the game.
- 14U have three options regardless of what the other team chooses:
  - i. **Straight 9:** Nine (9) players in the batting order and listed on the lineup card. No designated hitter. All other players are substitutes, subject to the IHSA substitution rules (e.g., starter is permitted to re-enter into his original spot once, etc.).
  - ii. **Extra Hitter:** Ten (10) players in the batting order and listed on the lineup card. There is no designated hitter, but there is an extra hitter. Free substitution (defensive players) among the ten players listed on the lineup card. All other players are substitutes and subject to the IHSA substitution rules (e.g., starter is permitted to re-enter into his original spot once etc.).
  - iii. **Continuous Batting Order:** All players present and in uniform in the batting order and listed on the lineup card. If a player arrives late, the late-arriving player must be inserted into the last spot in the batting order. Free defensive substitution for all players throughout the game.

- If a player must leave in the middle of a game due to injury or otherwise (except for being ejected, which is addressed elsewhere in these Rules), his place in the batting order will simply be skipped with no penalty.

### 35. Infield Fly and Dropped Third Strike

Infield fly and dropped third strike rules apply.

### 36. No Slashing

If a batter shows bunt, he cannot fake the bunt and swing (i.e., no slashing).

### 37. 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.

### 38. Field Dimensions

- 10U: 46' mound, 65' bases
- 11U: 48' mound, 70' bases
- 12U: 50' mound, 70' bases
- 13U: 54' mound, 80' bases
- 14U: 60'6" mound, 90' bases

### 39. Uniforms

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 (e.g., an emergency bracelet). All players must be properly equipped. All batters, base runners and players coaching a base 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 at the 10U, 11U, and 12U. Metal cleats are permitted at 13U and 14U.

**Good Luck in the Tournament!**