

# SEMINOLE SPORTS BASEBALL (8U - 14U) TOURNAMENT RULES

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## GAMES:

- All games will be 6 innings and have a 1 hour and 45-minute time limit (This rule is in affect for all games excluding the championship game-no time limit). An inning may be finished, but a new inning cannot be started after the time limit expires. If the time limit expires while the home team is batting and they are winning the game will be called. Any runs scored before the time limit expires by the home team will count towards the final score. Any pool play game still tied after 1 hour and 45 minutes will be listed as a tie in the tournament standings. If a game is still tied after 6 innings and there is still time left extra innings will be played. See tie-breaker section for procedure when a playoff game is still tied after the time limit has expired or in the case that the championship game is still tied after 8 innings.
- Teams shall arrive on site at least 40 minutes prior to their scheduled start time, as games may start prior to scheduled times. Any team playing a doubleheader will have no more than 8 minutes in between games. A game will be forfeited if a team does not have 8 players present in uniform ready to play by their designated start time. If a team must play with 8 players, the ninth spot in the batting lineup will be an out each time around. If a ninth player arrives that player may be inserted in to ninth spot in the lineup. If a team has 7 or less uniformed and roster players to start a game or at any point during the game, the game shall be declared a forfeit. A forfeit will be scored 7-0. Any team that forfeits multiple games or a single game that a tournament official deems to challenge the integrity of the tournament will be disqualified from the tournament.
- The home team shall be determined by a coin flip and will keep the official scorebook. The team that has traveled the farthest distance will call the flip. Before the game both teams shall exchange lineups. The higher seed (lower number) will be designated the home team for all playoff/seeding games. Seedings for the championship bracket are final and will not be flipped around regardless if teams already matched up in pool play.
- Each team is responsible to sign off on the umpire's score card for each ballgame played. Upon completion of each game the umpire will provide the tournament director with a Scorecard which will include the final score and initials of each team's coach. Scores will then be posted on [tourneymachine.com](http://tourneymachine.com). Teams show download the application on their phone as they are responsible to track and follow scores, and all updates accordingly. All schedules, scores, directions, and other pertinent tournament information will be available via Tourney Machine by searching the applicable tournament. In the event of an error with a score or standings the tournament director will work to correct the error as quickly as possible and communicate accordingly. In the event of any Tourney Machine malfunction the Seminole Sports hotline will be another way of information. **The Seminole Sports hotline # is 224-353-0355.**
- There are no home and away dugouts. Dugouts are selected by a first come first serve basis. If a team has back to back games on the same field, they should remain in the same dugout.
- 3 innings are considered an official game (2 ½ if the home team is ahead) if a game is called due to weather, darkness, or field conditions that prevent the game from being completed. If a game is suspended and not yet an official game the tournament director will schedule a time to make up the game *only* if the game is deemed pertinent to tournament standings. In the event of a suspended game it is the responsibility of both teams to huddle with the umpire to establish the exact amount of time left, the inning, and score and then report accordingly to the tournament director in order to ensure both teams are on the same page.

\*\*Lead-offs, infield fly, and drop third strike all apply at 10U-14U.

**8U & 9U: No lead-offs (baserunners can leave the base once the ball crosses the plate), no infield fly, no balks, and no drop third strikes. Delayed steals of 2<sup>nd</sup> base and 3<sup>rd</sup> base are allowed. Once on 3B a runner must either be hit in, forced in via a bases loaded walk, or hit by pitch. The base runner cannot advance home from 3B on a wild pitch, passed ball, or straight steal. However, if a base-runner while at 3<sup>rd</sup> base is played on and the ball is thrown away he can advance home. The runner on third base can also advance home from 3<sup>rd</sup> base if the ball goes out of play and a dead ball is called as the runner would be entitled to any base(s) resulting from the dead ball. Otherwise there is a “wall” on the runner at 3<sup>rd</sup>. For example, on the first and third play if the catcher plays on the runner trying to steal second and the ball is thrown away the runner must remain at 3<sup>rd</sup> base since he was not played on. The only exception to If a runner is played on at 1B or 2B and the ball is overthrown he could advance as far as he’d like since he did not start on 3B.**

### **PITCHING MOUND/BASE DISTANCES:**

- Pitching mound distances: 8U (40'), 9U & 10U (46'), 11U & 12U (50'), 13U (54'), 14U (60'6")
- Base distances: 8U (60') 9U & 10U (65'), 11U & 12U (70'), 13U (80'), 14U (90')

### **SLAUGHTER RULES:**

- 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings. This is in affect for all games including the championship game.

### **PITCHING RULES:**

- 8U-12U pitchers may pitch no more than 4 innings a game and 9 innings in the tournament. 13U&14U pitchers may pitch no more than 6 innings in a game and 11 innings in the tournament.
- One pitch constitutes an inning. **The manager is solely responsible for maintaining the health of his pitcher.**
- Any pitchers removed from the mound may not return to pitch again in that game.
- **NO METAL CLEATS WILL BE ALLOWED ON ANY PORTABLE MOUNDS OR TURF FIELDS—REGARDLESS OF AGE.** 13&14U team managers will receive an email notification ahead of the tournament if their team will be playing on a non-turf field with a portable mound and it is their responsibility to pass along the information to their team.
- One trip to the pitcher’s mound or visit to any defensive player per inning. A second trip in an inning and the player must be replaced.
- Per IHSA Rules pitchers will have one minute from the time the final out of the inning is recorded to warm-up. New pitchers will have one minute to warm-up when entering a game in progress. If a pitcher makes the last out of the previous inning he will be granted an extra minute to warm-up.
- No pitches need to be thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.
- No balks for 8U & 9U. One balk warning per pitcher at 10U,11U, and 12U. No balk warnings for 13U & 14U.

• Following each game teams are responsible to chart their own pitcher's innings and have the opposing team sign off on the innings. All teams are responsible to keep their own pitching log updated with each game. Pitching Logs are to remain in the possession of the Manager and Tournament officials reserve the right to review at any time. Failure to comply could result in forfeit.

### **BATTING RULES:**

• Teams have (3) options for batting order and extra player's. Teams must abide by one of the below for each game on a per game basis.

1. Nine Hitters: Nine players in the batting order and listed on the lineup card. A DH is optional. All other players are substitutes, subject to the NFHS substitution rules (starter can re-enter once into his original spot once, etc.)
2. Extra Hitter: Ten players in the batting order and listed on the lineup card. No designated hitter. Free substitution among the 10 players listed on the batting order. All other players are substitutes and subject to the NFHS substitution rules (starter can re-enter once into his original spot once, etc.)
3. Continuous Batting Order: All players in uniform (unless injured) in the batting order and listed on the lineup card. If a player arrives after the game has started, he must be entered the last spot in the batting order (he can be entered the field immediately). Free defensive substitution for all players throughout the game.

\*\*The Manager shall declare his choice to the opposing manager and umpire during ground rules when teams exchange lineups. It is not pertinent for both teams to follow the same batting option.

• Bat restrictions 8U-14U; Bats must be stamped 1.15 BPF and will have no weight drop restriction. Alternatively, BBCOR and or wood bats may be used. BESR stamped bats are illegal and cannot be used.

Illegal Bat Penalty for All Ages: It is the responsibility of the Head Coach to insure the bats used by players meet the requirements of the Seminole Sports bat rules. A batter is in violation of the rules when they step in to 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 (2) infractions by the same team during the tournament, the team's Head Coach will be removed from the remainder of the tournament.

• **ABSOLUTELY NO SLASHING IS ALLOWED.**

### **COURTESY RUNNERS:**

• Courtesy runner for the pitcher and catcher is allowed at anytime. Teams must replace catcher when there are two outs. The courtesy runner must be the last batted out or a player not currently in the game assuming the team is not playing everyone and has bench players. The pitcher or catcher for this rule is the pitcher or catcher for the next inning except for the final inning of which it then is the pitcher or catcher from the previous inning. Please note if a pitcher has already reached his innings pitched for the game and he is on base he is not eligible for a courtesy runner.

## CONDUCT/INJURY:

- A runner must avoid contact as the safety slide rule will be in effect. Any player who, in the judgment of the umpire illegally runs into a fielder rather than sliding or avoiding contact will be called out. If the umpire deems the play malicious the player will be ejected from the game.
- Any person ejected from a game will be subject to suspension of his team's next game. This decision will be made at the discretion of a tournament official. If a player is ejected during a game, he will be suspended for the remainder of the game.
- An automatic out is taken anytime an ejected player's spot comes up in the lineup if the team is batting the entire lineup and has no substitutions available.
- If a player is injured and can not finish the game, his spot in batting order will be skipped with no penalty if there are still at least 9 batters in the lineup. Once an injured player leaves the batting order, he is done for the remainder of the game.
- Team managers are responsible for the conduct of their players, coaches, parents, and fans. If any players, coaches, parents or fans are ejected or become abusive and are asked to leave by the umpire or tournament director, they will have two minutes to leave the complex. Failure to do so could result in a forfeit. Tournament officials will address any issues solely with the team's manager.

## TIE BREAKERS

- (1.) \*\*Head to Head (only applicable when 2 teams are involved) (2.) Fewest runs allowed (3.) Runs scored (4.) Run differential (5.) Coin toss to be done by tournament official
  - When the time limit has expired for a playoff game and the score is still tied, the tie breaker procedure will begin. This involves the last batted out of the previous inning assuming a position on 2<sup>nd</sup> base with one out and a 1 ball and 1 strike count to on the batter. This would be done at the beginning of each half inning; until, after a full inning, a winner is determined.
  - If a championship game is still tied after 8 innings the tie breaker procedure will begin in the top of the 9<sup>th</sup> inning. If a championship game is cancelled due to weather before becoming an official game and the 2 teams played each other in pool play the team that won the pool play match-up head to head will be awarded the championship. This only comes in to play if the two teams previously played each other. Otherwise the higher seed will be awarded 1<sup>st</sup> place.
- \*\* Anytime more than 2 teams have the same record in pool play head to head is thrown out and the next tie-breaker (fewest runs allowed) is in effect.

This rule is in play regardless if there are common opponents or not. See example below.

Example: 3 teams finish with a 1-1 record. The Cubs allowed 7 runs, The Tigers and Cardinals both allowed 10 runs. The Tigers scored 16 runs and the Cardinals scored 14 runs. The Cardinals beat the Tigers head to head but since head to head was thrown out and they both allowed the same amount of runs the Tigers would be seeded ahead of the Cardinals because they scored more runs and that is the next tie-breaker. The Cubs would be rewarded the highest seed among the 3 teams since they allowed the fewest runs among the teams tied.

## ROSTERS/BIRTH CERTIFICATES/INSURANCE

- Managers are mandated to upload their roster on to Tourney Machine at least 48 hours prior to their first tournament game.
- All teams must have insurance for their respective team. No team will be able to participate without proper insurance.
- Teams must have their birth certificates and insurance present at the field at all times. Tournament officials reserve the right to request to review any of the items at all times. Any team that cannot produce any of the mentioned items when asked to by a tournament director is subject to forfeit of ball games.
- There is no rule against a team having mismatched jerseys in the case that a team does not all match if the player is on the team roster. Any concerns between teams regarding such should be discussed during ground rules prior to the start of the game so both teams and umpire(s) are on the same page.
- In the 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. The protesting manager must also submit \$100 cash at the time of the protest. If the player is found to be in proper standing age wise the \$100 will not be returned to the manager. If the protest finds the player to have violated the age restrictions the protesting manager will be receive his deposit back and all games that the illegal player participated in will be forfeit.
- No team will be allowed more than 14 players on their roster without prior tournament consent. A player may only be on one roster in any given tournament, regardless of age division. The exception to this rule would be if a 14U team has a mix of high school and non-high school players. Since high school players are often not eligible until near the end of May, 13U players may be listed on both a 13U and 14U roster in a tournament. This is only in affect for the 14U age group and will no longer be an applicable rule following June 1<sup>st</sup>.
- The birthday age cutoff is April 30th.

## MISCELLANEOUS

- No infield practice or hitting on the infield prior to **ANY** of the tournament games is allowed. Time between games will be used to rake the field and alter field dimensions if necessary. Teams are to warm up in the outfield. Flip drills in to a fence are not allowed.
- **No metal cleats will be allowed for players ages 8U-12U. Absolutely no metal cleats will be allowed on any turf fields or any portable mounds regardless of age. Acceptable footwear for turf fields and portable mounds consists of: plastic cleats, molded cleats, gym shoes, or turf shoes.**
- Teams are EXPECTED to hustle on and off the field after each half inning.
- The tournament director will supply official Seminole Sports baseballs for each game. Teams are asked to shag foul balls on their side of the field and get them back to the umpire as soon as possible. Game Balls should be returned to the umpire after each game. All patrons should be alert for foul balls from other fields.

- No alcoholic beverages or smoking is allowed in any area of the baseball facility. Managers are responsible to ensure teams abide by all Seminole Sports Rules and Regulations as well as local park district policies.
- All patrons are responsible for parking at their own risk and abiding by all street signs.
- There is no rule against teams pro-actively cheering or chanting for their own team while at bat or in the field.
- There will be 1 umpire for every pool play game. Two umpires will be provided for 14U Semi-Final games and all championship games. All umpire decisions are final and based off their best discretion, no protests allowed. IHSA rules will apply, unless otherwise stated.
- Individual awards (12 per team) will be awarded to 1<sup>st</sup> and 2<sup>nd</sup> place in each age bracket.
- Every effort will be made to make sure base distances, pitching distances, and field dimensions are accurate. If the field dimensions are reasonable and the same for both teams, play shall not be stopped to reinstall bases or pitching rubbers.
- In the event of inclement weather, adverse field conditions, or scheduling issues the tournament director reserves the right to modify the number of games, shorten time limits or alter the format of the tournament. This includes modifying the time limit if games get backed up. Teams are responsible to be ready to play at the designated schedule time provided by the tournament director. If bad weather occurs managers are responsible to check for tournament alterations via tourney machine or the Seminole Sports hotline (see page 1 for #). The tournament director holds the right to make any modifications to the rules, schedule, etc. Any interpretation and decision of the tournament director will be final. Everything possible will be done to complete the tournament in the case of inclement weather.

## **REFUND POLICY**

- If an event is cancelled at any time due to weather or field conditions, Seminole Sports will issue credit as follows:

0 games started: 100% credit toward a \*2019 or 2020 Seminole Sports tournament

1 game played: 50% credit toward a \*2019 or 2020 Seminole Sports tournament

2 games played: No credits due

### **\*Pending availability**

**\*Any team that withdraws from a sold-out tournament, once the schedule has been posted, or within 10 days of the first scheduled tournament ballgame will not receive a credit or refund of any kind no matter the reason.**

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