

2019 Schererville Baseball 10U 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 30th** determines their age for the Tournament. Birth certificates must be available upon request by SBL tournament officials.

Dimensions: 65' bases and 46' 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 1/4" 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 new inning may start after time limit is reached. – 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.

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 4th batter in the lineup is the next due up, the last due up in that inning is the 3rd batter in the lineup, which is placed at 2nd 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. In bracket games, teams should occupy the proper dugouts. Line-ups are to be presented to opposing team as well as scorebook 1/2 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. Report ALL pitching changes to the scorebox and umpire.

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. Report ALL pitching changes to the scorebox and umpire.

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

Full baseball rules apply (i.e. lead-offs, dropped third strikes, infield fly rule in effect)

Balks: Balks will be called. 1 warning per pitcher.

Continuous Batting Order/Substitution: Teams must bat all rostered players in uniform (unless injured). Teams must bat a minimum of nine players. 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.**

Base Runners: Courtesy runners for the Catcher can be done with two outs except in the 6th or extra innings. The last out recorded in the scorebook will be the courtesy runner.

No contact rule. There is a "No Contact" Rule in effect at all bases if a play is being made on the Runner. The Base Runner will NOT be ruled out for not sliding, if in the Umpire's judgment the runner made the effort to avoid the tag and or contact. If in the Umpire's judgment, a Base Runner intends to injure, makes malicious contact or whose actions are considered to endanger any player on the field, the Runner will be called OUT and EJECTED 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 - if more than 2 teams tied head to head, not applicable**
- 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.

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