

2019 Frankfort Summer Sizzle Rules

(based on 2019 Chicago Sunday League rules)

1. CHECK-IN / ROSTERS/ INSURANCE

All teams must check in 45-60 minutes before their first game. If teams have not submitted their rosters online then teams must submit a copy of their roster with the players' name, number and birthdate at check in. All teams will need to show proof of insurance prior to first game and have a copy of every rostered players birth certificate on hand at each game and shown to tournament official if requested.

2. CODE OF CONDUCT – MANAGERS, COACHES, FANS, PLAYERS

Code of Conduct Rules and Other Miscellaneous Prohibitions:

- Unless specifically designated otherwise, tobacco and/or alcohol are prohibited at all Frankfort Baseball complexes.
- Weapons (including but not limited to firearms) and illegal drugs are prohibited at all Frankfort Baseball complexes.
- Use of demeaning, threatening or profane language to or directed at any player, coach, spectator, umpire or staff member is prohibited.
- Umpires are to be treated with respect and professional courtesy.
- Only registered coaches and players are permitted in the dugout and on the field.
- Use of noisemakers in the dugout is prohibited.

Frankfort Baseball seeks to provide a safe environment for all participants, avoiding physical or verbal harm requiring all teams to demonstrate fair play, sportsmanship, hustle, development above winning, self-control, respect and positive support of all players and opponents.

Each team is required to maintain quality and cleanliness of The Frankfort Baseball complexes by cleaning up trash, caring for equipment and fixtures and not littering.

Further – Frankfort Baseball wishes all players, coaches and spectators have fun and enjoy the spirit of the game of baseball – and supports letting the players play, the coaches coach, and the umpires umpire.

Failure to abide by the Rules of the Frankfort Summer Sizzle will result in the indicated penalty. With specific reference to rules regulating code of conduct and on field sportsmanship of players, coaches, and spectators– please clearly note the following:

- Players and Managers/Coaches will receive 1 Verbal Warning on conduct in violation of the rules.
- If a player is ejected from a game – that player will be suspended for the following game (including potential Championship Game)
- If a Manager/Coach is ejected from a game – that Manager/Coach will be suspended for the remainder of the tournament and will not be allowed back in the Frankfort Complex in any capacity (including as a spectator).
- Managers are responsible for their fans. After 1 Verbal Warning on conduct in violation of the rules to the Manager of the Team - Any fan that requires removal from the field will also result in forfeiture of game for their team.

3. READINESS FOR GAMES:

Besides the first games on Wednesday, Thursday, Friday, Saturday, and Sundays please be at your games ready to play one hour before the start of your game. In the event that we can start games early, Frankfort Baseball, will start games early to keep the entire schedule on track.

4. LENGTH OF GAMES

8u	-6 innings
9u & 10u	-6 innings
11u & 12u	-7 innings
13u & 14u	-7 innings

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5. SLAUGHTER RULE

Although there is no limit to the number of runs a team can score in an inning, **(except for 8u, 6 run max per inning except final inning)**, if at the end of the below mentioned inning a team is **ten (10) runs** ahead, the game is complete.

8u, 9u, 10u, 11u, 12u, 13u, 14u - After 4 innings (3 ½ if the home team is ahead)

6. DIMENSIONS

	<u>Pitching mound</u>	<u>Bases</u>
• 8u	40'	50' / 60'
• 9u & 10u	44' to 46'	60'
• 11u & 12u	48' to 50'	70'
• 13u	54'	80'
• 14u	60'	90'

Please note, since there are many different type of leagues that play in the league (Little League, Pony League, Cal Ripken, etc..., CLSB allows the pitching mound to have a 2 foot variance at the 9u & 10u and 11u & 12u levels for 2018.

7. PITCHING

	<u>Per Game</u>
8u	3 innings
9u	3 innings
10u	3 innings
11u	4 innings
12u	4 innings
13u	4 innings
14u	4 innings

- There is no limit for total innings pitched in the entire tournament. We rely on coaches to keep their own player's safety in mind.
- One pitch constitutes an inning.
- Balks: 11u, 12u, 13u & 14u only. The umpire shall give each pitcher one warning before the balk rule will be enforced. (No balks in 8u, 9u & 10u)
- If a pitcher hits three batters in a game he must be removed.
- A pitching change must occur on a manager or coach's second trip to the mound, except in the case of an injury.

8. EQUIPMENT

- All on deck batters must wear protective helmets.
- Absolutely no players with soft or hard casts are allowed to play.
- Only rubber spikes and gym shoes are allowed for 8u, 9u, 10u, 11u & 12u
- Bat rules are: Barrel Size: 2 -5/8 and 2 ¼ barrel bats are OK. 2 -3/4 barrel **is not** allowed. BBCOR Stamp: If a bat is -3 it must be BBCOR certified (does not require the USA Bat). USA Baseball and USSSA BPF 1.15 Stamps must be preset on the bat.

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ADDENDUM WITHDRAWN AND/OR NON-COMPLIANT BASEBALL BAT MODELS

Effective April 6, 2017 – Updated May 4, 2018

The following baseball bats were properly marked by an authorized USSSA Bat Manufacturer to indicate that they would be allowed in USSSA play, but were subsequently withdrawn by the manufacturer or found by USSSA to be disallowed.

<u>Manufacturer</u>	<u>Model</u>	<u>Comments/SKU</u>
Marucci	Cat5 MCB2 33/30 BBCOR	
Nike	BT0636 CX2 I	ight grey
DeMarini	2017 CF Zen Balanced (-8) 29"/21 oz	WTDXCBR 2129-17
DeMarini	2017 CF Zen Balanced (-8) 30"/22 oz	WTDXCBR 2230-17
DeMarini	2017 CF Zen Balanced (-8) 31"/23 oz	WTDXCBR 2331-17
DeMarini	2017 CF Zen Balanced (-8) 32"/24 oz	WTDXCBR 2432-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 28" /18 oz	WTDXCBZ 1828-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 29" /19 oz	WTDXCBZ 1929-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 30"/20 oz	WTDXCBZ 2030-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 31"/21 oz	WTDXCBZ 2131-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 32"/22 oz	WTDXCBZ 2232-17
DeMarini	2017 CF Zen Zero Dark 2 3/4" (-10) 29"/19 oz	WTDXCBZ 1929-17F1
DeMarini	2017 CF Zen Zero Dark 2 3/4" (-10) 30"/20 oz	WTDXCBZ 2030-17F1
DeMarini	Custom 2017 CF Zen 2 3/4" (-10)	WTDCCBZ17V
DeMarini	Custom 2017 CF Zen Balanced (-8)	WTDCCBR17V
DeMarini	2018 CF Zen CBZ 2 3/4" (-10)	ALL BAT LENGTHS
Dirty South	Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)	
Easton	Ghost X (30/20 only) – (USA BASEBALL MARKED)	YBB18GX10 30/20 LL18GHX 30/20 Japanese

USSSA BASEBALL | DISALLOWED BATS UPDATE

May 4, 2018

USSSA has completed a round of BPF testing at the USSSA approved lab. The 2018 DeMarini CF Zen CBZ 2 3/4" -10 model bat, 28", 29" and 30" will be disallowed for play immediately. The 28" bat at has been placed on the USSSA Disallowed List. While the 29" and 30" bats have been provisionally placed to the

USSSA Disallowed List, subject to further consideration. Based on this testing, the entire 2018 DeMarini CF Zen CBZ 2 3/4" -10 model bat is currently disallowed for USSSA Play.

Further, as a result of the Easton Ghost X, 30" -10 USA Baseball bat (LL18GHX 30/20 Japan model & YBB18GX10 30/20) being decertified by USA Baseball, USSSA has disallowed those bats. Those bats are therefore not permitted in USSSA Play effective immediately.

- If a player is found to have an 'illegal' bat, the following rule applies:
 - If the bat is identified prior to the player putting the ball in play, the manager of the 'guilty' player must remove the bat from the playing field. No penalty given to the player and the player continues his at bat.

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- If the bat is identified after the ball is in play, then the bat is to be shown to the umpire. If the bat is 'illegal' then the player is called out and all runners return to the bases that they previously occupied. The manager of the 'guilty' player must remove the bat from the playing field.

9. SUBSTITUTIONS

- **Defensive substitution** - A player removed defensively from the game may return into the game multiple times. Once a player has been removed from the pitching position that player may not return to the pitching position for the rest of the game.
- It is recommended that all players must play a minimum of three innings in the field.
- **Continuous Batting Order** - A continuous batting order will be used. All players are to be included in the line-up and bat continuously (example: if there are 12 players in your line-up, all 12 players bat continuously in the batting order) The batting order may not change.

10. MISCELLANEOUS RULES

Stealing, lead-offs and batting order:

	<u>Stealing</u>	<u>Lead-offs</u>	<u>Batting Order</u>
8u	Not allowed	Not allowed	Continuous
9u & 10u	Allowed*	Not allowed	Continuous
11u & 12u	Allowed	Allowed	Continuous
13u & 14u	Allowed	Allowed	Continuous

- ***9u & 10u** players cannot leave a base they occupy until the pitched ball has passed home plate. Once a pitcher has stepped on the rubber, runners who leave bases before the pitched ball passes home plate shall be called out and the pitch shall be considered a dead ball. Stealing home is allowed.
- **ALL LEVELS** - No fake bunting then taking a full swing is allow. If this occurs the batter will be out and runners are not allowed to advance.
- Infield fly rule shall be in effect in the **11u, 12u, 13u & 14u** Division only.
- Dropped third strike applies in the **11u, 12u, 13u 14u** Division only.

Kill play – 8u, 9u & 10u – play is considered stopped and runners should not advance when the pitcher or any other player has possession of the ball on the pitching mound. If a runner is more than half way to the next base when the ball gets on the mound, the runner gets to occupy the next base. If the player in possession of the ball on the pitching mound puts the ball back in play, the play is 'live' again and both the defensive team and offensive team will proceed at their own risk. **IN ORDER TO STOP THE PLAY, ALL THE DEFENSIVE TEAM NEEDS TO DO IS TO KEEP THE BALL ON THE MOUND.** The mound is considered the part of the field that is within a 3 foot radius of the pitching rubber. The judgment of the umpire is final.

Courtesy runners are allowed for pitchers and catchers. The runner must be the player who made the last out. If a catcher has a substitute runner, the player (catcher) who had a substitute runner must catch one full inning immediately following the substitute runner. The only exception to this rule is if there is a pitching change or an injury. This rule is in place to speed up the game and is not intended to provide the batting team an opportunity to use faster players for slower players.

11. GROUND RULES

- A discussion of the ground rules between the managers and umpires should take place before each game.
- All players on the batting team, except the on-deck batter must remain in the dugout except for retrieving bats or warming up pitchers.
- Bats, helmets, and equipment must be kept in the dugout during games.
- Contact with equipment on the field of play shall be considered a dead ball and runners may advance one base (same rule as if ball were to go out of play)
- No Smoking on the field. (anyone smoking will need to leave the field).

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11. FORFEITURE

The umpire may declare a forfeiture under the following conditions:

- A team fails to field nine rostered players within ten minutes of the games starting time. (i.e. if a game is starting at 1:00 pm, the team that is short has until 1:10 pm to field a the 9th player).
- Failure to complete a game not officially called by an umpire.
- Failure to comply with an umpire's directive to remove a fan, coach, manager or player previously ejected from the area. The term area shall be defined as the umpire's field of vision from his position on the field. Each manager is responsible for the action of his players, coaches, and fans.
- Should a player, coach, fan or manager direct remarks to other than their own team the following procedure will be used:
 - A warning will be given to the manager. The umpire will designate the disruptive person(s). The manager should then attempt to correct the problem.
 - If the person designated by the umpire fails to comply with the warning, the umpire shall inform the manager that the offending person has 5 minutes to leave the area or the game shall be forfeited.

12. FIELD SAFETY

- Play shall be immediately halted in the event any player is injured. The umpire shall have the final say on where the base runners are positioned.
- A runner who fails to slide or fails to attempt to avoid a fielder who has the ball and is waiting to make a tag is out.
- A fielder may not block the path of a runner attempting to reach a base unless the fielder has possession of the ball or is in the process of fielding the ball.

13. UMPIRE CONTROL

Umpires are in complete control of all games from the game's scheduled start time. The following is a guide to the control an umpire may exert in officiating a game:

The umpire will offer a warning to players, coaches or managers for but not limited to:

- Throwing of equipment
- Improper or unsportsmanlike conduct
- Harassment of an umpire

An Umpire will eject players, coaches or managers for but not limited to:

- A second infraction of a previously warned issue
- Profanity
- Destruction of property or equipment
- Any act of physical violence

14. GAME TIME RESTRICTIONS

- Pool Play/ Bracket Games -
8u-10u - No inning may begin after 1 hour 40 minutes from the start of the game. Innings started before the 1 hour 40 minute limit that goes beyond the 1 hour 40 minute limit will continue until that inning is over. Ties are allowed in pool play games. No new inning can start beyond the designated time limit. A pool play game that is tied at the time limit will be considered a tie and play will not continue. A bracket game that ends in a tie will start a new inning in overtime with a runner (last out) will be placed at second base (with 1 out and the batters start with a 1-1 count) and full inning(s) will be played until a winner is determined (California rule).
- 11u-14u - No inning may begin after 1 hour 45 minutes from the start of the game. Innings started before the 1 hour 45 minute limit that goes beyond the 1 hour 45 minute limit will continue until that inning is over. Ties are allowed in pool play games. No new inning can start beyond the designated time limit. A pool play game that is tied at the time limit will be considered a tie and play will not continue. A bracket game that ends in a tie will start a new inning in overtime with a runner (last out)

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will be placed at second base (with 1 out and the batters start with a 1-1 count) and full inning(s) will be played until a winner is determined (California rule).

- Championship Games – There is no time limit. A full game will be played including extra innings until a winner is determined or slaughter rule.

15. RAIN DELAY GAMES

Games that are not able to be completed due to rain shall be considered complete games after the below designated inning. Incomplete games will be continued from the point of stoppage.

8u, 9u, 10u, 11u, 12u, 13u, 14u - After 4 innings (3 ½ if the home team is ahead)

16. SEEDING FOR THE ELIMINATION BRACKET WILL BE AS FOLLOWS:

1. Overall record
2. Head-to-Head – If there are exactly 2 teams tied, if more than 2 teams are tied, head-to-head is thrown out.
3. Runs Allowed – If three teams or more teams are tied for one spot, the team with the least number of runs allowed will advance. If three teams tied for two spots, the teams with the least and 2nd least number of runs will advance.
4. Run Differential – runs scored less runs allowed
5. Run Scored
6. Coin Toss

16. FIELD LOCATIONS:

Main Park

155 S. Locust, Frankfort, Illinois 60423
(cross streets of Nebraska & LaGrange)
<https://goo.gl/maps/37ntL4B3a6y>

Commissioner's Park

22265 S. 80th Avenue, Frankfort, Illinois 60423
(cross streets of 80th Avenue & Laraway)
<https://goo.gl/maps/dsBQufwVeNH2>

17. ADDITIONAL INFORMATION ABOUT BOTH PARKS:

- Concession Stand
- Bathrooms
- AED (in the event of an emergency please call 9-1-1 and then find a tournament official)
- Batting cages may be available prior to games (Commissioner's Park only).
- There will be NO infield practice before games.
- Teams are allowed to warm-up in the outfield area if the time allows.
- No flip drills allowed into fence.
- All teams should be ready to play 60 minutes prior to the start of their scheduled game.
- All teams and fans must adhere to local park policies.
- There is NO SMOKING at all Frankfort Park District Parks
- Please direct all other inquiries to a tournament official. A tournament official can modify time limits in the event of weather or scheduling problems.
- Protests must be made to a tournament official at the time of the play. Umpires' judgment calls cannot be protested.

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- The Tournament Director may modify the number or length of games when necessary due to weather, field conditions, or scheduling issues. This includes modifying the time limit if games get delayed
- The Tournament Director shall have the right to modify rules as he deems necessary and the decisions of the tournament director and/or interpretations of the rules as made by the tournament director are final.

18. REPORTING SCORES

The home team each game will be in charge of sending the final score to the tournament officials. Please use the group chat app called Whatsapp that we sent out prior to the tournament.

Example:

8U Division Illinois 10 – Wisconsin 0 – Field Main E

***We hope everyone has fun and
has a great tournament!***