

# 2019 West Bend

## Father's Day Classic

### TOURNAMENT RULES: U8 – U14

#### Player Eligibility:

1. Due to different eligibility rules in various leagues, both grade-based teams and age-based teams (provided the players meet the Aug 31st rule) will be allowed to participate in the tournament. **All coaches must be prepared to show a player's proof of grade eligibility and/or age eligibility upon request (copy of report card showing current grade level they are attending and/or birth certificate).** Failure to do so may result in the player being disqualified and a forfeit of all games in which the ineligible player participated.
2. Team rosters/release forms (14 player maximum) must be turned in to the Tournament or Site Director prior to the first game.

#### Game Length:

1. Games will be 6 innings in length.
  - a. U8 / U9 / U10 - No inning will begin more than 1 hour 30 minutes after the game start time.
  - b. U11 / U12 – No inning will begin more than 1 hour 30 minutes after the game start time.
  - c. U13 / U14 – No inning will begin more than 1 hour 40 minutes after the game start time.
  - d. Championship games will be played with no time limit.
2. The run rule will be in effect; 15 runs after 3 innings or 10 runs after completion of 4 innings (or 3 ½ innings if the home team is ahead). Championship games will be played with the run rule in effect.
3. In the event of a tie after 6 innings, or expiration of the allotted time, the tie will be broken by use of the “California Rules Tie Breaker”. In the California rules tie breaker, the visiting team bats first. The player from the visiting team that made the last out of the previous inning is placed at second base, with one out. The next batter in the lineup hits and play continues until three outs are recorded. The home team repeats the process. The team that scores the most runs wins. For pool play tie breaker purposes, runs scored during the tie breaker are included in the runs allowed and runs scored.

	U8	U9	U10	U11	U12	U13	U14
Pitching distance	43'	46'	46'	50'	50'	60' 6"	60' 6"
Base length	60'	60'	60'	70'	70'	90'	90'
Dropped 3rd Strike	No	No	No	Yes	Yes	Yes	Yes
Infield Fly enforced	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Metal Spikes Allowed	No	No	No	No	No	Yes	Yes
Head First slide **	No	No	No	Yes	Yes	Yes	Yes
Leading off	No	No	No	Yes	Yes	Yes	Yes

\*\* U8 / U9 / U10 The head first slide is allowed only when returning to a base, not when sliding in to a new base. For U8/U9/U10 divisions; batter/runner making a head first slide while advancing to a new base will be called out.

#### Pitching:

1. Pitchers are limited to six outs per game. After the 6<sup>th</sup> out is recorded, the pitcher will be removed from the mound and replaced with another pitcher. This rule will remain in effect in extra innings and tie breakers.
2. Once a pitcher has been replaced, that player cannot pitch again, even if that player did not record 6 outs.
3. Trips to mound by a manager or coach may not exceed 1 per inning per pitcher. The second trip in an inning will result in removal of the pitcher.
4. Balks will be called. Balks are an immediate dead ball.
  - a. U11 – One balk warning per pitcher.
  - b. U12 – One balk warning per team.
  - c. U13 / U14 – No balk warnings.

5. Five (5) warm up pitches will be allowed to start an inning, or to allow a replacement pitcher to warm up.
6. No infield/outfield after the first inning.

### **Base Running Rules:**

1. Stealing will be allowed, including home except U8 level.
  - a. U8 cannot steal home unless a play is being made on the runner. Example #1: Runners on 1<sup>st</sup> & 3<sup>rd</sup>, runner from 1<sup>st</sup> steals 2<sup>nd</sup> base, catcher throws to 2<sup>nd</sup> base. Runner on 3<sup>rd</sup> cannot steal home. Example #2: Runners on 1<sup>st</sup> & 3<sup>rd</sup>, runner from 1<sup>st</sup> steals 2<sup>nd</sup>, catcher throws the ball to 3<sup>rd</sup> base, runner from 3<sup>rd</sup> is allowed to steal home.
  - b. U8 / U9 cannot leave the base till the ball crosses the plate.
  - c. U10 cannot leave the base till the ball leaves the pitchers hand.
  - d. If a base runner leaves the base early, they will be called out. The ball is dead when the runner leaves early, so the pitch does not count, whether it is a ball, strike, or hit into play.
2. A courtesy runner may be used for the catcher at any time. A courtesy runner must be used for the catcher with two outs. Only the player making the last out, or players not in the game at the time may be used as courtesy runners (teams that roster bat must use the last out as the courtesy runner).
3. U8 / U9 / U10 - A player may advance at any time while the ball is in play until it is in the pitcher's hand and pitcher is on the rubber. Base runners will be held to the nearest base once the ball is in the pitchers' hand and pitcher is on the rubber. If a runner is off the base or running to a new base while the pitcher has the ball and is on the rubber the runner will be called out.
4. U8 / U9 / U10 - No advancement on walks if pitcher has the ball and is on the rubber unless a play is being made on another runner. If player attempts to advance while pitcher is on the rubber with the ball they will be called out.
5. U8 delayed steals are not allowed. If a player wishes to steal 2<sup>nd</sup> or 3<sup>rd</sup>, the runner must make their move immediately and not try to bait the catcher into a throw.

There is ***NO*** MANDATORY SLIDE RULE! The sliding rules are the same as the NFHS book rules. There are two main points.

#### **2.17.1. The Force Play Slide Rule**

Any runner who is in a force play, must either slide directly into the base or run themselves out of the play avoiding contact with the fielder. If this is not done, this is considered interference and the runner is out and the B/R is automatically out for a double play, and all other runners must go back to the base they occupied at the time of the pitch. The runner may not "take out the fielder to break up the double play." If the runner slides, it must be a legal slide according to book rule and if the second baseman is on the bag and the runner makes a legal slide into the bag and there is contact, interference should not be called.

#### **Plays at the plate: Summary of the NFHS rule.**

When there is a potential play at the plate, and the catcher has the ball, the runner must either make a legal slide or avoid contact. The catcher has the right to be in the base-path when he has the ball in his possession... If the catcher does not have possession of the ball and denies the runner access to the plate, then the catcher has committed obstruction and the runner may be awarded home. The runner has the right to reestablish his base path by running no more than 3 feet to either side of the base path to avoid contact. If the runner does attempt to avoid contact and there is incidental contact then this is a judgment call by the umpire. Jumping, diving or hurdling over a player with the ball does not constitute avoiding contact and the runner will be called out. If the runner commits malicious contact, the runner is out and ejected from the tournament.

1. **Remember, *Malicious contact supersedes obstruction.***

### **Hitting Rules:**

1. There are no bat restrictions for weight or diameter. Wooden bats may be used but cannot be taped on the barrel.
2. Teams must include all 9 players on the field in the batting order.
3. Teams also have the option of batting their entire roster (roster batting).
4. Teams that elect roster batting must declare that intention prior to the game to both the opposing manager and the head umpire. Once the game begins, changes to that designation will not be allowed. If no declaration is made before the game commences, the team will bat only the 9 players in the field.
5. Batter's will not be allowed to leave the batter's box and must keep one foot in the batter's box at all times. This is an effort to keep the games moving.
6. Batting sleeves / donuts must be on the bat or against the fence during play.

### **Substitutions:**

1. Teams will submit starting line ups to their opponents 10 minutes before game time.
2. Teams must notify the umpires and the opposing manager (or the scorekeeper for the opposing team if so instructed by the opposing manager) of any substitutions. Starters may re-enter the game but only for the player that came in for them, and only one time.
3. Teams using roster batting may use free defensive substitutions for the entire team, and do not need to report substitutions to the opposing team.
4. If a player is injured during the game and cannot play, a player from the bench must be substituted for that player. If there are no players available to substitute for the injured player, either because there are only 9 players on the team, or because the team is roster batting, an out will be recorded when the injured players spot in the batting order is reached on the first time through the batting order after the injury. Thereafter, no out will be recorded when the removed player's spot is reached.

### **Additional Rules:**

1. We will follow NFHS Rules unless noted differently in the tournament rules.
2. Jewelry rule – No jewelry, such as necklaces, earrings or bracelets will be allowed unless it's an emergency medical alert bracelet/necklace.
3. Divisions with 12 teams - Top two (2) teams in each pool will advance to bracket play. Pool winners will play against 2<sup>nd</sup> place pool teams with winners advancing to the semi-final game. 3<sup>rd</sup> place finisher in each pool will play a consolation game.
4. Divisions with 11 teams – Pool play winners will be seeded 1-3. Rest of the teams will be seeded 4-11 based on tie breakers.
5. U8 – Teams will play round robin format, then seeded 1-4 for single elimination bracket play.
6. For pool play games home team will be determined by a coin flip by the head umpire before the start of the game. For tournament games, the higher seed will be the home team. If both teams have the same seed, then a coin flip will determine home team.
7. The home plate umpire will confirm the score with each team at the conclusion of each half inning, and at the end of the game. The coach of the winning team reports the final score to the Tournament or Site Director.
8. There must be 9 players on the field at the start of the game.
9. Teams may not direct any comments to the opposing team (including "chants") from the time the pitcher receives the ball to the time the catcher receives the ball, or the ball is hit.
10. Only the manager may discuss a decision with the umpire. The umpires will be treated with respect by players, coaches and fans. Coaches will be held responsible for the comments of their players and fans. Violation of this rule by fans, players or coaches may result in a forfeit of the game, and possibly all remaining games.
11. Teams must be ready to play 30 minutes prior to the scheduled start time of the game. If a field is available, games may be started earlier than the scheduled start time.
12. Up to 14 trophies will be available to the winning and second place team members and coaches.
13. Pool play results will be determined, in the following order, by record, head to head competition, fewest runs allowed, most runs scored, coin flip.

**THE TOURNAMENT RULES ARE IN PLACE TO ALLOW FOR THE EFFICIENT OPERATION OF THE TOURNAMENT, TO ACHIEVE FAIR COMPETITION BETWEEN THE TEAMS, AND FOR THE PHYSICAL PROTECTION OF THE PLAYERS. IN THE PROCESS OF CREATING THESE RULES, BEST EFFORTS HAVE BEEN USED TO ANTICIPATE THE CIRCUMSTANCES AROUND WHICH A DISPUTE MIGHT OCCUR, AND CREATE A SOLUTION. HOWEVER, IT IS NOT POSSIBLE TO ANTICIPATE EVERY POTENTIAL DISAGREEMENT OR HARMFUL SITUATION THAT MAY ARISE DURING A YOUTH BASEBALL TOURNAMENT, AND AS A RESULT, THE TOURNAMENT DIRECTORS RESERVE THE RIGHT TO MODIFY ANY OF THE ABOVE LISTED RULES IN AN EFFORT, IN THEIR SOLE JUDGEMENT, TO PROTECT THE WELFARE OF THE PLAYERS AND FAIR COMPETITION BETWEEN THE TEAMS. FOUL WEATHER, OR OTHER CIRCUMSTANCES, MAY REQUIRE THE TOURNAMENT DIRECTORS TO CANCEL OR CHANGE THE STRUCTURE OF THE TOURNAMENT. ALL SUCH DECISIONS WILL BE MADE WITH THE BEST INTERESTS OF ALL COMPETITORS IN MIND.**