

DEERFIELD WOODEN BAT 2019 Tournament Rules



1. Entries, Documents, and Weather

A. Each team will register through our official tournament website, Tourney Machine (<https://www.tourneymachine.com/E54975>). Registration consists of three documents: Team Name / Contact Info, Team Roster, and proof of insurance. Your team roster must be uploaded to Tourney Machine. Email insurance to woodenbat2@dyba.com.

B. Team Rosters must be uploaded to Tourney Machine by Wednesday, June 12th – one day before the first game. Proof of insurance must be emailed to woodenbat2@dyba.com by the same date.

C. Each team must consist of 9 players with a maximum of 15 players. All players must be of the age of the bracket or under as of April 30, 2019.

D. A total of three adults per team will be allowed as official coaches during each game: 1 manager and 2 coaches. All three must be listed on the team roster. They also must be in easily identifiable team apparel. The manager will be responsible for the conduct of all coaches.

E. Teams must have their player's birth certificates available at all games. In the event of a challenge for proof of age, managers will be required to show a copy of the player's birth certificate. Failure to do so may result in a forfeiture of the game.

F. All players must be **full time members** of the team, and must have participated in at least 75% of the team's games (unless injured). Score books must be made available for review. Any team who plays an ineligible player at any point in the tournament will be subject to potential forfeiture of games or disqualification from the playoffs, at the sole discretion of the tournament director. All "special circumstances" (call-up from younger age group, call up from B-team, etc...) must be cleared by the tournament director prior to the tournament.

G. Any player participating in the Deerfield Wooden Bat Tournament may only be rostered on **one single team** in the tournament. For instance, a player cannot be rostered on two teams at the 12u level, or on 11u + 12u teams. If it is determined that a player appeared in Wooden Bat games for more than one team, the player will be immediately suspended from the tournament and determined ineligible. Any team who plays an ineligible player at any point in the tournament will be subject to potential forfeiture of games or disqualification from the playoffs, at the sole discretion of the tournament director.

H. Weather conditions may alter tournament schedule. **Updates will be provided to team managers through contact information on Tourney Machine. In the event of severe weather, check your emails + cell phones for an update from the tournament director. If you haven't heard from us, an update has not yet been finalized.**

I. In the event of weather, poor field conditions, or other unforeseen circumstances, the Tournament Director reserves the right to change the tournament schedule and/or structure. This includes changes to pool play or playoffs. These potential changes include, but are not limited to, moving game times, shortening the length of games, decreasing the number of pool play games, or shortening/adjusting the playoff bracket. These changes are at the sole discretion of the Tournament Director.

J. In case of lightning or the threat of lightning, the umpire(s) or any DYBA tournament officials have 100% discretion to pull teams off the field. In Deerfield, we have a very sophisticated lightning

tracking system called Thorguard. It will sound an alarm at all parks if lightning is in the immediate area. If the alarm goes off at any field location, **all games** must be stopped immediately, even if the alarm is at a different field, and will resume ONLY if and when the all clear signal is sounded. If the game is unable to resume or the time limit expires at the point of the all clear, the result of the game goes back to the last completed inning OR to the current inning if the home team is leading at the time of the Thorguard alert – NO QUESTIONS ASKED and no protests will be accepted. To review the complete DYBA lightning policy, visit DYBA.com.

K. If because of weather, your team plays less than 2 games (i.e. plays 0 or 1 game) refunds or partial refunds will be issued.

Play 2 games = no refund

Play 1 game = 50% refund

Play 0 games = 100% refund (minus \$25 admin fee)

(for the purposes of this rule, a game is considered "played" once the first pitch is thrown)

2. Fields, Schedules and Scores

A. Before each game, time permitting, each team may practice in the **outfield** on a split field. **No practicing in the infield.** Outfield warm-ups will take place on the same side of the field of your dugout. There will be no live batting practice or soft toss into the fence. Whiffle balls, "heavy balls", and/or soft toss into a net are allowed.

B. Game schedules and field locations will be posted on **Tourney Machine** and sent to all teams prior to the tournament. It is the manager's responsibility to check the website for all game schedule information and distribute information to his team.

C. The most up-to-date tournament scores and schedule will be posted to **Tourney Machine**. We will work to update scores as quickly as possible. We understand the implications that other games have on your game-plans, tiebreakers, etc... and recommend that you set up notifications through the Tourney Machine website and/or phone application.

3. Games Rules

All rules will be based on National Federation of High Schools and Illinois High School Association rules, except where noted below. In the case where tournament rules do not explicitly mention a situation, tournament officials and umpires will have complete and sole discretion to rule on these points.

A. During pool play, the home team is determined by a coin flip. During bracket play, the higher seed is always the home team.

B. The continuous batting and free defensive substitution rule will apply. **All teams must bat their entire (present) roster in each tournament game.** However, there are no restrictions on the number of innings that each rostered member plays defensively.

C. A team must have **eight players** to begin a game. If a team is playing with eight players, an automatic out will be recorded in the ninth position each time it comes to bat. If a team begins a game with nine (or more) players, and an injury brings them down to eight, the last player to leave the game due to injury will be recorded as an automatic out in the batting order. A team **cannot play** with less than eight players. If a team drops to seven players at any point during a game, it is ruled a forfeit.

D. If an injury occurs, reducing a team to eight players, the manager may elect to continue playing, taking an automatic out in the batting position of the injured player. The out does not constitute a play and the ball is dead. The same rule exists in the case of a player ejection, and will be considered batting out of order per NFHS rules.

E. Once an injured player is removed from a game, he cannot re-enter the game. The only exception to this is if the injured player brings a team from nine players to eight – in this case, the most recently injured player may re-enter at his original position in the batting order.

F. If a player is arriving late, the coach must make this known to the umpires and opposing coach prior to the start of the game. Whenever the late player arrives, he will be entered in the last spot of the batting order. If the late player was not made known to the umpire before the start of the game, the opposing coach has the right to either allow or disallow the late-arriving player to play.

G. Lead-offs are permitted for all ages except for the 8u and 9u divisions. **In the 8 and 9u age divisions, runners may leave the base after the ball has crossed the plate.** No warnings will be issued for violating this rule; umpires will call runners out immediately and the ball will be dead. In the 8 and 9-year-old division, players may not steal home.

H. There is no rule stating that players must slide. If there is a play at any base, players have the option of A) **sliding** or B) **avoiding contact**. If a player makes an effort to slide into a base, contact with the defender is permitted. However, if a player does not slide, and makes any contact with the fielder, even if the contact is incidental (i.e. not malicious), the player will be **called out**. The ball is deemed dead at the point of contact, and players must return to the last base they touched safely. Therefore, we highly recommend that players slide into every base to avoid an issue.

I. If a player does not slide into a base, and makes intentional or malicious contact with a fielder, as deemed by the umpire, he is subject to immediate ejection. He is called out, the ball is deemed dead, and all players must return to the last base they touched safely. He may be suspended from future games at the discretion of the tournament director.

J. Head-first slides **are allowed** at any base, including home plate.

K. Defensive players may not interfere with a runner without the ball in possession unless they are about to receive it immediately. This is based on the NFHS/IHSA rule.

L. No fake tags will be permitted. This is obstruction per the NFHS/IHSA rule.

M. "Slashing" is not allowed; if the batter squares around to bunt, he cannot swing away. If the batter violates this rule, he is out. A second team offence results ejection of the player and manager.

N. Catchers and pitchers **of the following inning** may have a courtesy runner at **any time**, and must have a courtesy runner with two outs. The runner must be the last player to have been **called out**. You may **NOT** pinch run for pitchers or catchers in the final inning of a game (or in extra innings).

O. Dropped third strike and infield fly rules are in effect for all ages except the 8 and 9-year-old divisions.

P. All teams need to be ready to start 15 minutes before their scheduled game time. **Games will be started early whenever possible.** When umpires are ready to start the next game, there is a five minute grace period before forfeiture.

- Q. Any team who forfeits a game in pool play is ineligible for bracket play.
- R. All forfeits are scored 6-0 (9u/10u/11u) or 7-0 (12u-13u-14u)
- S. Once a pitcher has begun his windup, the opposing bench cannot yell, cheer, otherwise make noise with the intent of distracting or harassing the opposing pitcher. Umpires can give two bench warnings. The third offense results in ejection of the team's manager.
- T. All managers are responsible for the conduct of their players, coaches, and fans. Only the **team manager** may engage in discussion with the umpire. Any ejected manager, coach, player, or fan must leave the premises for the duration of that game. A second ejection in the tournament will result in disqualification of that individual for the remainder of the tournament. Suspensions may be issued at the sole discretion of the tournament director.

4. Score Reporting

- A) All score reporting will be done through the official game card held by the home plate umpire.
- B) Coaches must record their team name, division, and age group on the umpire's official score card prior to each game. This will be done at the home plate meeting.
- C) After the completion of each game, coaches must **sign the completed scorecard** held by the home plate umpire.
- D) Once the scorecard is signed, it is the umpire's responsibility to report the score. Nothing further is needed from coaches.

5. Game Length

- A) At **9u, 10u, and 11u** all games are scheduled for **6 innings in length**
- B) At **12u, 13u, and 14u** all games are scheduled for **7 innings in length**
- C) The time limit for all **pool play** games is **one hour and forty-five minutes**; no new inning may start after this time. If the time limit is reached in the top half of an inning, the top half will always be completed. Once in the bottom half, if the time limit is reached, the game will only continue if the home team is tied or trailing.
- D) For **quarter final games**, the time limit is expanded to **two hours**
- E) For **semi-final** and **championship** games, there is **no time limit**
- F) The time limit begins when the umpire says "Play ball!" and should be confirmed with scorekeepers. An inning is deemed "completed" at the moment the third out is recorded. At that time, based on the umpire's official game clock, it will be determined whether or not a new inning can be started.
- G) There is no set number of innings that makes a game "complete" – in the case of rain, the tournament director reserves the right to deem games "complete" at any point. In these cases, if the road team is tied or winning, the score reverts back to the last completed inning. The tournament director also reserves the right to shorten or extend a game's time-limit. The

time limit is not paused during rain delays unless indicated by the tournament director.

6. Extra Innings

- A) If a **pool play** game is tied, and the time limit has been reached, the game **ends in a tie**.
- B) If a **pool play** game is tied after the completion of the all required innings are played (6 innings at 9u/10u/11u, 7 innings at 12u/13u/14u), and there is **still time remaining** on the clock, the game will move to **California Speed-up Rules**. Additional extra innings may continue to be started until the time limit has been reached or a winner has been determined.

CALIFORNIA SPEED UP RULES = the last **recorded out** starts on second base. There is **one out**. The count is **0-0**. The **away** team will continue to bat in the **top half** of each additional inning.

- C) If a **quarter final** game is 1) tied after the completion of all required innings are played, or 2) tied when the **2-hour time limit** has been reached, **California speed up rules** will be used until a winner is determined.
- D) If a **semi final** or **championship** game is tied after all required innings are played, **California speed up rules** will be used until a winner is determined. There is **no time limit** in semi final or championship games.

7. Slaughter Rule

- A) 12 run lead after 3 innings (2.5 if home team is ahead)
- B) 10 run lead after 4 innings (3.5 if home team is ahead)
- C) The slaughter rule applies to all tournament games, including **pool play**, **bracket play**, and **championship games**.

8. Pitching Rules

- A) The only pitching limitation at **9u**, **10u**, and **11u** is that each pitcher may record a maximum of **6 outs per game**
- B) The only pitching limitation at **12u**, **13u**, and **14u** is that each pitcher may record a maximum of **9 outs per game**
 - a. Beyond the game limits posted above, it is the responsibility of the team's manager to monitor their pitchers. We will not impose maximums on innings pitched per day or innings pitched in the tournament – therefore you do not need to report anything regarding your pitchers.
- C) Balks will not be called at **9u**. At **10u-13u**, each **pitcher** will receive **1 balk warning**. At **14u**, there are **no balk warnings**. (identical to MSBL rule)
- D) Managers may make one mound visit per pitcher per inning without removing the pitcher.
- E) Injury related trips by a manager to the mound do not constitute as a trip to the mound.

F) Pitchers removed from the pitching position may not return to pitch again in that game.

G) Pitching and Base Path Distances:

9u: 44 – 60	10u: 46 – 65	11u: 48 – 70	12u: 50 – 70	13u: 54 – 80	14u: 60 – 90
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9. Equipment

A) There are no specific bat restrictions other than **ALL BATS MUST HAVE A WOOD BARREL.**

Composite bats are legal as long as the barrel is made of wood. Metal handles are legal as long as the barrel is made of wood.

B) Baseballs (3 per game) will be provided by the Tournament. Please make your best effort to recover foul balls on your side of the field in a timely manner.

C) Each team must provide one official scorekeeper for each game. Scorekeepers must compare the score after each inning. If there is an issue that cannot be solved by comparing books, contact the tournament director. The “home book” is not given any priority.

D) All players on the hitting team who are standing on the field of play must wear a helmet at all times. Any catcher warming up pitchers must wear a full face mask. Catchers warming up pitchers down the lines must wear a full face mask, and must be protected by a player or coach with a glove for the duration of the warmup. **Youth** base coaches must wear helmets.

E) Metal cleats are only allowed at the 13u and 14u age groups.

10. Protests

A) Teams may protest the **interpretation of a rule** – not a judgement call – at any point during the tournament. **The protest must be made at the time of the rule interpretation, and before any further action occurs.** Once the next pitch has been thrown or play continues, protests are no longer considered.

B) If you want to protest a rule interpretation, you must:

- 1) Indicate to the home plate umpire that you are filing a protest
- 2) Take your players off the field and into your dugout
- 3) Call the director of umpires (847) 293-7500
- 4) The director of umpires will make a final ruling

11. Awards

A) Championship teams and the runner up teams in each age group will receive an award.

B) Each team will be provided with 15 individual awards.

12. Not covered in the rules

A) Any rule not stated above will be based on the 2019 IHSA/NFHS rulebooks. In the event that an item is not covered in the rules, the tournament director has the final say.

13. Playoff Seeding

A) Each age group* has three divisions of four teams. In pool play, teams will play all other teams in their own division (three guaranteed pool play games)

STEP 1: all teams are seeded 1-4 WITHIN THEIR OWN DIVISION according to...

- 1) Win-loss record
- 2) Head-to-Head record between all tied teams **
- 3) Runs against
- 4) Run differential (maximum 10 per game)
- 5) Repeat steps 3 and 4 only for games between tied teams
- 6) Coin flip

Example) A>B, B>C, C>A, and all are 2-1. All are 1-1 within the tiebreaker. Team A has 5 runs against, thus is seeded #1. Team B has 7 runs against, thus is seeded #2. Team C has 10 runs against, thus is seeded #3. We do not go back to C>B H2H after team A has been seeded #1.

However, in the same scenario, **if two teams are tied within the same tiebreaker step** (teams B and C each have 10 runs against), that tiebreaker shall be broken by H2H (C>B) as opposed to moving on to run differential.

STEP 2:

From each division, the **#1 seed** and **#2 seed** **advance to bracket play** (6 total teams).
From each division, the #3 seed and #4 seed are eliminated (6 total teams)

STEP 3:

The #1 seeds from each division (division winners) will automatically be awarded the #1, #2, and #3 overall seeds.

The #2 seeds from each division (2nd place) will automatically be awarded the #4, #5, and #6 overall seeds

The three division winners are compared across divisions by the **same tiebreaker steps as above** for seeds #1-3, except head-to-head will not apply, as teams have not played against each other

The three 2nd place teams are compared across divisions by the **same tiebreaker steps as above** for seeds #4-6, except head-to-head will not apply, as teams have not played against each other

STEP 4:

Quarter finals = **3v6** and **4v5** (@8am Sunday Morning) → **#1** and **#2** receive **a first round bye**
Semi finals = **1v4/5** and **2v3/6** (@10am Sunday Morning)
Championship = remaining winners (times vary)

* The only difference at 9u is the top 3* teams from each division advance, while the 4th place teams are eliminated.
** If 3 tied teams have not all played each other (due to rain), teams will not be penalized on H2H for a missing game

14. Contact Information

Tournament Director	Landon Cohen	(847) 648-3030
Assistant Tournament Director	Jacob Moeckler	(224) 567-9038
Director of Umpires	Mike Strauss	(847) 293-7500
Scores	A.J. Price Rob Reddy	(847) 530-6184 (773) 331-7273
Concessions	Ryan Twose	(972) 795-9206
Volunteers	Corey Swender	(773) 590-2606

