



TNT SPORTS GROUP TOURNAMENT RULES

www.tntsportsgroup.com

GAMES:

• All 8U – 11U games will be 6 innings and will have a 1 hour and 45-minute no new Inning time limit. All 12U-14U games will be 7 innings and will have a 1 hour and 45-minute no new inning time limit. Any game still tied after 1 hour and 45 minutes will be a tie during pool play. If a game is still tied and there is still time left extra innings will be played via California Rules last batted out on second base 1 out and 1-1 count on each batter. That rule will also apply for all games that are tied during bracket play. Championship will not have a time limit.

• 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 10 minutes in between games. 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 6-0.

• **The winning team must turn in scorecard to director right after game is over. If you cannot find director, please text scores to 630-280-6792. If scores are not turned in an hour after the game, then the game will go down as a 7-7 tie.**

• 4 innings is considered an official game (3 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.

**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 2nd base and 3rd base is 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 3rd base is played on and the ball is thrown away he can advance home. Otherwise there is a "wall" on the runner at 3rd. 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 3rd base since he was not played on. 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, 10 runs after 4 innings, and 8 runs after 5 innings.

PITCHING RULES:

• **Tournament Management will not be involved in counting pitches or innings pitched. The team manager is responsible for maintaining the health of his pitch.**

• Any pitchers removed from the mound may not return to pitch again in that game.

• 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.

• Pitchers are allowed 8 warm-up pitches in the first inning and then 4 warm-up pitches any inning after that. New pitchers are allowed 8 warm-up pitches when entering a game in progress.

• No pitches need to be thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.

• One balk warning per pitcher at 8U-11U. No balk warnings for 12U-14U.

BATTING RULES:

• Teams have (3) options for batting order and extra players

1. Straight Nine: Nine players in the batting order and listed on the lineup card. No designated hitter. 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 into the last spot in the batting order. Free defensive substitution for all players throughout the game.

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

• Bat restrictions 9u-14U; **Non-wood bats are allowed with barrels up 2 3/4 inches. And must be clearly marked with the "USA Baseball" or USSSA stamp. Bats with the BBCOR stamp and are -3 are allowed as well.**

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 TNT Sports Group 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. Runner(s) will not be allowed to advance on a batted ball. If there are (2) infractions by the same team during a game, the team's Head Coach will be ejected.

• **ABSOLUTELY NO SLASHING IS ALLOWED. THIS WILL RESULT IN AN AUTOMATIC EJECTION.**

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. The pitcher or catcher for this rule is the pitcher or catcher for the next inning except for the final 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 coach ejected from a game will be suspended for the remainder of the game and for the next game the team plays. 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.

ROSTERS/BIRTH CERTIFICATES/INSURANCE

• Teams must have their Rosters, Birth certificates, and Insurance present at the field always. Tournament officials always reserve the right to request to review any of the items.

• No team will be allowed more than 16 players on their roster. 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 1st.

• The birthday age cutoff is April 30th.

• All teams must have a certificate of insurance and will not be allowed to play without.

MISCELLANEOUS

• No infield practice or hitting on the infield prior to **ANY** of the 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 with league balls in to the fence are not allowed.

• **No metal cleats will be allowed for players ages 8U-12U. No metal cleats will be allowed on any turf fields or portable pitching 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 director will supply 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. 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 TNT Sports Group 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.
- Cheering is allowed however must cease once the pitcher has come to a set.
- There will be 1 umpire for every game. Semi-Finals will have 2 umpires. All umpire decisions are final and based off their best discretion, no protests allowed. IHSA rules will apply, unless otherwise stated.
- 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.

REFUND POLICY:

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

0 games started: 100% credit toward a * 2019 TNT Sports Group Tournament
1 game played: 50% credit toward a * 2019 TNT Sports Group 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.**