



# TINLEY PARK BULLDOGS

## 7u All Star Bulldogs Bash Tournament

July 18 - 21, 2019

### **RULES & INFORMATION**

Welcome to the Tinley Park Bulldogs 7u All Star Bulldogs Bash Tournament. With your help, this tournament will be both competitive & fun for the players, coaches & fans. With sportsmanship always in mind, we look for you, your players and fans to positively acknowledge the efforts of your opponents. Respect the game!

All fields are on either Park District or School District property. Please respect parking signs in both the lots and neighborhood which has posted tow zones.

Batting cages are available first come first served, teams are allowed use of one cage. Batting helmets are required. We have other teams from other tournaments, so we ask you be courteous with your cage time. (Wear Helmets when using cages)

**Fields:** All games will be played on the Bulldogs complex at Grohvena and Pryor fields. See attached map for address and field locations. TOSS HITTING OR PITCHING OF ANY TYPE OF BALL INTO ANY FENCING OR BACKSTOP IS STRICKLY PROHIBITED.

**Weather Hotline:** 708-941-3758 (The weather hotline will be updated whenever weather threatens. Every effort is made to play and always assume the game is on unless the message states otherwise. Some weather situations may result in a game time decision by the Tourney Director.)

**Bats:** USSSA 1.15 stamp and USA certified bats allowed. (no 2 3/4 barrel bats allowed)

**Pitching:** Two (2) innings per game per pitcher. No limits on innings pitched for the tournament (coaches are responsible for protecting arms.)

- One pitch = One Inning
- A pitcher must be removed on the second visit to the mound in an inning or third visit to the mound in a game. Visits to the mound will count whether from manager or coach. A visit to the mound for an injury will not count.
- Once a pitcher is removed from the game as a pitcher, he cannot return to pitch in that game.
- No white on the arm of a pitcher.
- No sun glasses may be worn by the pitcher (unless prescribed by a doctor).
- No necklaces may be worn by a pitcher
- A coach may indicate to the Umpire an automatic Intentional Walk and NO pitches will be thrown.
- Pitcher must be removed if hitting two batters in the same half inning or after the 3<sup>rd</sup> time a batter is hit.

**Slaughter:** (for 6 inning games) 15 runs after 3 innings, 10 runs after 4 innings.

**NO BALKS**

**NO STEALING:** NO STEALING ALLOWED at 7u

**NO INFIELD FLY**

**NO DROPPED 3<sup>rd</sup> Strike**

**NO BUNTING or SLASH BUNTING ALLOWED:** If the umpire considers a player to have bunted ....it will be considered a STRIKE thrown. Any player slash bunting, will be considered and OUT and dead ball.

**OTHER SPECIAL RULES AT 7U**

**PLAY IS DEAD:** Play ends once any defensive player secures the ball while within the pitching mound circle, BUT if the defensive player decides to make a play on a runner prior to the umpire calling the play dead, the play will remain live. A fake pump will not be considered making a play on a runner.

**RUNNERS ADVANCING WHEN BALL IS SECURED:** Runners that are considered more than half way once the ball is secured within the pitching circle are allowed to advance to that next base. (This is a judgment call from the umpire) If the defensive player secures the ball within the circle and does not make a play on the runner (the runner will need to go back to the previous base if the umpire believes the runner was NOT half way once the ball was secured).

**MAXIMUM OF 5 RUNS PER INNING:** Only five (5) runs are allowed per inning until the last inning (6<sup>th</sup>) or unless the umpire declares an earlier inning being the last inning because of running into time limits. An inning being declared as the last inning needs to be declared at the top of the inning and only 3 outs or slaughter rule will end the inning when considered the last inning.

**RUNNERS LEAVING EARLY:** Runners are not allowed to leave the base until the ball crossed the plate. One TEAM warning will be given if the Umpire believes a runner has left the base early. After receiving the TEAM warning, any player considered by the umpire to have left early will be considered OUT. However, if the batter puts the ball in play when a runner is considered to have left early ....the at bat is played out, but the defensive team will have the option of taking the outcome of the at bat or consider the runner who left early as an OUT and play is dead, all other runners go back to starting base positions and it would be considered no pitch thrown.

**Home and Away:** Coin Flip will decide home and away for each pool game (if teams have not settled into a dugout ....home will take 3B and away 1B side)

**Time Limit:** 2hr time limit. NO new inning starts after time expires. 7-10u are 6 innings.

**\*\*NO TIME LIMITS FOR SEMI's and CHAMP GAME**

(Tourney Director has authority to change time limits if we have weather issues and need to get games in.)

**Tied Games:** NO TIES, we will go California the start of the 7<sup>th</sup> inning or if game is tied when time expires. Last Batted Out starts on second base. Batter starts with a 2 ball & 1 strike count. 1 out to start the inning.

**Check-In:** All required paperwork must be submitted at check-in. You must check-in at least 45 minutes before your first scheduled game. Check-in location will be announced by your age's director. Check in will be at the field you play your first game.

**Paperwork:** the following is required at check-in.

- (1) Proof of Team Insurance document. (We keep a copy of Insurance)
- (2) Birth Certificate for every rostered player. (Please keep handy for entire tourney)
- (3) Fully completed Team Roster. Roster should be in alphabetical order with jersey number (if you have not entered it in TourneyMachine.) NO Additions after check in. We keep a copy of the roster.

**Rosters:** Teams may carry a minimum roster of 9 eligible players, max 15 players. Once your roster has been submitted 45 minutes prior to your first game, no additions or changes may be made.

**Coaching Staffs:** Teams may have a maximum of 5 adults on the confines of the field and dugout area, regardless of their “function”. A maximum of 3 coaches (includes manager) may be outside the dugout during an inning. These coaches must be against the dugout fence and between the dugout openings. Dugouts with gates must have gates closed at all times. No buckets on the field.

**Format:** 3 game minimum. Individual awards for 1st & 2nd place.

**Tie Breaker:**

- (1) Win - Loss record
- (2) Head-to-head games (if no clear-cut winner use #3)
- (3) Least total runs allowed (all games) during pool play.
- (4) Greatest total run differential (all games) during pool play.
- (5) Total Runs Scored (all games) during pool play.

Once a 3 or 4 way tie has been broken we revert back to #1 for the remaining teams.

**Game Rules:** Playing rules will be applied in the following order:

- (1) Tourney rules. (Supersede...)
- (2) Rules of Pony Baseball (which supersede)
- (3) Rules of Major League Baseball

**Starting the Game:** A team must have 9 players to start a game. If 9 are not ready to play by 15 minutes after the scheduled starting time (by the umpire’s watch) a forfeit is declared. The final score shall be 7 - 0.

**Equipment:** Protective Athletic Cup - ALL players are required to wear them. Metal Cleats - may not be worn. Other equipment requirements refer to Pony Baseball Rules. (Note catcher requirements & no jewelry). No buckets are allowed outside the dugouts.

**Continuous Batting Order (is mandatory):** All players at the game shall be listed in the order and will bat, whether or not they played in the field the prior inning. You must bat a minimum of 9. If, for any reason you lose players which brings your order to less than 9 batters, an out will be declared at that spot in the order for each spot under 9.

If you anticipate a player being tardy, he may be listed at the bottom of your order and so noted to your opponent during the exchange of lineups. He must be available to hit by the time that last spot in the order is reached. If the order cycles back to the top, he may no longer enter the game. Un-noted additions may not be made after the game begins.

**Injury:** Whenever a batting order has less than 9 batters for any reason, after a game has started,

outs are declared for each spot less than 9. When batting more than 9, outs WILL be declared for missing batters in the order unless an obvious injury has occurred.

**Defensive Substitutions:** Free substitution at any time.

**Catcher/Pitcher speed-up Rule:** Running for the catcher or pitcher is optional at any time. The last batter making an out prior to the pitcher or catcher reaching base is the designated courtesy runner. The replaced catcher or pitcher must catch/pitch the next inning. If it is the last inning of a game, or an extra inning, the replaced catcher/pitcher must have also caught/pitched the previous inning.

**Slide Rule:** Runner is obligated to avoid contact. *(Collisions may occur on a wild throw and if in the judgment of the umpire the runner did not have the opportunity to avoid contact, there is no foul)* There is simply NEVER an instance where a runner has the right to run over/thru a fielder!

- No contact no foul (this is not a “must slide” rule, but...)
- Any contact, even slight, which causes a ball to be dropped because the runner did not slide, results in the runner being called out.
- Slides must be directly into the base.... sliding away to avoid a tag is OK, but sliding into a fielder to break-up the play is illegal.
- Hurdling is illegal.
- Malicious contact is called for rolling slides, leading with a shoulder, elbow, forearm, sliding with spikes at or above the fielder’s knee. The runner is out & ejected.
- Interference penalties are enforced on sliding infractions.
- Umpires will be alert for fielder obstruction.

**Thrown Equipment:** If at a live ball, baseball rules apply. The accidental or intentional throwing of bats or equipment results in a TEAM warning.... meaning the next incident by anyone on the team results in an out & possible ejection (this does not preclude the umpire from making an immediate ejection for what he deems as serious unsportsmanlike conduct.)

**Tourney Directors:** If weather or time constraints dictate, we reserve the right to reschedule game days and/or times. Institute game tie breakers, set game time limits, schedule multiple games per day, or institute any other rules necessary to complete the tourney in as timely & equitable manner as possible.

Time constraints may cause cancellation of pre-game infield. Umpires have been instructed to start games promptly. Pitchers should warm-up on the sidelines when waiting for the next game. When a following game is coming please leave your dugouts promptly (please pick up trash) and conduct your post game talk outside the field. All pool play games are 2 hours unless otherwise noted.

The Tourney Director will rule on any rule or situation not specifically covered by these rules, the Rules of Pony or Major League Baseball. His ruling is final.

**Rescheduling:** If weather or time constraints or field availability dictate, we reserve the right to reschedule game days and or times. Institute game tie breakers, set game time limits, schedule multiple games per day or institute any other rules necessary to complete the tourney in as timely and equitable manner as possible.

**Decisions Committee:** (at least 1 member) will resolve any legal protest.

- (1) Protest of a rule application must be made BEFORE a pitch is thrown to a next batter after the play in question.
- (2) Only manager may protest. Manager must state his desire to do so to the home plate umpire.

- (3) Protests will be resolved at that point, before play continues. Rulings of the Decisions Committee is final and may not be appealed further.
- (4) Only the applications of a rule may be protested, never umpire judgment (i.e. balls, strikes, safe, out, fair, foul, tag, no tag, etc may not be protested)

**Conduct of Players, Managers, Coaches, Fans:**

- Applauding fine play by your opponent is definitely encouraged!
- In situations of illegal or ineligible players, the Rules of Pony Baseball apply.
- Unsportsmanlike conduct (abusive language, derogatory activity, excessive arguing, etc) toward umpires, league officials, opponents, players, coaches and fans will not be tolerated.
- Any ejection will be reviewed by the Decision Committee. The review may result in further penalty (additional or multiple game suspensions; or disqualification from the tournament.) These penalties may be applied to players, coaching staff or fans. Ejected persons must leave the field and surrounding area (Umpires determination). Suspended persons may not return to any premises of the park/complex until the suspension is over.

**Ejections:** Any Player, Coach or Fan ejected from a game is NOT allowed to participate in the team's next game.

- The Managers are responsible for the conduct of their players, staff and FANS.
- Only the Manager may speak to an umpire about a rule application.
- Managers must verify that their players are legally equipped by rule.
- Alcoholic beverages are not allowed on park district property.
- Tobacco products are not allowed on the field or in dugout areas.