

Palos Baseball Organization

2019 Palos Rumble Tournament Rules

Play is governed by Official Baseball rules, and Pony League Baseball rules, unless superseded by these tournament rules or by the umpires during pre-game ground rules.

1. ROSTERS

Teams shall roster a minimum of 9 players and a maximum of 15 players. Teams may be selected in any manner according to your league guidelines, however all rostered players must have played the majority of their games within their recreational league during the regular season. **NO FULL TIME TRAVEL TEAMS ALLOWED FOR 8U, 9U AND 10U. 11U AND UP ARE ALLOWED.**

2. BIRTH CERTIFICATES

Team manager must present birth Certificates of each player to the host league prior to the start of the first game. Documents will be reviewed and immediately returned to the manager. We will use Sept. 1st as the birthday cut-off date. The player's age on Sept. 1st is their tournament age.

3. LENGTH OF GAMES

Pinto (8)	6 innings
Mustang (9 &10)	6 innings
Bronco (11 &12)	7 innings
Pony (13 & 14)	7 innings

4. SLAUGHTER RULE

Although there is no limit to the number of runs a team can score in an inning, if at the end of the below mentioned inning that team is fifteen (15) runs ahead, the game is complete.

Pinto	After (3) innings (2 ½ if the home team is ahead)
Mustang	After (3) innings (2 ½ if the home team is ahead)
Bronco	After (4) innings (3 ½ if the home team is ahead)
Pony	After (4) innings (3 ½ if the home team is ahead)

Although there is no limit to the number of runs a team can score in an inning, if at the end of the below mentioned inning that team is ten (10) runs ahead, the game is complete.

Pinto	After 4 innings (3 ½ if the home team is ahead)
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Mustang	After 4 innings (3 ½ if the home team is ahead)
Bronco	After 5 innings (4 ½ if the home team is ahead)
Pony	After 5 innings (4 ½ if the home team is ahead)

- **A Max of 10 runs will be allowed to affect standings in the event of a slaughter rule.**

5. RAIN DELAYS

Games that are cancelled due to rain shall be considered complete games after the below designated inning. Incomplete games will be continued from the point of stoppage at a later date

Pinto	After 4 innings (3 ½ if the home team is ahead)
Mustang	After 4 innings (3 ½ if the home team is ahead)
Bronco	After 5 innings (4 ½ if the home team is ahead)
Pony	After 5 innings (4 ½ if the home team is ahead)

If the visiting team takes the lead after the 4th inning (Pinto and Mustang) or 5th inning (Bronco and Pony) and the game is suspended due to rain, the game is not cancelled and the make-up game shall resume at the point of play stoppage. The score DOES NOT revert back to the score at the top of the inning. The visiting team would not be penalized after they have gained a lead and there is rain.

PLEASE NOTE: ONLY a Palos Baseball Tournament Official has the right to delay or cancel a game due to inclement weather. Umpires and managers involved in the game do NOT have input on these decisions.

6. DIMENSIONS

	<u>Pitching mound</u>	<u>Bases</u>
Pinto	40'	60'
Mustang	46'	60'
Bronco	50'	70'
Pony	54'	80'

7. FIELD PROCEDURE

All field conduct will be sportsmanlike and gentlemanly at the risk of ejection from the tournament.

One manager, two coaches and one scorekeeper may occupy the dugouts or playing area. The base coaches may not change position during an inning. No more than 4 adults are allowed on the field at one time.

Courtesy runners are allowed for catchers anytime. The pinch runner must be the last batted 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.

Player base coaches must wear a protective helmet.

ONLY MANAGERS may discuss rules with umpires and or tournament officials.

One Manager and Three Coaches will be allowed in the dugout/sideline per team.

Managers, coaches and spectators should direct their comments to their own players. Each manager must make every effort to control the action of the teams' fans.

A coin flip shall determine home and away teams for pool play if the home team is not identified on the schedule. Home teams shall occupy the third base dugout. Home team for the Semi-final and Championship games will be determined by the higher seed. Home team will be the higher seed which will occupy the 3rd base dugout. In the case where the two teams are the same seed, then tie breaker rules will apply. (see item #17).

Only one on deck batter is allowed on the field at a time.

8. EQUIPMENT

All on deck batters must wear protective helmets.

Only rubber spikes and gym shoes are allowed for Pinto, Mustang and Bronco

Steel spikes are allowed for Pony levels.

For 8-14 year olds are bats must be stamped bpf 1.15 or BBCOR

No bat larger than 2 ³/₄ will be allowed.

11u silver will be using USA BATS.

Violations of the bat size rule will result in an out for the batter caught using an illegal bat. A protest on a bat must be made before the next batter has faced a pitch, or else the at bat counts and the game continues. The runners will return to the bases they previously occupied, the batter is given an out and the next batter is allowed to bat.

Absolutely no players with soft or hard casts are allowed to play.

9. TOURNAMENT PITCHING

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

Umpires will keep a score sheet and pitching log. Both managers are to sign the sheet at the end of the game. Managers should keep track of the innings pitched by the opposing team so that the league can verify any discrepancies.

Violations of the pitching rule will result in forfeiture of the game in which the infraction occurred.

One pitch to a batter constitutes an inning.

Balks: Pony & Bronco only. The umpire shall give each pitcher one warning before the balk rule will be enforced. (No balks in Mustang and Pinto Divisions)

If a pitcher hits three batters in a game he must be removed.

Any player warming up a pitcher must wear a protective mask.

A pitching change must occur on a manager or coach's second trip to the mound in the same inning, except in the case of an injury.

10. SUBSTITUTIONS

A player removed from the game may return to the game in any position except the pitching position. The batting order may not change and roster batting is in effect. No late arriving player is allowed to enter a game after the 2nd inning. A player arriving late to a game must enter the game before the first pitch of the third inning. The late player is placed in the last position in the batting order regardless of where the batting order is at from the previous at bat.

11. MISCELLANEOUS RULES

Stealing, lead-offs and batting order:

	<u>Bunting</u>	<u>Stealing</u>	<u>Lead-offs</u>	<u>Batting Order</u>
Pinto	Not allowed	Not allowed	Not allowed	Continuous
Mustang	Allowed [^]	Allowed*	Not allowed	Continuous
Bronco	Allowed [^]	Allowed	Allowed	Continuous
Pony	Allowed [^]	Allowed	Allowed	Continuous

* Mustang 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.

[^] No slash bunting is allowed whatsoever. Should a batter show bunt and pull back; then proceed to swing at the ball; the batter will be called out upon placing the ball into play. In the event, the batter misses the ball in the attempt, it will be called a strike.

Infield fly rule shall be in effect in the Bronco & Pony Division only.

Dropped third strike applies in the Bronco & Pony Division only.

Kill play – 8yr, 9yr & 10yr age level – play is considered dead and runners may not advance when the pitcher or any other player has possession of the ball on the pitching rubber with an intent to kill the play and when the runner is not halfway to the next base. The pitcher always has the option to make a play on a runner even after he has stepped on the rubber.

12. 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 where to go out of play)

No Smoking on the field.

No alcoholic beverages in the baseball park area.

13. FORFEITURE

The umpire may declare a forfeiture under the following conditions:

A team fails to field nine rostered players within five minutes of the games starting time. Teams having **less than 9** rostered players **will be assessed one out** each time that 9th batter would be up to bat.

If a player leaves the game for injury or other reason team will not be penalized if they maintain at least 10 players on roster.

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. In the event of a forfeit the umpire shall immediately notify a Palos Baseball Official. If a team chooses to forfeit a pool play game, they are not eligible for the championship round. The final score of the forfeited game will be based on the team giving up a run per inning for a complete game (e.g. for a 6 inning game the score would be 6-0; for a 7 inning game the score would be 7-0).

Forfeiture will result in a "one run per inning" score. So in Pinto and Mustang, the final score will be 6-0 and in Bronco and Pony 7-0.

14. FIELD SAFETY

The primary concern of Palos Baseball is the safety of players. Dangerous play will not be tolerated.

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 is automatically out, if he intentionally or un-intentionally, runs into or interferes with a fielder who is attempting to play a hit or thrown ball.

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. Head slides are allowed.

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.

15. 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

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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

16. PROTESTS

A game may not be protested based upon an umpire's decision. When based upon an interpretation of the rules, a protesting manager must at the time the play occurs, notify the home plate umpire and the opposing manager that the game is being played under protest. The home plate umpire will then notify a Palos Baseball official of the protest. Palos Baseball Officials will immediately consider the protest with the umpires and managers and render a decision before play is resumed. All decisions are final and not subject to appeal.

All protest rights are withdrawn if a manager withdraws a team from the field under any circumstances, prior to the game's completion.

No protest will be considered after one or more pitches have taken place.

17. TIES in standings

In the event of a tie in the final standings, the tie breakers will be as follows:

1. Head to head competition, if applicable (applies to only a 2 team tie)
2. Least amount of runs allowed
3. Run differential
4. If a tie still exist, then there will be a coin toss to determine who advances to the next level.

18. OFFICIAL SCORING

Lineups must be turned in fifteen (15) minutes prior to game time to the official scorekeeper. The home team will be the official scorekeeper and they must verify the score with the opposing team after each inning. A game is not allowed to proceed if there is a scoring discrepancy. It must be immediately resolved.

No inning may start AT 2 hours from the start of the game. Innings started before the 2 hour limit that go beyond the 2 hour limit will continue until that inning is over. Ties are allowed in seeding games. No new inning can start beyond the designated time limit. It is imperative that the official scorekeeper mark down the exact start time of each game. A game that is tied at the time limit will be considered a tie and play will not continue unless it is a semi-final or championship game. There is no time limit for elimination games.

California rules will be implemented during extra innings of elimination games only. Not Championship Game

EXCEPTION: Due to a city of Palos Heights Ordinance, all games must end at 10pm

NIGHT GAMES: For 5:30 pm games WHEN THERE IS A 7:45 GAME FOLLOWING, no new inning may start AT 7:30 pm and at 7:40, the game is OVER and the score reverts back to the previous completed inning.

For 7:45 pm games, no new inning may start AT 9:45 pm and at 10:00 pm the game is OVER and the score reverts back to the previous completed inning.

****In the case where the home team takes the lead but before the inning is completed the time elapses and the game has to end, we will not punish the home team by reverting back to the previous inning. In this case both teams will have had equal at bat opportunities and the home team will be the winner.****

Thank you for reviewing these rules and have a terrific tournament.