

2019 Lightning Gives Back Tournament

Information and Rules



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SPORTSMANSHIP & SAFETY AND GENERAL INFORMATION

1. Anyone that displays unsportsmanlike conduct towards any umpire, coach, player, or fan will be ejected from Lionville Park. They will not be allowed to return for the duration of the tournament.
2. No glass bottles or alcoholic beverages permitted at either location.
3. No pets permitted (except service animals) in the park.
4. Temporary Bathrooms will be available near each playing field area.
5. Assorted Snacks, Beverages and Hot Foods will be available for sale at the Field B Pavilion
6. All T-Shirt Sales and pick ups of pre-orders will be at the Field B Pavilion

FIELD and PARKING INFO (see attached map)

1. Games will be played on Field B, Field C and Field J.
2. **Saturday October 5 - All teams (Coaches, Players and Guests)** are to park at Lionville Middle School on the lower side of the park
3. **Sunday October 6 – All Teams (Coaches, Players and Guests)** are to park at Lionville Middle School on the lower side of the park or at Downingtown East High school that is across from the park.
4. **Both Days of the tournament -** No one should park at Lionville Park (Between Field B and Field C). Lionville Park is to be used only as a drop off area for players and guests only. This area is reserved for the Volunteers.
5. All team managers should check-in at their first assigned field for each game. A field official has been assigned to each field to coordinate

GAMES / TIME LIMITS / RAIN-OUTS

1. Pool games are 6 innings.
2. For pool play, no new inning will begin after 1 hour and 10 minutes. Drop dead for all Pool Play is 1:20. The score at 1 hour and 20 minutes will freeze if the inning has not ended. The result will be a win, loss or tie and can be the top or bottom of the inning.
4. If time permits games will go into extra innings, if tied.
5. The winning team must report the score and innings played to the field Official.
6. A forfeit will be declared if a team fails to show within 5 minutes after scheduled start time. (Exception can be made by Tournament officials.)
7. Bracket games will be 6 innings or 1 hour and 30 minutes, finish the inning. International Tie-Breaker rule will be in effect should the game be tied at this point.
8. Championship Games will be 6 innings, no time limit, play entire game except Mercy Rule
9. Mercy Rule will be in effect for all Games. 15 runs after 5, 10 after 4 and 8 after 3.
9. Each team must supply its own equipment.
10. Balls will be supplied by Tournament Committee
11. USSSA rules will apply

12. In the event of a rained out game each team will be given a 6-6 tie.

MANAGERS/COACHES

1. Only players and coaches are permitted in dugout - no bat-boy/bat-girl.
2. Only the designated manager may address the umpire during the game.
3. Manager/Coaches may coach 1st and 3rd bases. If a player acts as a base coach, she must wear a batting helmet.
4. Manager/Coaches must ensure sportsmanship by spectators from their team.

ROSTERS

1. Teams must submit their rosters to the Tournament Director prior to the start of the tournament, at which point a team's roster is locked for the entire tournament – no additions or substitutions may be made. **Final rosters must be submitted Thursday evening OCTOBER 4 to the Tournament Director TJM196@HOTMAIL.COM. No Exceptions.**
2. Physical copies of birth and insurance certificates should be available upon request at the fields. In the event of a player age protest, if a player's birth certificate is not available the player will be removed from the tournament.

PRE-GAME DETAILS

1. Neither dugout is designated as Home or Away the team travelling the greatest distance to the field will use the 1st base dugout. Field coordinator (table behind the backstop) will have this information for each game.
2. Pool Play, teams will conduct a coin toss prior to the game; the winner elects to be Home or Away. The team traveling the greatest distance to the game will call the flip.
3. At least 5 minutes prior to the start of the game, the manager will provide a copy of his lineup to the opposing manager and a copy to the announcer, if game is being announced.
4. Post-Game Meetings must be held outside the Playing area to keep the flow of play going.
5. The infield will NOT be available for warm-ups prior to the start of each game. Pre Game Warm ups can be conducted in the outfield or batting cages, if applicable at playing field so long as there is no disruption to the field crew in preparing the field.
6. Batting cages are available for team use (first-come, first-served) prior to and during games; one cage/team. There are two cages at Field B and one in the distant outfield of J.
7. To keep the games moving along infield warmups will be limited. Umpires will decide when to call balls in. Pitchers will have 5 warmup pitches between innings. Please courtesy run for all catchers so they can be dressed prior to the 3rd out each inning.

PROTESTS

1. Protests must involve violation of playing rules only and must be resolved by the umpire/ Tournament Officials.
2. No protest shall be considered on a decision involving an umpire's judgment.
3. Protest must be resolved before play continues and will not be considered after a game is complete.
4. Decisions of the Tournament Officials are final.

POOL PLAY, PLAYOFFS, AND TIEBREAKERS

1. Game Pool play which will determine seeding for Sunday's bracket
2. Bracket play will be published according to standings after pool play has been completed. Higher Seed is Home Team. NO COIN FLIP.
3. Tie games: A tie game in pool play equals half a win and half a loss for both teams. (A team that is 1-0-1 has a .750 winning percentage; a 1-1 team has a .500 winning percentage.)
4. Tie breakers: When two or more teams have the same overall record or winning percentage, we will use the following system to break a tie, in this order :
 - **Runs Scored Against** – Total runs scored by opposing teams in pool play.
 - **Head to Head** – teams records against one another.
 - **Run Differential** - Calculation of the winning team score – losing team score for each pool game. A 10-7 game would result in a +3 for the winning team and a -3 for the losing team. Highest differential is the winner.
5. Forfeits: If a team chooses to forfeit a pool play game the team to forfeit will receive a 6-0 loss, the opposing team will be granted a 6-0 win.
6. Seeds 1-7 will play in the "Gold Bracket". All "Gold Bracket" games will be played on Field B.
7. Seeds 8-14 will play in the "Silver Bracket". All "Silver Bracket" games will be played on Field J.

POOL AND BRACKET SCHEDULES & RESULTS

Available on the Tourney Machine website (<http://www.tourneymachine.com>). Once on the website, you can search for the tournament by entering "Lightning Gives Back 12U"

While at the field, you may also use the tourney machine app, which is available for download by searching "Tourney Machine" on your smart device.

When on the website, you may also choose to send an app link directly to you for download.

PARKING

- **SATURDAY and SUNDAY PARKING**

- Lionville Middle School 550 W Uwchlan Ave, Exton, PA 19341

- **DROP OFF ONLY**

- Lionville Park - 34 Devon Drive Exton PA 19382

- **SUNDAY PARKING**

- Downingtown East High School 50 Devon Drive Exton PA 19382

