

Winfield Wolves Travel Baseball



Summer Slam Tournament

July 9 – 12, 2020

Tournament Information



2020 WINFIELD WOLVES SUMMER SLAM TOURNAMENT RULES AND POLICIES

1. PLAYER AGE AND TEAM ROSTER

- A. Each team **MUST** submit a valid birth certificate for every player on their roster.
- B. Any player on the roster without a valid birth certificate at check in is not eligible to play until one is presented to a tournament director.
- C. Any team playing with an illegal age player will be disqualified from the tournament and the team will forfeit all fees paid to the tournament. **A player's birthday cannot be before May 1, 2020 in respect to the division age guidelines as follows:**
 - 9U Player cannot turn 9 years-old before May 1, 2020
 - 10U Player cannot turn 11 years-old before May 1, 2020
 - 11U Player cannot turn 12 years-old before May 1, 2020
 - 12U Player cannot turn 13 years-old before May 1, 2020
 - 13U Player cannot turn 14 years-old before May 1, 2020
 - 14U Player cannot turn 15 years-old before May 1, 2020
- D. Team rosters and copy of proof of insurance must be available during the tournament but does not have to be turned in.
- E. Team roster will consist of no more than 15 players.

2. BATTING/BASE RUNNING

- A. Each team must bat the entire roster (continuous batting order).
- B. All players batting must play the field at least 2 innings per game.
- C. If a batter misses a turn due to injury, he will be skipped in the order and an out will NOT be declared. If the batter misses a second turn at bat, he **MUST** be removed from the game.
- D. If a player is ejected from the game, an out will be declared each time that player comes up in the batting order.
- E. If an injury or illness occurs, or a player is ejected, and the team has no substitutions, the team may finish the game with 8 players, taking an OUT in the batting position of the injured or ejected player. If other players on the roster become available during the course of the game, they shall be added to the bottom of the order and must play one defensive inning prior to their first plate appearance.
- F. If players arrive late to the game during the course of the game, they shall be added to the bottom of the order and must play one defensive inning prior to their first plate appearance.
- G. Base runners must slide to avoid contact on all close plays. The umpire may call the runner out if, in the umpire's judgment, the runner should have slid. Ejection is possible if declared malicious. The umpire's judgment is final.
- H. Dropped third strike and infield fly rules are in effect.
- I. Fake bunts/slashing will NOT be allowed. The batter will be called out, play is dead.

3. PITCHING



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A. Pitching distance for each division is as follows:

9U	46 ft.
10U	46 ft.
11U	48 ft.
12U	48 ft.
13U	54 ft.
14U	60'6 ft.

B. Tournament Pitching restrictions:

- a. A single pitch thrown from the mound either to a batter or during warm-ups will constitute a pitch thrown and will be charged as an inning pitched.
 - b. Maximum number of innings a pitcher can pitch in one game is as follows for each division:

9U	2 innings
10U	2 innings
11U	2 innings
12U	3 innings
13U	3 innings
14U	4 innings
 - c. A pitcher, once removed from the mound, is not permitted to pitch again in the same game.
 - d. **If a pitcher hits 3 batters in an inning or 4 batters in a game that pitcher must be removed from that game.**
- C. Balk rule will be in effect for 10U-14U divisions. For 10U, 11U & 12U **1 warning per pitcher, per game will be allowed.** For 13U & 14U **No Balk Warnings.**
- D. Coaches are allowed one visit with each pitcher during an inning. Upon the second visit in an inning, the pitcher must be replaced.
- E. For 9U, 10U, 11U and 12U - No curve balls, "slurves", slip curves, sliders, etc. **We will allow fastballs, change ups and knuckle balls only for 9U, 10U, 11U & 12U.** It will be the umpire's judgment as to whether or not an illegal pitch is thrown. If a pitch is deemed illegal, it will be an automatic "no pitch" the first time. Any additional illegal pitches thrown by the same pitcher will be called a "ball".

4. BASE DISTANCE

A. Base Distance for each division will be as follows:

9U	60 ft.
10U	65 ft.
11U	70 ft.
12U	70 ft.
13U	80 ft.
14U	90 ft.

5. AGE 9U – OTHER RULES:

- No lead offs.



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- Leave your base - any base after the pitched ball reaches the front of the plate.
- No dropped 3rd strike.
- No balks.
- Infield fly? NO
- Is bunting allowed? YES
- Are delayed steals allowed? NO
- Can a baserunner steal home on a passed ball, wild pitch, etc.? NO
- Can a baserunner come home if he steals third base and there is an overthrow into the outfield? NO
- Can a baserunner try to go to third if he steals second? YES

6. COURTESY RUNNERS

- A. A courtesy runner is mandatory for the catcher with 2 outs. With less than 2 outs, it is optional. Courtesy runner must be for the “next inning” catcher, and they must catch the entire inning, unless injured, or removed to pitch.
- B. A courtesy runner for the pitcher is optional at any time - again must be the next inning pitcher.
- C. The courtesy runner shall be the player who made the last batted out.
- D. If there is no “next inning” possible (time has expired), then no courtesy runner is needed or allowed.

7. LENGTH OF GAMES

- A. Games will be 7 innings (with the exception of the 9U, 10U and 11U Divisions which will play 6 innings) or 1 hour 45 minutes, whichever comes first. NO new inning shall start after the time limit has been reached. For time limit purposes, the final out of the previous inning signifies the time for the beginning of the next inning. The game will be considered complete when a winner is determined (e.g. Home team is ahead or takes the lead, and time has expired). There will be no time limit in the Championship Game.
- B. Tie Scores
 - a. Time Remaining – For all games, if the game is tied and time remains, the game will end in a tie and no additional inning will be played.
 - b. Time Expired:
 - i. Pool Play Games – The game will end in a tie.
 - ii. Playoff & Consolation Games - “California” type of tie breaker in effect – extra innings start with last batter from previous inning on 2nd base, ONE out and every batter begins with a 1 and 1 count. Innings will be played until a winner is determined.
 - iii. Championship Games will be played in their entirety. Extra innings will be full innings. Tournament Officials may modify this if they deem necessary.
- C. If a game is called for any reason, it is a complete game IF four (4) innings have been completed or 3 1/2 innings if the HOME team is ahead. In the case of a shortened game,



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if the HOME team is ahead, and the bottom half of the inning begins but does not complete, any runs scored in the bottom half of the inning do not count in the final score. If the HOME team is behind, but ties the game or takes the lead in the bottom half of the inning and the inning does not complete, the runs do count, and the game will be considered complete.

- D. MERCY RULE will be in effect: 15 after 3, 12 after 4 and 10 after 5 innings.
- E. Everything will be done to complete the tournament in the event of inclement weather. The Tournament Director has the authority to shorten games or revise rules if inclement weather requires alteration of the original schedule.
- F. In the event of a suspended game, if a team cannot field the same players who were in the original game at the point of suspension, another player (must be on tournament roster) may enter the game provided he bats at the end of the order.

8. HOME TEAM

- A. For all pool play games, the home team will be decided by a coin toss.
- B. For the playoff and championship games, the higher seed (team from pool play with the better record) will be the home team and shall occupy the 3rd base dugout. If both teams are the same seed (from pool play), then home team will be determined by coin toss.
- C. The home team will be the official scorekeeper. Results must be turned into Tournament Control (concession stand) immediately following the game.

9. GENERAL RULES

- A. NFHS rules shall be used except where otherwise stated in the tournament rules.
- B. **NO infield pre-game warm-ups are allowed.**
- C. NO smoking in or around the dugout, playing area or bleacher area is allowed.
- D. NO alcoholic beverages are allowed at any time at Winfield Parks.
- E. NO music playing.
- F. Free substitution is allowed during the game EXCEPT as defined in the pitching rules.
- G. Chanting Rule – 1) Singing songs in the dugout will not be allowed; 2) Teams are allowed to shout only words of encouragement to their own players until the pitcher begins his wind-up or stretch.

10. EQUIPMENT

- A. Metal Cleats regulations for each division are as follows:
 - 9U Metal Cleats are NOT allowed
 - 10U Metal Cleats are NOT allowed
 - 11U Metal Cleats are NOT allowed
 - 12U Metal Cleats are NOT allowed
 - 13U Metal Cleats are allowed
 - 14U Metal Cleats are allowed



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- B. Batters, base runners, and all other offensive players in the field of play are required to wear protective head gear at all times.
- C. Big Barrel Bat Rules (2 $\frac{5}{8}$ " or 2 $\frac{3}{4}$ ") – 14U & Below: All Bats must be a Qualified BBCOR, USSSA OR be a Wood Bat. Any Big Barrel Bat must have the USSSA 1.15 marking stamp Or the BBCOR Certification Stamp. No exceptions. All qualifying stamps must be engraved in the bat or painted – no stickers. Any small Barrel Bat (2 1/4") must have EITHER the USSSA 1.15 marking Stamp OR have written on the barrel Approved for USSSA 1.15.
- D. 14U will have a -5 Bat Restriction**

11. EJECTION RULES

- A. If a player or coach is ejected from a game, he/she will be suspended from participating in the following game. Any further misconduct by an ejected player or coach may result in team forfeiture of participation in the remainder of the tournament.
- B. If an umpire ejects a coach, player or spectator from the park, they must leave immediately. Failure to do so may result in team forfeiture of the game. Spectators are the responsibility of the manager.

12. PROTESTS

- A. If your team is involved in a forfeit, the game will be scored as 7-0.
- B. Forfeiting teams cannot qualify for the Championship or Consolation games.
- C. No protests are allowed. Tournament Director will make any final decisions.

13. REFUND POLICY

- A. Every reasonable effort will be made to keep the tournament going. However, in the event of inclement weather, the Tournament Director reserves the right to do one of the following:
 - a. Move games to other days, times, or locations
 - b. Reduce the length or number of games
 - c. Cancel games
- B. If no games are played, we will refund all money EXCEPT a \$100 tournament fee. No refund will be issued once your team has played a game.

14. WINFIELD FIELD CONDITIONS

Our fields are owned and maintained by the Winfield Park District. At no time should any person perform unauthorized field maintenance on the fields. Improper maintenance can result in significant damage to the fields and in the case of inclement weather/field conditions, the Winfield Park District will determine which fields are in playable condition and at what time. Fields may not be used unless authorized by a Winfield Park District representative.



Our tournament will abide by the above field regulations.

In the event of inclement weather, access the Winfield Park District website at www.winfieldparkdistrict.com. Field condition information is on the center-lower section of the home page.

15. TOURNAMENT FORMAT

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- A. The tournament consists of up to eight (8) teams and is designed as a two (2) division/pool, four (4) team round robin event. Top two seeds in each division/pool will advance to the Playoff round.
- B. Pool A 1st place vs. Pool B 2nd place and Pool B 1st place vs. Pool A 2nd place. Winners of each game will play in the Championship game. Losers will play in the Consolation game.
- C. Tie Breaker – If two or more teams share the same record the following criteria will be used to determine each team's final seed.
 - a. Record
 - b. Head to head results (Two Teams Only)
 - c. Fewest runs allowed
 - d. Largest positive run differential (total scored – total allowed) with a maximum of 10 runs, positive differential, counted per game
 - e. Coin toss
- D. Pool games may end in a tie due to time limits. Tie breaker rules will be used to determine which teams advance to the Championship and Consolidation Games.
- E. If the tournament is interrupted by bad weather and/or games need to be cancelled for any reason, an adjusted schedule and plan will be determined and implemented by each individual division coordinator.
- F. If the tournament is interrupted by bad weather and/or games need to be cancelled for any reason, teams in a pool may end up with an unequal amount of games played. In order for tie breaker rules to be applied, teams in a pool need to have an equal number of games played to be evaluated. Therefore, the number of games to be utilized will be determined by the team with the least amount of games played in that pool (least common games played). Games for teams that were played past (after) that least common games played mark will be eliminated from consideration in the tie breaker evaluation. For example, if the least common games played mark is 2 games, then only the first and second games played by each team will be used in the tie breaker evaluation. Likewise, if the least common games played mark is 1 game, then only the first game played by each team will be utilized in the tie breaker evaluation.
- G. In the event of inclement weather, the Playoff round may be eliminated and the top seed from each division/pool will play in the Championship game and the 2nd seeds in the Consolation game. This determination will be made by the Division Coordinator if necessary.



Field Locations

Wynwood Fields (10U, 11U and 14U)

0S060 Wynwood

Winfield, IL

<https://goo.gl/maps/xUYMRzUpQsr>

Glasshagel Fields (12U and 13U)

27W345 St Charles Rd

West Chicago, IL 60185

<https://goo.gl/maps/fiqpJan6PhG2>

East Street Field

0s275 East St

Winfield, IL 60190

<https://goo.gl/maps/pZZMb61b8Bv>

County Farm Field

0N020 County Farm Rd

Winfield, IL 60190

<https://goo.gl/maps/TinoR4VjmGA2>



WINFIELD IN ACTION

WEATHER SAFETY POLICY

At the first signs of lightning or thunder, all games and practices are to stop and teams are to leave the field immediately until safe conditions are apparent. You are advised to seek shelter in a substantial building or a fully enclosed vehicle with the windows completely shut. You should wait 30 minutes after the last observed lightning or thunder before you leave shelter. After 30 minutes, game officials and coaches will make a decision regarding the safe resumption of activities. The suspension of a game can be immediate if conditions are apparent that play cannot be resumed or if the game cannot be completed within given time limits.

Winfield in Action has installed THOR GUARD, a lightning prediction system, at the fields. When conditions indicate that a lightning occurrence is probable, a signal is sent to the alarm horns and strobe lights.

- A **Warning Signal** is one long 15-second horn blast. This means a potentially dangerous weather situation exists and all patrons **MUST** leave the fields and take shelter.
- A **Strobe Light** will flash until the All Clear horn blasts. No activities are allowed on the fields during this time.
- The **All Clear Signal** is three short horn blasts. After the All Clear Signal sounds and strobe lights deactivate, park patrons may resume their activities.

Winfield in Action's 30 minute policy supersedes the THOR GUARD system.

- If there is lightning or thunder before the warning signal has had a chance to blast, all games and practices are to stop and teams are to leave the field immediately. In this case, you should wait 30 minutes after the last observed lightning or thunder before you leave shelter. Game officials will make a decision regarding the safe resumption of activities.
- If the ALL CLEAR signal is sounded while lightning is still visible in the distance the mandatory 30 minute rule still applies to the situation.

Neither the signal nor the system is intended to guarantee that conditions are safe.

If the signs for lightning or thunder are evident, the National Lightning Safety Institute says:

- ❑ **AVOID** all metal objects including goalposts, bats, backstops, bleachers, fences, gates and machinery.
- ❑ **AVOID** picnic shelters, canopies and dugout areas. These are not safe from lightning.
- ❑ **AVOID** standing under or by trees.
- ❑ **AVOID** light poles, flagpoles and power poles.
- ❑ **AVOID** water, high ground and open spaces.

Lightning's behavior is random and unpredictable. Preparedness and quick response are the best defenses against the lightning hazard.

The THOR GUARD system consists of sensors that measure electrostatic charges at ground level and in the atmosphere. These electrostatic charges, invisible to the naked eye, build up in the atmosphere prior to lightning occurrences.