

TOURNAMENT RULES July 16 – 19, 2020

Please follow all rules as they are designed with your safety in mind.

We must limit attendance at each field to 100 people including players. This means 50 per team. We must ask each team to limit spectators to immediate family/guardians. For their own safety, we ask all high-risk spectators please refrain from attending the event.

EVERYONE RULES:

- Fever, Coughing, or shortness of breath Please stay home.
- Social distancing at all times possible
- Sanitize hands on a regular basis. Provide your own hand sanitizer.
- Clean your area before you leave it.
- No touch rule no high fives or handshakes.
- No smoking or tobacco (including chewing tobacco) allowed at any of the facilities.
- There are NO PETS ALLOWED. Anyone that brings a pet will be asked to leave.
- No spitting / No Seeds / No gum We will remove a player, coach, parent or entire team from the tournament if this rule is not upheld
- No congregating/spectating behind dugouts.
- o Bring your own chairs. Bleachers will be closed for social distancing purposes.
- Masks are strongly encouraged for players, coaches, umpires or spectators when not on the field of play.
- o All players, coaches, and spectators are expected to maintain 6-foot social distancing.

TEAM RULES:

- Symptom assessment of your coaches and players including a mandatory temperature check (must be below 100.3°F) and verification that they have not had had a fever, cough, sore throat, or shortness of breath. If any symptom found, individual must leave tournament and the coach MUST IMMEDIATELY REPORT FINDING TO TOURNAMENT DIRECTOR.
- o Failure to submit team's signed waiver and insurance will prevent you from playing.
- o No team water coolers. Reduce / eliminate shared equipment as possible.
- O No spitting / no seeds / no gum permitted at the complex or on the fields. Players or coaches may be removed from the game or tournament for violating this rule.
- O No handshakes after games. Line up on your baseline and tip your cap.
- There will be a 30 min break between games for teams to COMPLETELY clear out. This
 includes removing any trash from the dugout (water, sports drink bottles, etc.).
- Our staff will do their best to disinfect high contact areas between games. DO NOT ENTER the dugout until given permission by our staff.
- Coaches may use sanitizer to cleanse equipment before, during, and after games if necessary. This includes game balls as necessary.

These rules are subject to change as necessary. We appreciate your support as we try to keep the players safe during our events!



2020 TOURNAMENT RULES

CHECK-IN (IMPORTANT)

- Teams should submit their Waiver, Insurance, and Roster electronically by Thursday July 16th.
 Please submit them to fentonsummerslam@gmail.com.
- When you arrive for your first game please text Dave McDermott at 248-930-0333 to let us know you have arrived.
- Roster: Must have a minimum of 9 players and a maximum of 14 players. No changes or additions will be allowed to the roster once turned in. No player may be double rostered.
- Birth Certificates: All teams must have <u>copies</u> of their team's birth certificates on hand. You
 do not need to turn in these copies. In the event of an age challenge, if not able to produce
 birth certificate, player must be removed from play until birth certificate is available for
 review by Tournament Director.

SPORTSMANSHIP

Please remember these are youth games. Unsportsmanlike conduct by any coach, player, or spectators <u>will not be tolerated</u>. This includes any verbal abuse of opposing teams, officials, or tournament staff. Violation may result in ejection from tournament.

WEATHER RELATED/UNFORESEEN CIRCUMSTANCES

Weather conditions or other unforeseen circumstances could necessitate change to the format of the tournament games impacting time limit or innings per game. Tournament Director has discretion to alter format or shorten time limits as necessary to get all games in.

EJECTIONS

Any individual ejected from a game will be removed for the remainder of that game and receive an additional mandatory 1 game suspension (next full game). An ejected player's position in the batting order will be declared an 'out' for the game from which they are ejected. Any individual ejected must meet with Tournament Director and Head Umpire (or designee) before being allowed to return to tournament. An investigation into the ejection will determine if further action should be taken beyond a 1 game suspension (up to and including expulsion from tournament). Failure to report a suspended player, coach or manager to the Tournament Director may will be grounds for for forfeit of all remaining games.

Any coach removing their team from the field and refusing to play will have their <u>team</u> removed from further play in the tournament and all of their games will be marked a forfeit. Coaches are reminded they are responsible for their team's parents and fans.

TOURNAMENT UMPIRES

Judgment calls are final and may not be protested. A coach may question a rules violation call to the umpires. You must work out any conflicts with the umpires at the time of the disagreement. All decisions will be made on the field. The umpires decision is final. Settle it and move on.



2020 TOURNAMENT RULES

THERE WILL BE NO PROTESTS. In the event of a rule dispute, a <u>MANAGER ONLY</u> may confer with the umpire. The umpires decision is final. If they desire, the umpire may confer with the Tournament Director and Head Umpire. Judgement calls MAY NOT be disputed.

REPORTING SCORES

Winning team will report scores to the home plate umpire. All scores will be submitted by the umpire after the completion of game. Results will be available in Tourney Machine as soon as possible. Please check to ensure they are correct. Be aware that several divisions start bracket play on Saturday afternoon.

CHAMPION & RUNNER-UP AWARDS

Each Champion and Runner-up will receive a team award and individual player awards. You will receive a maximum of 14 individual player awards per team.

RULES

All rules will follow MHSAA unless specified as different.

REFUND POLICY

No Refunds.

Any questions should be directed to the Tournament Director.

TOURNAMENT OFFICIALS

Tournament DirectorDave McDermott
Call/Text: 248-930-0333

Head UmpirePat Martin



| | TOURNAMENT RULES | |
|--|---|--|
| Minimum # of Players | All games must begin and end with nine (9) defensive players regardless of reason fo absent players. A team must play with a minimum of nine (9) defensive players to complete the game. If the number of defensive players available is less than nine (9) the game will be recorded as a forfeit regardless of the score of the game. | |
| Home Team | Pool Play: Home team determined by coin toss Seeded Play: Home team determined by top seed | |
| Dugout Selection | Team appearing first on schedule is 1 st base side. This includes bracket and Championship play. | |
| Time Limit | Time limit is 1:30 for pool and bracket play. No time limit for Championship game. Tournament reserves the right to shorten games in the event of weather or darkness. No new inning will start after the completion of time. | |
| Max. Innings/Game | Pool Play: 6 innings max (ties will stand regardless of time remaining) Bracket/Championship: 6 Innings. If tied, International Tie Breaker Rule is in effect. | |
| International Tie Breaker Rule Last batted out of previous inning will start the extra inning on 2nd base start with a no count (0-0) and there will be no outs | | |
| Mercy Rule | 12 run lead after 3 innings 10 run lead after 4 innings 8 run lead after 5 innings | |
| Max Runs/Inning | 10u: 7 runs scored per inning maximum. If the start or middle of the 6 th inning is reached and the visiting team leads by greater than 8 runs the game will end. 12u / 13u: No limit on runs scored per inning | |
| Complete Game | 3 innings (2-1/2 innings if home team is winning) or determined by time limit. If a game is called before an inning is completed, the score reverts to the score at the end of the last complete inning played unless the home team is winning or the game is tied. | |
| Courtesy Runners | A courtesy runner is allowed for the pitcher or catcher at any time but is required for the catcher with two outs. Should be the player who made the last out. | |
| Game Time | Game time is forfeit time. All teams should be ready 45 minutes prior to scheduled time in the event of a mercy. Teams should be READY TO PLAY 30 minutes prior to game time. Games will begin up to 30 minutes early if fields are available. Please limit team gathering at the pitchers mound. Teams should hustle on and off the field due to time limits. | |
| Warm-Ups | There is no infield warm ups prior to games. There is also no soft toss against fences. There is plenty of open space to warm up, but please be mindful of spectators. | |
| Thrown Bat | Dead ball. 1 st time = warning / 2nd is an out. Umpires discretion. | |



| | TOURNAMENT RULES |
|-----------------------------|--|
| Hitters in Line-up | U10, U12 and U14: All players on roster will bat, with free defensive substitutions. U16: Option of batting all or 9 players with DP Flex. All players on your roster will bat with free defensive substitutions. (exception 16u) will have their choice of batting all or batting 9 with a DP Flex, umpires must be told at the coaches meeting. Teams must finish with the same number of batters you started with, excluding injury or illness. |
| Game Balls | Tournament provides all game balls to be used for tournament play. Teams are requested to designate someone to collect foul balls from their side of the field. ALL BALLS MUST BE RETURNED INCLUDING HOME RUN BALLS. |
| Player Age | AGE – SOFTBALL: Determined by player age on January 1, 2020. AGE – BASEBALL: Determined by player age on on April 30, 2020. A player may "play up" but no player is allowed to play below their age level |
| Lineups | Lineups are to be turned in to the opposing scorekeeper 15 minutes prior to the start of game. |
| Uniform | All players must have a visible number on the back of their uniform and number is to be listed on their team roster. |
| Standings / Tie Breakers | Standings will be determined using the following: 1. Overall Points (Win = 2 / Tie = 1 / Loss = 0) 2. Head-to-Head Competition (if 2 teams tied for position) 3. Run Differential (maximum +/-8 per game) 4. Least Runs Allowed (total for pool play) 5. Most Runs Scored (total for pool play) 6. Coin Toss (team traveling the furthest calls) |
| Spectators | ABSOLUTELY NO PETS ARE ALLOWED AT THE TOURNAMENT. Please leave pets home as you will be asked to leave if you bring a pet. Managers, please police your fans. Sportsmanship and respect are expected and appreciated. The tournament is for the kids and will remain centered around the kids. |
| Forfeit | In the event of a forfeit, the score will be entered as 1-0 for the purpose of tie breakers. Any team that forfeits a game is ineligible for semi-final or Championship game play. Highest ranked team will take their place. |
| Errors/Omissions | Tournament host reserves the right to add, delete, alter any rules as needed. Tournament host reserves the right to correct any rule errors or omissions as needed. In the event a rule is not clearly defined in this packet, Michigan High School Athletic Association (MHSAA) rules will be considered the governing rules. |



| | 10U | 12U | 14U/16U | | |
|---|---|------------|--|--|--|
| EQUIPMENT | | | | | |
| Bat Restrictions: | Bats must be stamped USSSA 1.20 BPF. Team managers will be responsible for enforcing bat rules. If a player is found to be using an illegal bat, that bat will be removed from play at that point and play will continue. If that bat is used again during the game, manager or head coach of team will be ejected and bat removed from play. Any ejected individual will receive a minimum 1 game suspension. | | | | |
| Spikes/Shoes | Rubber or Plastic Cleats Only (No Metal) Metal, Rubber or Plastic Cleats Allowed | | Metal, Rubber or Plastic Cleats Allowed | | |
| | Penalty: If a player is found in violation, they will be ejected. See Ejected Players rule. | | | | |
| Batting Mask | Required | | | | |
| Fielding Mask | Infield – Required / Outfield - Optional | | | | |
| | GAME TIME | / SPEED-UP | | | |
| Courtesy Runner for Pitcher and/or Catcher | Optional for pitcher or catcher at any time. Required for catcher with 2 outs. Last out, may run once per inning. Pitcher or catcher is determined by the player's position in the previous defensive half inning. For the first half of the first inning, the position is determined by the roster. | | | | |
| | FIELD DIN | MENSIONS | | | |
| Pitching Distance | 35' | 40' | 43' | | |
| Base Distance | 60' | 60' | 60' | | |
| base distance | Games will be played at existing dimensions as close as possible to above. | | | | |
| BATTER | | | | | |
| 3rd Strike Rule Applies? | Yes | Yes | | | |
| Infield Fly Rule Applies? | No | Yes | | | |



| | 10 U | 12U | 14U/16U | |
|-----------------------|--|-----|---------|--|
| PITCHING | | | | |
| Intentional Walk | At any time, a manager may elect to "intentionally walk" a batter by verbally letting the home plate umpire know. It is not necessary to throw 4 pitches. | | | |
| Hit Batter Limitation | Max 3 hit batters per pitcher per game. Pitcher removed from pitching immediately after 3rd hit batter. Player may remain in game unless determined to be intentional per umpire discretion. | | | |
| Pitching Limits | All pitching limitations will be at the discretion of the coach. We hope all coaches use good judgement to do what is best for their athlete. | | | |
| Warm-up Pitches | Pitchers are allowed 5 warm up pitches at the start of the game and 2 pitches per inning afterwards. Should there be a pitching change, the new pitcher will receive 5 pitches. | | | |
| BASE RUNNING | | | | |
| Sliding | For all games MHSAA rules apply. A runner is NOT required to slide. If they do slide, it must be a legal slide. If runner doesn't slide, they must avoid interfering with play. Ejection is umpire's discretion if malicious intent. | | | |
| Stealing | Yes | | | |



TEAM ROSTER

| TEAM: | |
|-------------|--|
| HEAD COACH: | |
| CONTACT # | |

| PLAYER # | NAME | DATE OF BIRTH |
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