



2021 OSWEGO PANTHER PROWL
TOURNAMENT RULES

All teams are required to carry accidental insurance coverage for the players, coaches and manager of their respective teams copy of your league's certificate of insurance is to be provided to the tournament director or designee prior to the first game.

Text Scores to Shaun Currer 630-523-3451 or Gary Tickle 630-643-0581.

Scores will be updated via Tourney Machine Tournaments.

GENERAL RULES

1. Team Roster: 15 player maximum rosters are frozen after the start of the first game. Team rosters must be turned in to the tournament director or designee prior to the start of the first game. No new player can be added to the roster after the tournament begins.
2. Birthday cutoff is April 30th.
3. A copy of each player's birth certificate must be available at all times throughout the tournament. Any disputes on age will be determined by the birth certificate. Failure to provide documentation of age on a protest or dispute will automatically result in forfeiture of the tournament by the offending team.
4. Questions of eligibility must be brought before the tournament director or one of his assistants. Age verifications will be dependent on the birth certificate of the players. Any dispute or protest will be resolved on the spot by a member of the tournament rules committee and that ruling will be final.
No official protest may be filed, except for age challenges.
5. A team found using an ineligible player would forfeit all games the ineligible player played in. The forfeit score will be 8-0 for tiebreaker purposes.
6. Home team shall be determined by a coin toss prior to the game. The team that traveled the greatest distance will call the flip. For Bracket Play, the higher seed will have choice of Home or Visiting Team.
7. Each team's official scorer must verify the runs scored with the home plate umpire and the opposing team after each ½ inning.
8. Tournament officials will attempt to schedule any necessary rainout/makeups.

Tournament Officials can change the tournament format in order to complete the tournament

if needed due to weather. Tournament Officials also have the right to change games to 5 innings if the weather dictates.

- 9 REFUND POLICY: If two games are played there will be no refunds. If 1 game is played you will receive 50% refund. If no games are played you will receive 100% of your entry fee OR credit for next year's tournament.
10. No alcoholic beverages allowed on tournament grounds or parking areas.
11. THERE WILL BE ZERO TOLERANCE FOR VERBAL OR PHYSICAL ABUSE OF THE UMPIRES OR TEAMS YOU YOUR TEAM AND YOUR PARENTS WILL HANDLE THEMSELVES PROPERLY OR THEY WILL BE BANNED FROM THE TOURNAMENT
12. Teams must report their scores after every game to the Oswego Panther representative at the tournament.
13. Umpires' decisions are official and final! No protest of any type will be allowed.
14. Chanting, singing or other sounds are not permitted while a pitcher is in his motion. Normal "positive" cheering is always encouraged.

PLAYING RULES

The official playing rules for the tournament shall be the IHSA Baseball Rules and Regulations. The exception and variations to these rules are as follows:

NOTE: Each game will be 6 or 7 innings depending on age group.

No new inning can be started after the 1 hour 50 minute mark.

A new inning begins if the 3rd out in the previous inning is prior to the time limit.

There will be no time limit for the championship time limit will be in effect for all other games.

The umpire will keep the official time.

1. If a game is tied at the end of 6 innings (8u, 9u, 10u, 11u, 12u) or 7 innings (13u and 14u) and the time limit has not expired, extra innings can be played. Once the time limit has been reached games will end in a tie. Semi Finals will have a time limit and if tied when time limit is reached the extra inning format is used. Championship game does not have a time limit but if two (2) extra innings have been played the following inning will follow the extra inning format.
 - a. Extra Inning Format: Each team starts their at bat with the player who made the last batted out in the previous inning on 2nd base and one out.
Each hitter will start with a 1 ball 1 strike count. If the home team goes ahead at any time in the extra inning, the game is over.
2. If for any reason the game is called, the game will be official after 3-1/2 innings if the home team is ahead (4 innings, otherwise).
3. A Twelve (12) run slaughter rule will be in effect after 4 innings if the home team is ahead. A ten (10) run slaughter rule will be in effect after 5 Innings.
4. Metal cleats are OK at 13U/14U. All other levels are Rubber/molded plastic spikes only.
5. If a team fails to field 8 uniformed players at game time, the game will be considered a forfeit. The team that wins the game by forfeit will be credited with a 7-0 victory for tiebreaker purposes.

6. Catchers or anyone under 18, warming up a pitcher must wear a helmet. This rule is in effect on the sidelines as well as on the field.
7. Catcher speed up rule. If after 2 outs the catcher is a base runner, he must be replaced by the player making the last batted out.
8. Pitcher speed up rule. If after 2 outs the pitcher is a base runner, he may be replaced by the player making the last batted out.
9. No infield or batting practice is allowed between games. No soft toss against any fence is allowed.

PROTESTS – Protests of an umpire's call are not allowed. The umpire and tournament officials shall interpret game rules. Any disputes shall be settled immediately and are considered final.

PITCHING

1. Balks will be called after one (1) warning to that pitcher, except at 13u & 14u age level where there are no balk warnings. At 10u level, 1 balk warning per pitcher per game. No balks at 8u/9u
2. Pitchers receive five (5) warm-up pitches between innings, and eight (8) with a pitching change. This will be strictly enforced.
3. One (1) free trip to the mound is allowed per inning. After the second non-injury trip to the mound in the same inning for the same pitcher, that pitcher must be removed. Trips following a potential injury do not constitute an official visit.
4. Once removed from the mound, a pitcher may not pitch again in the same game.
5. Each team is responsible for recording the number of innings pitched for its own players, as well as the opposing players.
6. We will not have a pitch count limit for this tournament. It is the manager's decision on how a player pitches within the following guidelines of our tournament. Please use good judgement and put player safety first!

<https://www.mlb.com/pitch-smart/pitching-guidelines>

Inning limits – From 8u to 12u, pitchers are limited to three (3) innings, 1 pitch equals 1 inning. A pitcher shall be removed from the game as soon as the error is discovered. At 13u and 14u, pitchers are limited to four (4) innings. If in violation, the pitcher may continue to bat, but is not allowed to play a field position for the remainder of the game. Additionally, the offending team will start their next offensive inning with one out and the game shall proceed without any further penalty.

7. Curve balls are NOT allowed at 9u, 10u, 11u and 12u age divisions (breaking of wrist, elbow, shoulder). If a curve ball is thrown, the first offense shall result in a team warning, with the pitch nullified. The second offense will result in the pitcher being removed from the mound, but not ejected from the game. Curve balls are allowed at 13u & 14u age divisions.
8. Any pitcher hitting three batters in one game shall be removed from the pitching position immediately, but will be allowed to reenter the game in a different position.
9. Pitching distances are as follows (with possible slight exceptions due to multiple fields)

- 8U 40' mound and 60' bases
- 9U: 46' mound and 65' bases
- 10U: 46' mound and 65' bases
- 11U: 50' mound and 70' bases
- 12U: 50' mound and 70' bases
- 13U: 54' mound and 80' bases
- 14U: 60' mound and 90' bases

BASERUNNING

1. 8U/9U Only: Stealing is allowed of 2nd and 3rd base after the ball crosses home plate. Stealing home is not allowed.
2. 8U only: There is wall at 3B. The runner can only advance home and score on a ball hit in play or a bases loaded walk. They may not score on a wild pitch or an attempted play at 3B.
3. 9U only: There is a wall at 3B however the player may advance home and score if a play is attempted at 3B. Once a play is attempted at 3B, the player may advance home and score. Example, a runner stealing 3B from 2nd and the catcher throws the ball into LF, the player may advance and score as an attempt was made at 3B.
4. 8U/9U Only: Runners are only allowed to leave the base after the ball crosses home plate. Umpires will call the runner out if they see the infraction.
5. 8U/9U Only: No drop 3rd strike, No Infield Fly Rule, No Balks
6. 10U Only: Runners may leadoff, Balks will be called, 1 balk warning per pitcher per inning will be given.
7. NO fake tags will be allowed.
8. Base runners must slide whenever possible to avoid contact. If there is contact between a runner and a fielder and in the umpire's judgment the contact interfered with the fielder making the play, the runner will be called out. "Flagrant contact" as determined by the umpire will result in ejection from the game, PLAYER'S SAFETY COMES FIRST. Incidental contact, which is the judgment of the umpire, did not affect the play, will result in no action.
9. Helmets, (that cover the ears) must be worn by all base runners at all times. Base runners may not intentionally remove / knock off their helmet while Advancing on the bases.
10. On deck batters must wear a helmet as well. In addition, bat boys/girls must Wear a helmet when retrieving bats.

OFFENSE

1. The batting order, listing each player's last name and uniform number, must be submitted to the opposing manager at least five minutes prior to game time.
2. Continuous matching batting order. All players attending the game must bat.
3. Any player reporting late to a game shall be dropped to last position in batting order. The scorekeeper needs to inform the opposing scorekeeper prior to the at

- bat.
4. If a player must leave in the middle of a game, due to injury or otherwise, his place in the batting order will be simply skipped.
 5. Bunting is allowed but Faking a bunt and then swinging at the pitch is prohibited. For safety reasons, once a batter squares around to bunt, he may NOT swing at that pitch. The batter will be called out, the play will be declared dead and the runners will be sent back to the base they occupied prior to the "fake" bunt.
 6. There are no limitations on bat size.

DEFENSE

1. Free substitutions on defense. Any 9 of the players in the batting order are allowed to play the field.
2. Infield fly rule and dropped third strike rule will apply in all games (except 8U and 9U)
3. Any player filling the catching position MUST always have the full catching Equipment on while receiving the pitched ball in the field.

BRACKET GAMES

Teams will be seeded after the first three games based on the following criteria:

- a. Overall record
- b. Head to Head
- c. Fewest Runs Allowed
- d. Total Run Differential
- e. Coin Flip

If there are three teams involved that have the same record, head to head may be dropped as a tie breaker

Every attempt will be made to play all games scheduled. Adjustments to the schedule and format may be required in the event of poor weather or other unforeseen circumstances.

GENERAL INFORMATION

MVP Awards will be given by the opposing coach to the opposite team.