



Lake Zurich Bear Claw Tournament Rules

U12

The official Little League Baseball Playing Rules will be the main source or guide to govern play. The following LZBSA guidelines have been adopted by the LZBSA Board of Directors to incorporate and enhance the little league rules.

TOURNAMENT RULES:

- A. No Full-Time Travel Teams are allowed. Team rosters must be composed entirely of players that participated on "in-house" teams during the season and were chosen for part-time travel or post-season play.
- B. For tournament purposes, game scores and team records will be kept selecting the teams advancing to the championship game. The top 4 records will advance to the medal round.
- C. Rosters and insurance certificates shall be on-hand with the Team Manager at all times. These documents shall be submitted and checked prior to the first game.
- D. Players may not be 13 years old prior to May 1, current year. Each team is required to have copies of all birth certificates at each game they play. Birth certificates will only be checked if there is a challenge regarding a player's age. If there is a challenge and a team is unable to produce a birth certificate, then that player will be declared illegal and the games he played in will be forfeited. We expect each community to field all-star teams consistent with age policies in their community, however; at the minimum players must meet the above cut-off date.
- E. Dugouts are first come, first served.
- F. All decisions by tournament officials will be final.
- G. Rosters will be set once the tournament begins. Any add-ons will only be made with the approval of the tournament director. Rosters must be entered into Tourney Machine prior to the start of the tournament.
- H. Line-ups must be exchanged 15 minutes prior to each game. Changes can be made to a line-up prior to the start of the game.

1.0 MANAGER, COACH, PLAYER AND PARENT RESPONSIBILITIES

- A. Managers, coaches, players and parents shall exhibit good sportsmanship at all times. Any action to taunt, intimidate or degrade opposing managers, coaches, players, parents or umpires will not be tolerated.
- B. Players will not throw bats, helmets or any other equipment to display anger, frustration or displeasure. Violators may be removed from the game, at the discretion of the umpire, for flagrant violations.
- C. Swearing by managers, coaches, players or parents, on and off the field, during games or practices, will be strictly prohibited. Violations during a game will result in immediate ejection.
- D. Influencing the umpires, for example, yelling "safe" or "out" before the umpire makes a call or openly questioning or complaining about the umpire's call, will not be tolerated.
- E. Arguing with umpires will not be tolerated and, if violated, managers, coaches, players or parents may be ejected and subject to disciplinary action. The Minors League is an instructional league for everyone, please be patient with everyone involved.



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- F. All managers will be responsible for their teams, including coaches, players and parents, as outlined in the manager's agreement.

1.01 TEAM STRUCTURE

Each team will be comprised of a maximum of fourteen (14) players, and in no case will a team have less than eight (8) players.

1.02 PLAYING FIELD

- A. 70 foot bases
- B. 50 foot pitcher's mound
- C. There are to be no batting cages, batting apparatuses, or swinging of bats outside the field confines before, during, or after the game. This includes hitting sticks and soft toss into the fence. This is for safety reasons as the parks will be heavily congested with players, coaches, families, and fans. Failure to comply with this rule may result in forfeiture and possible disqualification.

1.03 EQUIPMENT

- A. All players will need a full uniform in order to play. Gym shoes or rubber spikes are allowed. No jewelry may be worn on the playing field, unless it is medical alert jewelry.
- B. Only Major League issued baseballs will be used in league games. Baseballs for games will be supplied before the game by the League.
- C. No bat with a barrel larger than 2 5/8 inches in diameter will be allowed. All bats must have the USSSA stamp with BPF 1.15 rating or a USA stamp.
- D. All players must wear a cup.

1.04 GAME RULES

- A. A coin toss will determine the home team during pool play. This does not apply to semi-finals, consolation and championship games. During playoffs, there will be no coin flip; the highest seed will always be the home team.
- B. Home team will maintain the official scorebook. It is the responsibility of both Scorebook Keepers to check periodically with each other to be certain that the game score is correctly recorded by both parties at all times.
- C. All players must play at least three (3) full innings in the field per game. Late arriving players will play an appropriate, prorated number of innings. Exception: Extra innings in the game.
- D. All games are seven (7) innings.
- E. There will be a time limit on all games. This does not apply to consolation and championship games.
- F. **No inning shall start after 1:45 hour** from the start of the game. Note: An inning is considered to be started as soon as the last out of the previous inning has been made. Extra innings can be played, assuming the 1:45 time limit has not been eclipsed. Games during pool play can end in a tie if the time limit has been reached.
- G. Before each game, the managers and umpires will agree on the official starting time.
- H. If an elimination game is tied after the time limit, any new innings will be played under California tie breaker rules:
 - The player who made the last out from the prior inning starts the inning on second base.
 - The inning will start with 1 out.



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- The inning shall be played out normally from that point.

1.05 BATTING ORDER

- A. A continuous batting order shall be used.
- B. If a player should be injured (as ruled by the umpire) during play, and unable to continue play, his spot in the batting order shall be skipped. If a player leaves the end game for any other reason other than injury, an automatic out will happen every time that player's spot in the batting order comes up. If a player(s) arrives late to a game, he/they can be inserted into the line-up (at the bottom of the line-up). And they have to first sit out "one full inning" before they can either hit and/or field. The team manager involved has the responsibility to notify both the opposing manager and umpire.
- C. Drop third strike is in effect.
- D. Bunting is allowed, but any player faking a bunt and subsequently swinging away will be called out.
- E. This is a dead ball situation, and all base runners must return to the base they occupied at the time of the pitch.

1.06 RAINOUTS AND LIGHTNING

- A. The Umpire will determine if the field is playable for games, or in calling of a game already in play when rain is falling.
- B. When lightning is sighted, the game will be immediately suspended. Players and coaches will immediately retreat to safety (e.g. car/building). After 20 minutes, play can resume. If lightning is sighted again (after the 20---minute period), the game shall be called.
- C. Three innings (or 2 ½ innings if the home team is ahead) constitutes a complete game when shortened due to rain, lightening, etc.
- D. If inclement weather becomes a factor during the tournament, interrupted games may be shortened and considered completed in an effort to keep the tournament moving forward to ensure we complete on time.
- E. All reasonable efforts will be made for the handling of inclement weather conditions. Rainouts will be rescheduled as soon as possible for teams to complete the tournament. In the event games cannot be rescheduled, fees will be returned as follows:
 - 0 games played ---100% refund less \$25 admin fee
 - 1 game played --- 50% refund
 - 2 games played --- 25% refund
 - 3 games played --- No refund

1.07 Mercy Rule

12 runs after 4 innings, 8 runs after 5 innings. If the home team is winning by mercy rule at the half inning or during the bottom half of the inning the game is over. This includes playoff and championship games.

1.08 BASERUNNING

- A. Lead offs are allowed.
- B. Stealing is allowed.
- C. NO Headfirst Slides, unless the runner is returning to a base. If a player slides head first he is out.



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- D. Infield Fly Rule is in effect.
- E. Drop 3rd strike is in effect.

1.09 SLIDING ON CLOSE PLAY – NO CONTACT RULE

- A. All players must avoid contact at all times. Base runners will be required to slide on all close plays. Defensive players cannot prevent the runner from getting to the base by obstructing the base path or the base.
- B. Base runners (and his team) not complying with the rule will receive one warning and second time will result in an automatic out. Defensive players (and his team) not complying with the rule will receive one warning and the base runner is safe. A second offense by the same player will result in automatic ejection of that player.
- C. Base coaches may not use physical contact to assist runners.

1.10 COURTESY RUNNER FOR CATCHER

A courtesy runner must be used for the catcher when the catcher is on base with two outs. The courtesy runner will be the player which made the last out of the inning.

1.11 PITCHING

- A. Pitcher may pitch a maximum of 3 innings per game (6 innings per day if doubleheader is played), however, keep your pitchers health and safety in mind.
- B. One (1) pitch constitutes one (1) inning.
- C. One (1) Balk is allowed per pitcher. Play will stop; Pitcher will be warned.
- D. Pitcher may not re-enter the game as a pitcher.
- E. Twelve (12) innings total per pitcher for the tournament.
- F. Pitcher must be removed after hitting two (2) batters in one (1) inning or three (3) hitters in a game.

1.12 SAFETY RULES

- A. If a player is not wearing proper shoes (see equipment rules), he may not play in the game.
- B. A batter must wear a batting helmet when batting or when on the base as a runner.
- C. All players must remain on the bench if they are not playing in the field or taking their turn at bat. They should be paying attention to the game and not running around. The only other people on the bench are coaching staff.
- D. There are to be no batting cages, batting apparatuses, or swinging of bats outside the field confines before, during, or after the game. This includes hitting sticks and soft toss into the fence. This is for safety reasons as the parks will be heavily congested with players, coaches, families, and fans. Failure to comply with this rule may result in forfeiture and possible disqualification.

1.13 UMPIRES

- A. The League will supply the umpire for the game.
- B. The Umpire's judgment is final!
- C. There are no protests.

1.14 COACHES

Two coaches may be on the field during games (one coach at 1st base, one at 3rd base, They may not cross the foul line except in the case of injury.



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1.15 SPORTSMANSHIP

- A. Sportsmanship is emphasized in the tournament.
- B. Back up the umpires! Do not argue with the umpire regardless of the decision or call. If you strongly disagree, discuss it with the umpire after the inning is over and discretely point out where you feel the umpire was in error.
- C. Stress sportsmanship and fair play with your players.

Have fun and enjoy the tournament! Make it a pleasurable experience for the players, managers, coaches, umpires and the parents.