



Lake Zurich Bear Claw Tournament Rules

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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 four teams will advance to the medal round. The seeding will be determined by 1) record; 2) head-to-head competition; 3) least number of runs allowed; 4) pool play run differential; and 5) coin flip.
- C. The Home Team is decided by a coin flip if two of the same seeds play in the playoff.
- D. 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.
- E. Players may not be 9 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.
- 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.
- I. Dugouts are always first-come, first-serve.

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.



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- 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 Tyro League is an instructional league for everyone, please be patient with everyone involved.
- F. All managers will be responsible for their teams, including coaches, players, and parents.

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. 55 foot bases
- B. 40 foot pitcher's mound
- C. 70 foot 8 inches from home plate to second bases
- D. When the manager or coach needs to pitch to their own team, they must pitch from the pitching mound.
- E. 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.

1.04 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 Tournament 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. Only bats with a USSSA stamp and BPF 1.15 rating or a USA stamp are allowed in the tournament.
- D. All catchers must wear a cup.

1.05 GAME RULES

- A. Each team will have 3 outs per inning.
- B. Teams will play with nine players on a field at one time.
- C. Hybrid Player Pitch: See Pitching
- D. Batters cannot bunt.



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- E. 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.

1.06 ALL PLAY RULE – CONTINUOUS BATTING ORDER – INFIELD PARTICIPATION

- A. All players present and eligible for the game shall be listed in a continuous batting order which is in effect for the entire game. All players must bat in their position in the order, whether or not they play in the field. Each manager will submit a listed batting order, including player name and number, to the opposing team manager prior to the game. Players arriving late to the game must be placed at the end of the batting order. If a player is ejected, each subsequent at bat is an out.
- B. No player can sit on the bench for more than one consecutive defensive inning. Any player that sits out one (1) inning is required to play in the field the next full inning. 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.
- C. Each player must play at least one (1) inning in each game at an infield position.

1.07 GAME AND LAST INNING TIME LIMITS

- A. There will be a time limit on all games.
- B. No inning shall start after 1 hour 30 minutes 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. If the 6th inning is not played, there will be no bat around. There is no time limit for consolation and championship games.
- C. If the time-limit is reached in the bottom of the inning and the home team is winning the game will end.
- D. Before each game, the managers and umpires will agree on the official starting time.
- E. All games must end by sunset/dusk.

1.08 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 30 minutes, play can resume. If lightning is sighted again (after the 30-minute period), the game shall be called. See Little League Rule Book for more detail.

1.09 FOUR RUN LIMIT RULE

- A. Except for the sixth inning of the game, only four (4) runs may be scored by each team in each inning. Upon scoring the fourth run, the umpire will declare the play dead and the defensive team shall leave the field.
 - ***EXCEPTION to the 4-run rule (innings 1-5 only):***
The 4-run rule can be exceeded if a player hits an over the fence home run with runners on base. For example:



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- A Team has scored 3 runs and is still at bat with less than 2 outs.
 - There are runners on 1st and 2nd base.
 - The player at bat hits a fly ball over the fence for a home run. Runs for both base runners and the batter will count in the inning tally (3).
 - The team will score 6 runs for that inning.
- B. During the sixth inning, and only the sixth inning, the four-run limit will be lifted. However, no batter can come to bat more than one time in the sixth inning. The last inning will be the sixth inning unless the game is shortened due to time limits. The number of players coming to bat in the 6th inning, for each team, will be the same.

1.10 BASERUNNING

- A. No stealing.
- B. No infield fly rule.
- C. No overthrows...a batter only gets the base they are going to. In the outfield there can be more than one overthrow and the runner can continue advancing. However, once the ball gets to the infield, and it is in the possession of any infielder, the play is over, and the runner can get to the base he is going to if he is half-way. If the runner is not half-way, then he must return to the previous base (umpires decision).
- D. The runner cannot leave the base before the ball is hit. If the runner leaves early, the team is penalized by the runner only being allowed to go to the next base (umpire's decision).
- E. A runner may not advance on a caught fly ball. A runner may only advance one base on an infield hit.
- F. Base runners who attempt to reach a base incorrectly may be tagged out on the play. Base runners incorrectly reaching a base safely will be sent back to the previous base.

1.11 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. Headfirst slides are only allowed if going back to a base. If not going back to a base, runner is out.
- C. Base runners (and his team) not complying with the rule will receive one warning and on the second occurrence 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.



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1.12 COURTESY RUNNER FOR CATCHER

- A. A courtesy runner may be used for the catcher when the catcher is on base with less than two outs. However, with two outs it is mandatory that the catcher is run for. The courtesy runner will be the player who made the last batted-out of the inning.

1.13 PITCHING

- A. Hybrid Player Pitch: Each batter will get the opportunity to hit the ball in play or get called out with three strikes called by the umpire (swing and miss or called strikes) from pitches from a player on the opposing team. If the pitch count reaches (4) balls before the third strike...the team's coach will come in to pitch and the strike count will continue. Each batter will receive no more than (3) pitches from the coach to either hit the ball in play, be a called out on swinging strike, or looking at the third pitch. The only way the batter gets more than 3 pitches from the coach is if the batter fouls off the 3rd pitch, he/she another pitch.
- B. There are no walks with the exception of a player hit by a pitch...and that will be the batter's option to take the base or continue the at bat
- C. If the coach needs to come in to finish pitching to a batter, the player should position himself to the glove side of the coach pitcher. They will then continue pitching to the next batter
- D. Coach pitcher should not make a play for any hit balls and should try to avoid
- E. A pitcher must be removed after hitting two (3) batters in one (1) inning or three (5) in one game.
- F. A pitcher is allowed no more than two (2) visits by any combination of managers, coaches, or parents to the mound during a game. Upon the 3rd visit of the game, the pitcher must be replaced. (Injury visits does NOT constitute a mound visit.
- G. Players may not return as a pitcher once removed.
- H. Each pitcher maximum of (2) innings per game and (10) innings for the tournament.
- I. One (1) pitch constitutes one (1) inning.

1.14 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. If a defensive player is injured in on a play and cannot continue...the play can be called "dead" at the umpire discretion and stop play. Each player will be awarded an additional base.



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- E. The Manager or Coach pitching to his team must wear a baseball glove. The player at the pitcher position must stand around the pitcher's mound area and must not act as a fifth infielder.
- F. 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.

1.15 UMPIRES

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

1.16 COACHES

Three coaches may be on the field during games (one coach at 1st base, one at 3rd base, one pitching to his team). Optional: the defensive team may have coaches on the foul side of either outfield line to coach their outfielders. They must stay at least 15 feet in back of 1st base and 3rd base, and 5 feet away from the foul line. They may not cross the foul line except in the case of injury.

1.17 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.