



New Lenox Memorial Day Tournament Rules

I. CHECK IN-REQUIREMENTS

1. Prior to the start of the tournament load your roster (name and number) into Tourney Machine. Make sure to follow your team in Tourney Machine to receive all weather-related announcements – all delays, cancellations and/or rescheduling will come to your Tourney Machine inbox if you follow your team.
2. Each Head Coach shall have copies of players birth certificates and Certificate of Insurance on-hand at every game and shall be prepared to present them to the Tournament Director upon request.

II. CODE OF CONDUCT – MANAGERS, COACHES, FANS, PLAYERS

- Weapons (including but not limited to firearms) and illegal drugs and alcohol are prohibited at all New Lenox Baseball complexes.
- Use of demeaning, threatening or profane language to or directed at any player, coach, spectator, umpire or staff member is prohibited.
- Umpires are to be treated with respect and professional courtesy.
- Only registered coaches and players are permitted in the dugout and on the field.
- Use of noisemakers in the dugout is prohibited.

New Lenox Baseball seeks to provide a safe environment for all participants, avoiding physical or verbal harm requiring all teams to demonstrate fair play, sportsmanship, hustle, development above winning, self-control, respect and positive support of all players and opponents. Each

team is required to maintain quality and cleanliness of The New Lenox Baseball complex by cleaning up trash, caring for equipment and fixtures and not littering.

Further – New Lenox Baseball wishes all players, coaches and spectators have fun and enjoy the spirit of the game of baseball – and supports letting the players play, the coaches coach, and the umpires umpire.

Failure to abide by the Rules of the New Lenox will result in the indicated penalty. With specific reference to rules regulating code of conduct and on field sportsmanship of players, coaches, and spectators– please clearly note the following:

Players and Managers/Coaches will receive 1 Verbal Warning on conduct in violation of the rules.

If a player is ejected from a game – that player will also be suspended for the following game (including potential Championship Game)

If a Manager/Coach is ejected from a game – that Manager/Coach will also be suspended for the following game (including potential Championship Game.)

Managers are responsible for their fans. After 1 Verbal Warning on conduct in violation of the rules to the Manager of the Team - Any fan that requires removal or is ejected from the field will need to leave the complex for the remainder of the day.

III. ROSTERS AND BIRTHDATES:

Birthdates for purposes of determining age will use an April 30th cutoff date.

Rosters are limited to 12 players maximum and roster is locked at the start of the teams first pool play game. A player can only be on one team roster in the tournament.

Teams may start and finish games with eight (8) uniformed and rostered players. If a team plays with eight (8) players, the ninth spot in the batting order is an automatic out. If the ninth uniformed and roster player arrives, that player may be inserted into the ninth spot of the batting order and the automatic out shall stop. If a team has seven (7) or less uniformed and roster players to start a game, or at any point during the game, the game shall be declared a forfeit and scored 7-0 for seeding purposes.

A player injury where the player needs to be removed from the game, will not result in an out in the lineup.

Any Head Coach that would like to formally challenge the eligibility of a player shall make this known to the Tournament Director at least one (1) hour prior to the player's next game. A \$100 CASH challenge fee should be posted at the time of the challenge. The purpose of this fee is to minimize unsubstantiated challenges. Provided this process is followed, the Tournament Director or his/her designee will investigate. If the player is ruled eligible, the \$100 CASH challenge fee will be forfeited. In the instance of an age challenge, if the birth certificate cannot be produced before game time, the player is ineligible to play for that game. If the birth certificate shows the player is over age, the team must forfeit all games the player in question participated in. The forfeit score shall be 7-0 for tiebreaker purposes. If any player eligibility challenge is valid and upheld, the \$100 cash challenge fee shall be returned.

IV. READINESS FOR GAMES:

Please plan to be at your games ready to play *60 minutes* before the start of your game. Games may start early to keep the entire schedule on track.

V. WEATHER RELATED / CANCELLATION POLICY:

1. The facility has a lightning detector to protect players, coaches and fans. ALL individuals should report to their vehicles and stay off the fields until the Umpires In Charge and/or Tournament Director give an all clear to resume normal baseball playing.
2. Once an entry fee is paid for the tournament, no refunds (cash, check, charge) will be given for any reason, unless New Lenox cancels the event in advance of the start of the tournament. If a team registers and is unable to participate, please notify the tournament director ASAP via email. There are no gate fees.
3. If the event is cancelled due to inclement weather, field conditions, unforeseen circumstances, etc. New Lenox will issue the following refunds within 60 days of

this cancellation (refunds will be issued to the issuing agency that original check/credit card was given):

- a. 0 games – 100% refund
- b. 1 game – 50% refund
- c. 2nd games – no refund.

***Pool Play, Bracket Play and Tournament format can be changed at any time due to weather delays in an effort to complete the Championship round.

VI. FIELD LOCATION:

- Tyler Bentley Field Complex - 511 E Illinois Highway, New Lenox, IL 60451

VII. ADDITIONAL INFORMATION ABOUT PARKS:

- Concession Stand will be open/ No grilling allowed
- Spectators will be required to watch games from designated spectator areas (as marked)
- Spectators will be requested to return promptly to spectator areas after visiting the bathroom or the concession stands.
- AED (in the event of an emergency please call 9-1-1 and then find a tournament official)
- There will be NO infield practice before games.
- Teams are allowed to warm-up in the outfield area if the time allows.
- No flip drills allowed into fence.
- All teams should be ready to play 60 minutes prior to the start of their scheduled game.

VIII. CONTACTS:

Tournament Director, Joe Hoffmann

Cell (call/text) 630-806-9463 or email joehoffmann44@yahoo.com

IX. GAME RULES / SPEED UP RULES

1. Teams can elect to bat all rostered players in uniform (unless injured), bat 9, or bat 10 (with an EH). If all rostered players do not bat, then NFHS rules for

substitutes will apply. Selection must be made at pregame meeting and once made cannot be changed for that game.

2. Free defensive substitutions are allowed.
3. Courtesy runner for the catcher is allowed at any time. This must be the catcher of record. The courtesy runner must be the last batted out. Running for the catcher is OPTIONAL and NOT mandatory.
4. Courtesy runner for the pitcher is optional at any point. The last batted out will be the runner. This also must be the pitcher of record. Running for the pitcher is OPTIONAL and NOT mandatory.
5. For pool play; Home and Away will be determined by a coin flip. Either team can occupy either dugout.
6. For bracket play; Home team is the higher seed (lower number seed) and will occupy the third base dugout.
7. Any player warming up a pitcher, either on or off the field, must wear a catcher's mask.
8. A forfeit shall result in a 7-0 score for scoring purposes.
9. 2 game balls will be provided to start each game, but will not be replenished throughout the game. Teams are expected to retrieve foul balls and home run balls. Teams should always have tournament quality used balls on hand to toss in if the original game balls are lost or not returned to the umpires.

X. TOURNAMENT FORMAT:

1. 3 game format with 2 pool play games, after which the top 6 teams will be seeded in a Gold Bracket and bottom 6 teams seeded in a Silver Bracket (Top 5/ Bottom 5 for 13u). Bracket play will be single elimination. If the tournament is impacted negatively by the weather, the tournament director reserves the right to modify the tournament format (each age group may have a different format for play, however 3 games are always guaranteed).
2. See notes on cancellation above.
3. Official brackets and game times are posted on the tourney machine app.

XI. SEEDING FOR THE ELIMINATION BRACKET WILL BE AS FOLLOWS:

1. Overall record
2. Head-to-Head (only applies when only 2 teams are involved)
3. Runs Allowed – fewest to most
4. Run Differential – (max of +8 or -8)

5. Runs Scored – most to fewest
6. Coin Toss
7. Tournament director reserves the right to alter bracket play seeding as needed to ensure fair play.

XII. SCORECARDS/GAME RESULT REPORTING

Both teams for each game should texting the final score to the tournament official at 630-806-9463

Example:

8U Division, 10:00 AM game, B1, New Lenox Rebels 10 – Montreal Expos 8

For purposes of scoring each game an electronic scoring system such as Game Changer may be used and/or a written score book can be used. Home team will be responsible for the official book. Teams should concur after each inning to reconcile.

Forfeits will be recorded as 7-0 for standings purposes.

XIII. EQUIPMENT

1. Baseball Bats
 - Either USA Bat or USSSA bats are allowed as long as they are properly labeled by either organization. No drop or barrel size restriction for 12U and under. 13U must be drop 8 or less.
 - Must be stamped with BPF 1.15 stamp on the handle/Barrel
 - Illegal Bat Penalty for All Ages: It is the responsibility of the Team Manager to ensure bats used by players meet the requirements of the published bat rules. A batter is in violation of the rule when said batter steps into the batter's box with an illegal bat. The bat must be removed from the game.
2. Helmets must cover both ears and be worn while batting and on the base paths.
3. All players must be properly equipped with boy's protective gear.
4. 2 game balls will be provided to start each game, but will not be replenished throughout the game. Teams are expected to retrieve foul balls and home run balls. Teams should always have tournament quality used balls on hand to toss in if the original game balls are lost or not returned to the umpires.

XIV. DIVISION SPECIFIC RULES 8U

- Base Distance – 60’
- Mound – 40’
- Infield Fly – No
- Dropped 3rd Strike – No
- Metal Spikes - No
- Base Stealing – Yes – once the catcher catches it on a “clean” catch. If the ball is dropped by the catcher, the runner must return to the previous base.
 - The runner only gets one base on a steal. If there is an overthrow the player needs to stay on that base (this applies to second and third base).
 - There is no stealing home. ○ No fake or delayed stealing. If a runner starts to steal and then stops anytime on his way to the base, he must return to the base he came from. If he is thrown out, he is out. He can get into a run down and be safe, however he must return to the base he started at after the play is ruled dead. A player stealing may only advance one base at a time. For example, if the runner is on 2nd base and he steals 3rd and the catcher throws the ball into left field, the runners cannot advance another base.
- Balks – NO
- Kill Play – is in effect. We will use the “Half the Distance” between the base paths to determine if a runner shall advance or return to the previous base before the ball is deemed “dead” near the pitcher’s mound (approximately 10-12 feet in diameter – inside the circle).
- Any player can “kill” the ball on the mound
- It is the umpire’s discretion whether a player is more than ½ way and shall return to the previous base.
- A player cannot advance on attempt by the defense when the ball is “killed” on the pitcher’s mound.
- Any pitcher who hits (2) batters in an inning must be removed.
- There is a 6 run per limit per inning except in the 6th Inning where the inning must end with 3 outs.

9U

- Base Distance – 65’
- Mound – 46’
- Infield Fly – Yes
- Dropped 3rd Strike – No

- No slash bunting – A player showing bunt at any time after entering the batter's box cannot pull back and swing away at the pitch.
- Metal Spikes - No
- Stealing/Leadoffs – MLB rules
- Balks – 1 warning per pitcher
- If a pitcher hits (2) batters in the same inning, that pitcher must be removed from pitching for the remainder of that game

10U

- Base Distance – 65'
- Mound – 46'
- Infield Fly – Yes
- Dropped 3rd Strike – Yes
- No slash bunting – A player showing bunt at any time after entering the batter's box cannot pull back and swing away at the pitch.
- Metal Spikes – No
- Stealing/Lead-offs – MLB rules
- Balks – one warning
- If a pitcher hits (2) batters in the same inning, that pitcher must be removed from pitching for the remainder of that game

11U

- Base Distance – 70'
- Mound – 50'
- Infield Fly – Yes
- Dropped 3rd Strike – Yes
- No slash bunting – A player showing bunt at any time after entering the batter's box cannot pull back and swing away at the pitch.
- Metal Spikes – No
- Stealing/Lead-offs – MLB rules
- Balks – 1 warning

12U

- Base Distance – 70’
- Mound – 50’
- Infield Fly – Yes
- Dropped 3rd Strike – Yes
- No slash bunting – A player showing bunt at any time after entering the batter’s box cannot pull back and swing away at the pitch.
- Metal Spikes – No
- Stealing/Lead-offs – MLB rules
- Balks – NO warning

13U

- Base Distance – 80’
- Mound – 54’
- Infield Fly – Yes
- Dropped 3rd Strike – Yes
- No slash bunting – A player showing bunt at any time after entering the batter’s box cannot pull back and swing away at the pitch.
- Both Rubber and Metal spikes allowed.
- Stealing/Lead-offs – MLB rules
- Balks – NO warning

XV. GAME LENGTH/EXTRA INNINGS AND TIE GAMES

1. 8U-12U games are 6 innings. 13U Games are 7 innings.
2. NO new inning starts after 1 hour and 40 minutes after the official start of the game with the exception of Championship games in the Gold and Silver brackets.
3. No time limit in Championship game. If tied after regulation innings, California Rule applies.
4. Pool play games can end in a tie.
5. All innings started will be completed.
6. A game will be deemed completed if 3 innings have been completed or 2 ½ if home team is winning (6 inning game).
7. For all pool play games, if a game is tied after the time limit expires or when the regulation innings have been completed, the game shall be recorded as a tie.
8. For Bracket play games, if a game is tied after the time limit expires or when the regulation innings have been completed, the following tiebreaker will be used. In

the first extra inning and every ½ inning thereafter, each team will start with a player on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. The game will continue until a winner is determined. (If the last batted out from the previous inning is a pitcher or catcher of record, the courtesy runner rule applies – see IX 3 and 4 above)

9. All games that have not reached this point, due to weather problems, will be considered suspended and may be rescheduled for completion OR at the discretion of the tournament director – eliminated from consideration in the standings.
10. Mercy rules:
 - a. 15 runs after 3 innings
 - b. 10 runs after 4 innings
 - c. 8 runs after 5 innings

XVI. NO CONTACT RULE

- a.) There is a “No Contact” rule in effect at all bases if a play is being made on the runner. This does NOT mean a slide is required.
- b.) The base runner will NOT be ruled out for not sliding, if in the Umpire’s judgment the runner did not intend contact and/or made the effort to avoid the tag and or contact.
- c.) If in the Umpire’s judgment, a base runner intends to injure, makes malicious contact or whose actions are considered to endanger any player on the field, the runner will be called OUT. The umpire may further EJECT the player from the game if the contact was egregious.

XVII. CHANTING RULE

A team can cheer on their teammates, but it must stop when the pitcher comes to a set pitching position.

XVIII. PITCHING

A pitcher must be removed on the second visit to the mound in an inning. Visits to the mound will count whether from a manager or a coach. This does not apply if a pitcher is injured.

No restrictions on innings for the tournament. Re-entry in the pitcher position is not allowed in a game if he/she is removed.

Recommended Pitch Count and Recommended Rest

Age	Daily Max Pitching	0 days rest	1 day rest	2 days rest	3 days rest	4 days rest
8U	50	1-20	21-35	36-50		
9u	75	1-20	21-35	36-50	51-65	66+
10u	75	1-20	21-35	36-50	51-65	66+
11u	85	1-20	21-35	36-50	51-65	66+
12u	85	1-20	21-35	36-50	51-65	66+
13u	95	1-20	21-35	36-50	51-65	66+

XIX. GENERAL RULES:

Where not specified under the New Lenox Baseball Rules will apply.

Umpires decisions will be deemed final subject only to review by the Travel Director and the Tournament Director. Any appeals of umpire decisions must be immediate, and teams would be allowed only 1 such appeal for the tournament.