

## DEERFIELD WOODEN BAT 2022 Tournament Rules



### 1. Entries, Documents, and Weather

- A. Each team will register through our official tournament website, Tourney Machine (<https://tourneymachine.com/R97745>). Registration consists of three documents: Team Name / Contact Info, Team Roster, and proof of insurance. Your team roster must be uploaded to Tourney Machine. Email insurance to [woodenbat2@dyba.com](mailto:woodenbat2@dyba.com).
- B. Team Rosters must be uploaded to Tourney Machine by Wednesday, June 15<sup>th</sup> – one day before the first game. Proof of insurance must be emailed to [woodenbat2@dyba.com](mailto:woodenbat2@dyba.com) by the same date.
- C. Each team must consist of 9 players with a maximum of 15 players. All players must be of the age of the bracket or under as of April 30, 2022.
- D. Teams must have their player's birth certificates available at all games. In the event of a challenge for proof of age, managers will be required to show a copy of the player's birth certificate. Failure to do so may result in a forfeiture of the game.
- E. All players must be **full time members** of the team and must have participated in at least 75% of the team's games (unless injured). Score books must be made available for review. Any team who plays an ineligible player at any point in the tournament will be subject to potential forfeiture of games or disqualification from the playoffs, at the sole discretion of the tournament director. All "special circumstances" (call-up from younger age group, call up from B-team, etc.) must be cleared by the tournament directors prior to the tournament.
- F. Weather conditions may alter tournament schedule. **Updates will be provided to team managers through contact information on Tourney Machine. In the event of severe weather, check your emails + cell phones for an update from the tournament directors. If you haven't heard from us, an update has not yet been finalized.**
- G. In the event of weather, poor field conditions, or other unforeseen circumstances, the tournament director reserves the right to change the tournament schedule and/or structure. This includes changes to pool play or playoffs. These potential changes include, but are not limited to, moving game times, shortening the length of games, decreasing the number of pool play games, or shortening/adjusting the playoff bracket. These changes are at the sole discretion of the tournament director.
- H. In case of lightning or the threat of lightning, the umpire(s) or any DYBA tournament officials have 100% discretion to pull teams off the field. In Deerfield, we have sophisticated lightning safety system called Thor Guard. The alarm horn will sound for 15 seconds when the weather conditions are favorable for lightning. If the alarm goes off a field location, **all games at that field complex** must be stopped immediately and will resume ONLY if and when the all clear

signal is sounded (three short blasts of five seconds each). To review the complete DYBA lightning policy, visit DYBA.com. **If lightning is seen or thunder is heard regardless of whether or not Thor Guard has sounded, the game must be halted.** 20 minutes must pass without any lightning or thunder being seen or heard, and Thor Guard must be all clear for play to resume.

(see rule 5G about game length)

- I. If because of weather, your team plays less than 2 games (i.e. plays 0 or 1 game) refunds or partial refunds will be issued.

Play 2 games = no refund

Play 1 game = 50% refund

Play 0 games = 100% refund (minus \$25 admin fee) - (for the purposes of this rule, a game is considered "played" once the first pitch is thrown)

## 2. Fields, Schedules and Scores

- A. Before each game, time permitting, each team may practice in the **outfield** on a split field. **No practicing in the infield.** Outfield warm-ups will take place on the same side of the field of your dugout. There will be no live batting practice or soft toss into the fence. Whiffle balls, "heavy balls", and/or soft toss into a net are permitted.
- B. Game schedules and field locations will be posted on **Tourney Machine** and sent to all teams prior to the tournament. It is the manager's responsibility to check the website for all game schedule information and distribute information to his team.
- C. The most up-to-date tournament scores and schedule will be posted to **Tourney Machine**. We will work to update scores as quickly as possible. We understand the implications that other games have on your game-plans, tiebreakers, etc... and **recommend that you set up notifications through the Tourney Machine website and/or phone application.**

## 3. Games Rules

**All rules will be based on National Federation of High Schools and Illinois High School Association rules, except where noted below. In the case where tournament rules do not explicitly mention a situation, tournament officials and umpires will have complete and sole discretion to rule on these points.**

- A. During pool play, the home team is determined by a coin flip. During bracket play, the higher seed is always the home team.
- B. The continuous batting and free defensive substitution rule will apply. **All teams must bat their entire (present) roster in each tournament game.** However, there are no restrictions on the number of innings that each rostered member plays defensively.

- C. A team must have **eight players** to begin a game. If a team is playing with eight players, an automatic out will be recorded in the ninth position each time it comes to bat. A team **cannot play** with less than eight players. If a team drops to seven players at any point during a game, it is ruled a forfeit.
- D. If a player is arriving late, the coach must make this known to the umpires and opposing coach prior to the start of the game. Whenever the late player arrives, he will be entered in the last spot of the batting order. If the late player was not made known to the umpire before the start of the game, the opposing coach has the right to either allow or disallow the late-arriving player to play.
- E. Lead-offs are permitted for all ages except for the 8u and 9u pool. **In the 8u and 9u age pool, runners may leave the base after the ball has crossed the plate.** No warnings will be issued for violating this rule; umpires will call runners out immediately and the ball will be dead. 8u and 9u: NO infield fly, balks, or dropped third strike, and runners cannot steal until the ball crosses the plate. 8u and 9u cannot steal home, they must score on a hit or walk or hit by pitch.
- F. A runner must avoid contact as the safety slide rule will be in effect. Any player who, in the judgment of the umpire illegally runs into a fielder rather than sliding or avoiding contact will be called out. If the umpire deems the play malicious the player will be ejected from the game.
- G. Head-first slides **are allowed** at any base, including home plate.
- H. Defensive players may not interfere with a runner without the ball in possession unless they are about to receive it immediately. This is based on the NFHS/IHSA rule.
- I. No fake tags will be permitted. This is obstruction per the NFHS/IHSA rule.
- J. "Slashing" is not allowed; if the batter squares around to bunt, he cannot swing away. If the batter violates this rule, he is out. A second team offence results ejection of the player and manager.
- K. Catchers and pitchers **of the following inning** may have a courtesy runner at **any time**, and must have a courtesy runner with two outs. The runner must be the last batted out. You may **NOT** pinch run for pitchers or catchers in the final inning of a game (or in extra innings). A player that has somebody run for them is **required** to either pitch or catch the following inning.
- L. Dropped third strike and infield fly rules are in effect for all ages except the 8u and 9u pools.
- M. Pitchers in the 12u and younger divisions may **not** throw breaking balls. Umpires shall call breaking balls dead immediately and call the pitch an automatic ball.
- N. All teams need to be ready to start 30 minutes before their scheduled game time. **Games will be started early whenever possible.**

- O. Any team who forfeits a game in pool play is ineligible for bracket play.
- P. All forfeits are scored 6-0 (8u,9u/10u/11u) or 7-0 (12u/13u/14u)
- Q. Once a pitcher has begun his windup, the opposing bench cannot yell, cheer, otherwise make noise with the intent of distracting or harassing the opposing pitcher. Umpires can give two bench warnings. The third offense results in ejection of the team's manager.
- R. All managers are responsible for the conduct of their players, coaches, and fans. Only the **team manager** may engage in discussion with the umpire. Any ejected manager, coach, player, or fan must leave the premises for the duration of that game. A second ejection in the tournament will result in disqualification of that individual for the remainder of the tournament. Suspensions may be issued at the sole discretion of the tournament director.

#### 4. Score Reporting

- A) All score reporting will be done through the official game card held by the home plate umpire.
- B) Coaches must record their team name, pool, and age group on the umpire's official score card prior to each game. This will be done at the home plate meeting.
- C) After the completion of each game, coaches must **sign the completed scorecard** held by the home plate umpire.
- D) Once the scorecard is signed, it is the umpire's responsibility to report the score. Nothing further is needed from coaches.

#### 5. Game Length

- A) At **8u, 9u, 10u**, and **11u** all games are scheduled for **6 innings in length**.
- B) At **12u, 13u**, and **14u** all games are scheduled for **7 innings in length**.
- C) The time limit for all **pool play** games is **one hour and forty-five minutes (1:45)**; no new inning may start after this time. If the time limit is reached in the top half of an inning, the top half will always be completed. Once in the bottom half, if the time limit is reached, the game will only continue if the home team is tied or trailing.
- D) For **quarter final games**, the time limit is expanded to **two hours (2:00)**.
- E) For **semi-final** and **championship** games, there is **no time limit**.

- F) The time limit begins when the umpire says "Play ball!" and should be confirmed with scorekeepers. An inning is deemed "completed" at the moment the third out is recorded. At that time, based on the umpire's official game clock, it will be determined whether or not a new inning can be started.
- G) 3 innings will constitute a complete game (2.5 if home team is ahead) in case of inclement weather and/or field conditions. If a game is suspended and not yet an official game the tournament director will schedule a time to make up the game only if the game is deemed pertinent to tournament standings. The tournament director reserves to shorten or extend a game's time limit. The time limit is paused during rain delays unless otherwise noted by the tournament director. If the game is unable to resume at the point of the all clear, the result of the game goes back to the last completed inning OR to the current inning if the home team is leading at the time of the Thor Guard alert, provided the game meets the criteria to be deemed complete – NO QUESTIONS ASKED and no protests will be accepted. The tournament director has sole discretion over modifying game lengths, and will make a decision with the goal of maximizing fairness to teams, and playing the most baseball.
- H) In the event of inclement weather, adverse field conditions, or scheduling issues the tournament director reserves the right to modify the number of games, shorten time limits or alter the format of the tournament. This includes modifying the time limit if games get backed up. Teams are responsible to be ready to play at the designated schedule time provided by the tournament director. If bad weather occurs managers are responsible to check for tournament alterations via tourney machine.

## 6. Extra Innings

- A) If a **pool play** game is tied, and the time limit has been reached, the game **ends in a tie**.
- B) If a **pool play** game is tied after the completion of the all required innings are played (6 innings at 9u/10u/11u, 7 innings at 12u/13u/14u), and there is **still time remaining** on the clock, the game will move to **California Speed-up Rules**. Additional extra innings may continue to be started until the time limit has been reached or a winner has been determined.

**CALIFORNIA SPEED UP RULES** = the last **recorded out** (not batted out) starts on second base. There is **one out**. The count is **0-0**. The **away** team will continue to bat in the **top half** of each additional inning.

- C) If a **quarter final** game is 1) tied after the completion of all required innings are played, or 2) tied when the **two-hour time limit** has been reached, **California speed up rules** will be used until a winner is determined.
- D) If a **semi final** game is tied after all required innings are played, **California speed up rules** will be used until a winner is determined. There is **no time limit** in semi final games.
- E) If a **championship** game is tied after all required innings are played, extra innings will be played **with no modifications** until a winner is determined.

## 7. Slaughter Rule

- A) 12 run lead after 3 innings (2.5 if home team is ahead)
- B) 10 run lead after 4 innings (3.5 if home team is ahead)
- C) The slaughter rule applies to all tournament games, including **pool play, bracket play, and championship games.**

## 8. Pitching Rules

- A) The only pitching limitation at **8u, 9u and 10u** is that each pitcher may record a maximum of **6 outs per game**
- B) The only pitching limitation at **11u** is that each pitcher may record a maximum of **9 outs per game**
- C) The only pitching limitation at **12u and 13u** is that each pitcher may record a maximum of **12 outs per game**
- D) The only pitching limitation at **14u** is that each pitcher may record a maximum of **15 outs per game**
- E) Beyond the game limits posted above, it is the responsibility of the team's manager to monitor their pitchers. We will not impose maximums on innings pitched per day or innings pitched in the tournament – therefore you do not need to report anything regarding your pitchers.
- F) Balks will not be called at **8u or 9u**. At **10u-13u**, each **pitcher** will receive **1 balk warning**. At **14u**, there are **no balk warnings**. (identical to MSBL rule)
- G) Managers may make one mound visit per pitcher per inning without removing the pitcher.
- H) Injury related trips by a manager to the mound do not constitute as a trip to the mound.
- I) Pitchers removed from the pitching position may not return to pitch again in that game.
- J) Pitching and Base Path Distances:

8u,9u: 44 – 60	10u: 46 – 65	11u: 50 – 70	12u: 50 – 70	13u: 54 – 80	14u: 60 – 90
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## 9. Equipment

- A) There are no specific bat restrictions other than **ALL BATS MUST HAVE A WOOD BARREL**. Composite bats are legal as long as the barrel is made of wood. Metal handles are legal as long as the barrel is made of wood.
- B) Baseballs (3 per game) will be provided by the Tournament. Please make your best effort to recover foul balls on your side of the field in a timely manner.
- C) Each team must provide one official scorekeeper for each game. Scorekeepers **must** compare the score after each inning with each other and the umpire(s). If there is an issue that cannot be solved by comparing books, contact the tournament director. The "home book" is not given any priority.
- D) All players on the hitting team who are standing on the field of play must wear a helmet at all times. Any catcher warming up pitchers must wear a full face mask. Catchers warming up pitchers down the lines must wear a full face mask, and must be protected by a player or coach with a glove for the duration of the warmup. **Youth** base coaches must wear helmets.
- E) Metal cleats are only allowed at the 13u and 14u age groups.

## 10. Protests

- A) Teams may protest the **interpretation of a rule** – not a judgement call – at any point during the tournament. **The protest must be made at the time of the rule interpretation, and before any further action occurs.** Once the next pitch has been thrown or play continues, protests are no longer considered.
- B) If you want to protest a rule interpretation, you must:
- 1) Indicate to the home plate umpire that you are filing a protest
  - 2) Take your players off the field and into your dugout
  - 3) Call the director of umpires (847) 293-7500 SAM TO CHANGE
  - 4) The director of umpires will make a final ruling

## 11. Awards

- A) Championship teams and the runner up teams in each age group will receive an award.
- B) Each team will be provided with 15 individual awards.

## 12. Not covered in the rules

A) Any rule not stated above will be based on the 2022 IHSA/NFHS rulebooks. In the event that an item is not covered in the rules, the tournament director has the final say.

### 13. Playoff Seeding

- A) Age groups with 12 teams (12u and 13u) are broken into 3 pools of 4 teams each. All steps below apply.
- B) Age groups with 10 teams (8/9u, 11u, and 14u) are all compared against each other for seeding purposes. Only steps 1 and 4 below are relevant.
- C) Age groups with 8 teams (10u) are broken into 2 pools of 4 teams each. All steps below apply, please see format specific notes in steps 2 and 3.

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**STEP 1:** all teams are seeded 1-4 WITHIN THEIR OWN POOL according to...

- 1) Win-loss record
- 2) Head-to-Head record between all tied teams \*\*
- 3) Runs against
- 4) Run differential (maximum 10 per game)
- 5) Repeat steps 3 and 4 only for games between tied teams 6) Coin flip

**Example)** A>B, B>C, C>A, and all are 2-1. All are 1-1 within the tiebreaker. Team A has 5 runs against, thus is seeded #1. Team B has 7 runs against, thus is seeded #2. Team C has 10 runs against, thus is seeded #3. We do not go back to C>B H2H after team A has been seeded #1.

However, in the same scenario, **if two teams are tied within the same tiebreaker step** (teams B and C each have 10 runs against), that tiebreaker shall be broken by H2H (C>B) as opposed to moving on to run differential.

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### STEP 2:

For 12 team pools:

From each pool, the **#1** seed and **#2** seed **advance to bracket play** (6 total teams).

From each pool, the #3 seed and #4 seed are eliminated (6 total teams)

For 8 team pools

From each pool, the **#1**, **#2**, and **#3** seeds **advance to bracket play** (6 total teams).

From each pool, #4 seed is eliminated (2 total teams)

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**STEP 3 (listed for 12 team formats, 8 team formats see note at the end of the step):**

The #1 seeds from each pool (pool winners) will automatically be awarded the #1, #2, and #3 overall seeds. (8 team)

The #2 seeds from each pool (2<sup>nd</sup> place) will automatically be awarded the #4, #5, and #6 overall seeds.

The three pool winners are compared across pools by the **same tiebreaker steps as above** for seeds #1-3, except head-to-head will not apply, as teams have not played against each other.

The three 2<sup>nd</sup> place teams are compared across pools by the **same tiebreaker steps as above** for seeds #4-6, except head-to-head will not apply, as teams have not played against each other.

**(The overall seeds in the whole age group are calculated by the tiebreaker steps above, however pool place always takes precedence.)**

**(For 8 team formats, #1 pool seeds are awarded the #1 and #2 overall seeds. #2 pool seeds are awarded the #3 and #4 overall seeds. #3 pool seeds are awarded the #5 and #6 seeds.)**

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**STEP 4:**

Bracket format by seed:

Quarterfinals: **#3 vs. #6, #4 vs. #5**

Semifinals: **#1 vs. 4/5 winner, #2 vs. 3/6 winner**

Championship: **remaining winners**

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\* If 3 tied teams have not all played each other (due to rain), teams will not be penalized on H2H for a missing game \*\*\*  
\*\*Higher seed is always the home team.

**14. Contact Information**

**TOURNAMENT CONTACTS**

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