

2022 – Park Ridge Warriors Uncle Sam Slam Tournament Rules

General Rules and Procedures

- Park Ridge Baseball and the tournament staff will make every effort to treat all teams fairly, but also reserve the right to enforce, clarify, alter, or modify any of these rules prior to or during the Park Ridge Warriors Uncle Sam Slam as deemed necessary. All decisions and interpretations made by the Tournament Directors shall be final.
- All teams shall play a minimum of three (3) games – weather permitting.
- All teams are required to carry general liability insurance for the players, coaches, and managers of their respective teams. A copy of insurance coverage and roster must be submitted via email to erictara73@gmail.com one week prior to the start of the tournament.
- Copies of birth certificates must be available at any time during the tournament in the event that any player's age is challenged. If not available, the player will be ineligible until a copy of a certificate is produced. Any player challenged who is found to be an illegal player will result in forfeiture of all games by the offending team.
- All rosters must be submitted to Tourney Machine a week prior to the start of the tournament. Players may only be rostered on one (1) team in the tournament.
- We are recommending that all teams follow current IDPH guidelines regarding face coverings and social distancing (<https://dph.illinois.gov/covid19/community-guidance/sports-safety-guidance>).
- Umpires will be assigned to each game. Coaches, players, and fans should treat the umpires with respect. With regard to on-field calls, the decision of the umpires shall be final. No protests of any type will be allowed.
- **Unsportsmanlike Conduct Policy** - No player, manager, coach, scorekeeper, or spectator will heckle, use profanity, or exhibit unsportsmanlike conduct towards opposing team players, managers, coaches, or umpires. Coaches are responsible for the conduct of their team's player, parents, and fans.
 - In addition, no player shall throw bats, gloves, helmets, or equipment. If such behavior occurs, a team will receive one (1) warning. On the second such occurrence in a game, the umpire will eject the offender(s) from the game, and, in the case of a player, an automatic out will be recorded each time they are subsequently scheduled to bat. If unsportsmanlike conduct continues after an ejection, the offending team will face forfeiture as decided by the umpire and Tournament Director.
 - With any ejection comes a minimum one-game suspension for player or coach; however, depending on the circumstances, the suspension may be greater than one-game including disqualification from the remainder of the tournament. The Tournament Director will have final ruling.
- Rhythmic chanting, singing, or other distractions from the opposing team are not permitted while a pitcher is in his motion. Artificial noise makers, such as cow bells, boom boxes, etc., are prohibited at any time during the tournament. Normal "positive" cheering from the bench for one's own players is always encouraged.
- Each team must provide a scorekeeper. Before the start of the game, each manager must provide the opposing manager with a completed lineup card for that game. This lineup card must include each player's last names and jersey number. Each team will keep an accurate scorebook. Scorekeepers

should check the score at the end of each inning. The home team scorebook is the official book and will be used to resolve any disputes.

- The home team for pool play games will be determined by the flip of a coin and will keep the official scorebook. For playoffs, the higher seed is home team.
- Only players in uniform, a **manager, and coaches** are allowed in the dugout. Scorekeepers are allowed to stand or sit outside the dugout.
- A forfeited game shall be recorded as 6-0 for purposes of tiebreakers. Any team forfeiting a game may be removed from the remainder of the tournament.
- Teams should be ready to play 15 minutes prior to their scheduled start time. Teams unable to field the minimum number of eight (8) players at game time will be subject to a forfeit. A reasonable amount of time will be provided for a team to complete a game and move to another location.
- **Pregame Warm-Up Policy**
 - No infield warm-ups will be allowed.
 - Batting practice with whiffles is allowed on the fields or in designated grass areas – time permitting. Balls may not be hit into fences or back stops.
 - If time and conditions allow, teams will be allowed to warm-up in the outfield areas.
- For the safety of spectators, no bats may be swung for any purpose outside of the playing field or designated warm-up areas.
- There will be **NO USE OF TOBACCO PRODUCTS or DRINKING OF ALCOHOLIC BEVERAGES** on or adjacent to the playing fields. Coaches or players found to be in violation of this rule will be removed for the entire tournament.
- The birthday cutoff is May 1st.
- All teams may roster a maximum of 15 players of eligible age. New players cannot be added to the team roster after the first game pitch is thrown. All rostered players not injured and in attendance must be placed in the batting order. No player may be rostered on more than one team in the Uncle Sam Slam.
- **Refund Policy for Inclement Weather or Other Uncontrollable Circumstances**
 - Zero games started – full refund less a \$25 service fee.
 - 1 game started – 25% refund of tournament fee.
 - 2 or more game started – No refund.
 - Processing and credit card fees will NOT be refunded.
- **Cancellation Policy**
 - Team cancellation prior to 14 days before tournament – 50% refund.
 - Team cancellation within 14 days of tournament – No refund.

Game Play Rules and Procedures

- All rules shall follow Illinois High School Association rules with the exception of any modifications noted in this document.
- No protests will be allowed. All decisions of the umpire and/or Tournament Director are final. Tournament directors reserve the right to modify rules in the best interest of the tournament and will rule on all matters not specifically covered here.

- Games in pool play have a “no new inning” time limit of 1 hour and 45 minutes. To avoid the possibility of stalling, a new inning starts immediately upon the completion of the previous inning. Once an inning has started it must be played to completion. Start times shall be determined by the umpire upon the first pitch and shall be considered final. Pool play games can end in a tie – no extra innings. A pool play game is officially complete upon reaching the time limit or innings limit is reached.
- Bracket elimination games will be played until there is a winner – subject to a “no new inning” limit of 1 hour and 45 minutes. Semi-Final and Championship games will have no time or innings limitations and will be played until a winner is determined. Consolation games will be played with the no new inning limit of 1 hour and 45 minutes.
- The following criteria will be used to determine seeding:
 - Overall Record/Winning Percentage
 - Head-to-Head Record (only if ALL remaining teams tied have ALL played one another)
 - Runs Allowed for the Tournament
 - Run Differential for the Tournament
 - Coin Flip
 - If all pool games are not played in a particular bracket for inclement weather or other reasons, winning % will be the tie breaker for that pool.
- A minimum of eight (8) players are required to play a game. Failure to field a team by the official scheduled starting time will result in a forfeit for the offending team.
- During pool play, a coin flip will determine the home team with the team traveling the furthest calling the flip. During elimination, semi-final, or Championship games the higher seed will be the home team. Home team will keep the official scorebook. Regardless of home or away designation, teams should fill the first and third base dugout on a first come, first-served basis. Please keep the dugout as clean as you found it.

Fielding

- All teams (at all age levels) will use a continuous batting order and will bat their entire roster. There is no penalty for having less than twelve (12) players present and in uniform (with the exception of fielding less than eight (8) players as noted above). Players arriving after first pitch must be added to the bottom of the batting order. A late arriving player may be added at any point prior to the end of the third inning, assuming the eight (8) player minimum was met to start the game.
- There shall be free defensive substitution for all players throughout the game. Players leaving the game early due to injury, or otherwise, will be skipped in the order with no penalty and will be ineligible to return for the remainder of the game. Players ejected from the game for any reason will have an out recorded each time their turn in the batting order is reached. Violation of the batting order/free substitution rule will result in a forfeit.

Pitching

- A pitcher must be removed upon the second trip to the mound in an inning. Once removed the pitcher cannot return as a pitcher for the remainder of the game. A pitcher of record shall receive six (6) warm-up pitchers at the start of each inning; a new pitcher shall receive eight (8) warm-up pitches.

- Pitching limits for individual games and the tournament are noted in the chart below. Please note that when a pitcher enters a game and throws one (1) pitch this shall constitute one (1) full inning toward the noted limits. Violation of the pitching limitation will result in a forfeit.
- Anyone under the age of eighteen (18) MUST wear a mask and be properly equipped when warming up a pitcher – whether on or off the field of play.
- Intentionally walking a batter may be done by alerting the umpire.

Base Running

- Headfirst slides:
 - 9U – 12U – No headfirst slides are allowed into a base at any time. Exception: when a base runner is attempting to get back to the base they started (i.e. pick off attempts or in a rundown).
 - 13U & 14U – headfirst slides are allowed into all bases EXCEPT home plate.
 - **An illegal headfirst slide will result in the runner being called out.**
- A courtesy runner may be utilized for the catcher for the upcoming inning at any time. With two outs, the catcher for the upcoming inning MUST be substituted for with a courtesy runner. The courtesy runner MUST be the player who was last recorded out.
- On any close play at 2nd, 3rd or Home Plate, the runner MUST slide or avoid contact. If there is contact between a runner and a fielder, the result of the play will be a dead ball out. If there is contact that, in the umpire's judgement was deliberate or malicious, the runner will be called out and ejected from the game. All decisions of the umpire are final.
- **For 9U Brackets** – there is a Hard Wall at 3rd base. No stealing of home plate or advancing home on a passed ball. At no time may a player advance to home plate as a result of an overthrow, except if the play began with a batted ball.
- **For 9U Brackets** – stealing of bases is allowed; however, runner may not leave the base prior to the pitch crossing home plate (no lead offs). Once the pitcher has stepped on the rubber, a runner who leaves the base prior to the pitched ball crossing home plate shall receive a warning (one per team per game), the pitch will be considered a dead ball and the runner(s) will be returned their base(s). A second team infraction will result in the runner being called out.

Bat Rules & Hitting

- All bats must have a BPF 1.15, BBCOR or USA stamp permanently attached to the bat. Any bat without these stamps will be considered illegal.
- Any batter entering the batter's box with an illegal bat (any bat not in compliance with the bat rules noted above and in the chart below) shall be called out immediately upon discovery of the violation (via appeal or umpire's call). The batter may also be called out after his at bat is complete as long as the illegal bat is discovered prior to the first pitch to the next batter. Runners may not advance on a ball batted with an illegal bat. Two infractions by the same team will result in the manager being ejected from the game.
- Squaring to bunt and then taking a full swing (Slashing) is prohibited. Any player determined to have done so shall be immediately called out.
- Players may use either on-deck circle while awaiting their at-bat as to avoid potentially being struck by a batted ball.

- The mercy rules are as follows for ALL games:
 - 12 runs after 4 innings, or 3 ½ if the home team is leading.
 - 10 runs after 5 innings, or 4 ½ if the home team is leading.
 - 8 runs after 6 innings, or 5 ½ if the home team is leading.
- If a game is started and not fully completed due to weather or darkness, it shall be considered official after:
 - After four (4) innings (or 3 ½ innings if the home team is leading) for all six (6) inning games.
 - After five (5) innings (or 4 ½ innings if the home team is leading) for all seven (7) inning games.
- If a game has begun and is delayed due to weather, the tournament director will decide and communicate next steps for that particular game.
- If an umpire believes a team is purposely delaying a game, that team will receive a warning. A second offense will result in an out in that team's next at bat. A subsequent offense may result in a forfeit. The decision of the umpire in these matters shall be final.
- **Immediately after the completion of each game**, the winning team is required send a TEXT to 773-620-1133 with the division, game score, and pitching records (for example: Division 12A; Park Ridge Blue – 7 & Park Ridge Red – 6; PR Blue Pitchers - #20 – 3 innings; #21 – 3 innings; PR Red Pitchers - #1 – 4 innings; #10 – 2 innings).

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