

DEWITT PANTHER CLASSIC TOURNAMENT RULES AND INFORMATION FOR ALL AGE GROUPS

General Info:

1. All players, coaches, and fans should practice sportsmanship at all times. Players should not argue with umpires. If a coach disagrees with an umpire ruling, both team coaches should consult with the umpire to see if a rule was misinterpreted. Players should be encouraged to make only positive encouraging comments during the game. **WE WILL NOT TOLERATE ANY ABUSE OF UMPIRES, INCLUDING FOUL OR ABUSIVE LANGUAGE. THE PERSON WILL BE ASKED TO LEAVE THE PARK IF THE POOR BEHAVIOR PERSISTS AND THE OFFENDING TEAM WILL FORFEIT THAT GAME.**
2. The home plate umpire will settle all disputes at the time of play. If needed, the tournament director or DYBSA (DeWitt Youth Baseball and Softball Association) representative will help in a final decision.
3. Players must not reach the next higher age prior to **May 1st**.
4. Team roster must be turned in prior to your first game. Copies of birth certificates must be available for review at any time throughout the tournament. The roster sheet must be filled in completely. All teams must have proof of insurance.
5. Tiebreaker is determined by:
 - 1 - Head to Head (after teams are eliminated it will revert back to this)
 - 2 – Fewest runs allowed
 - 3 – Run differential (max 10 runs per game)
 - 4 – Total runs scored (max 10 runs per game)
 - 5 – Coin Flip / Random Draw
6. No infield practice on the playing field prior to each game.
7. Coaches are asked to have their players hustle in and out of the field to maximize play.
8. Awards will be given to first place and second place teams at each age level.
9. A courtesy runner (last batted out) may be used for the pitcher and/or catcher.
10. Tournament Refund Policy:

Team Withdrawal

- If a team has to withdraw from the tournament outside three weeks prior to the start of play, a full refund will be given. If a team has to withdraw within three weeks prior to the start of play, a refund will be given, less a \$50 administration fee.

Weather

- If weather (or an outside force) causes no games to be started/played, a full refund will be given.
- If one game is started/played, a 50% refund will be given.
- If two or more games are started/played, no refund will be given.

11. The tournament will use a pool play format.
12. Baseballs will be provided.
13. If not otherwise specified in the DeWitt Panther Classic rules, PONY rules apply.
14. Home team will be determined by a coin flip. When teams are seeded, the higher seed will be the home team. If both teams have the same seed, a coin flip will determine the home team.
15. All players in attendance at the start of the game will be in the starting batting order. Any player arriving after the start of the game will be placed at the end of the batting order. The batting order will not change during the game unless a player becomes ill or injured. Free defensive substitutions will be allowed during the game, with exception of the pitcher (once a pitcher is removed, that player cannot pitch again in that game).
16. The umpire will announce the game time to both coaches prior to the start. Game time is when the home team takes the field. This will be called the “official game time.” It is the responsibility of both coaches to note this time. It shall also be recorded in the official scorebook.
17. Games will be 6 innings maximum. A regulation game is 4 innings if affected by weather. No new inning will start after 1 hour and 30 minutes. Championship game has no time limit, but mercy rules still apply.
18. In the case of a tie, the last batter to make the out in the previous inning will start on 2nd base with 1 out. Each extra inning will begin in this manner until a winner is determined or the time limit is reached. The championship game will use the tiebreaker in each extra inning played.
19. There is a limit of 5 runs per inning until the last inning (unlimited last inning). The game will be called by mercy rule if a team has:

- a. 15-run lead after 3 innings, or
- b. 10-run lead after 4 innings, or
- c. 8-run lead after 5 innings

20. Equipment:

- 1. Approved bats include USA Baseball, USSSA, and BBCOR.
- 2. Metal cleats are NOT allowed. Metal cleats allowed at 13U.
- 3. All helmets must be NOCSAE approved.
- 4. No jewelry, unless used for medical identification, will be allowed.

AGE-SPECIFIC RULES

9U / 10U Playing Rules:

- 1. All players must play 2 or more defensive innings (6 outs) and 1 at bat in a 5 or more inning game. Failure to do so will result in forfeit.
- 2. Teams can field 10 defensive players. A minimum of 8 players are required to start a legal game; however, the batting order shall consist of 9 positions with the vacant position in the batting order an automatic out each time through the order.
- 3. Pitchers can pitch 2 innings per game (one pitch constitutes an inning). Pitchers cannot re-enter to the mound once removed as pitcher in a game.
- 4. Leading off and stealing are not allowed. Runners may leave the base once the ball has passed home plate. A team may NOT advance home on a passed ball / wild pitch / steal of home at any time unless a play is made on that runner by a throw directly to third base. A fake throw toward 3rd base does NOT constitute a play being made on that runner. Base runners must avoid collisions per NFHS rules.
- 5. Infield fly rule is NOT in effect.
- 6. No balks will be called.
- 7. If a player throws his bat after swinging, the player will be warned. After one warning, the player will be called out for each bat-throwing offense.
- 8. Batter is out regardless of whether or not a 3rd strike is caught.

Playing Field:

Pitching distance:	46 feet
Distance between bases:	60 feet
Home plate to second:	84 feet, 10 inches

11U / 12U Playing Rules:

1. All players must play 2 or more defensive innings (6 outs) and 1 at bat in a 5 or more inning game. Failure to do so will result in forfeit.
2. A minimum of 8 players are required to start a legal game; however, the batting order shall consist of 9 positions with the vacant position in the batting order an automatic out each time through the order.
3. Pitchers can pitch 4 innings per game (one pitch constitutes an inning). Pitchers cannot re-enter to the mound once removed as pitcher in a game.
4. If a player throws his bat after swinging, the player will be warned. After one warning, the player will be called out for each bat-throwing offense.
5. Lead Offs from all bases and stealing are allowed.
6. Dropped third strikes are live balls.
7. Playing Field:

Pitching distance:	50 feet
Distance between bases:	70 feet
Home plate to second:	99 feet

13U Playing Rules:

1. A minimum of 8 players are required to start a legal game; however, the batting order shall consist of 9 positions with the vacant position in the batting order an automatic out each time through the order.
2. Pitchers can pitch 4 innings per game (one pitch constitutes an inning). Pitchers cannot re-enter to the mound once removed as pitcher in a game.
3. If a player throws his bat after swinging, the player will be warned. After one warning, the player will be called out for each bat-throwing offense.
4. Lead Offs from all bases and stealing are allowed.
5. Dropped third strikes are live balls.
6. Playing Field:

Pitching distance:	54 feet
Distance between bases:	80 feet
Home plate to second:	113 feet, 2 inches