

NORTHBROOK 4TH OF JULY TOURNAMENT RULES HIGHLIGHTS – AT A GLANCE

	9U	10U-C	10U-A&B	11U-12U	13U	14U
Base Distance	60'	60'	65'	70'	80'	90'
Pitching Length	44'	46'	46'	48'	54'	60'
Game Length*	6 innings	6 innings	6 innings	6 innings	7 innings	7 innings
Time Limit (pool games)	1 hour, 45 minutes	1 hour, 45 minutes	1 hour, 45 minutes	1 hour, 45 minutes	2 hours	2 hours
Leadoffs	No	No	Yes	Yes	Yes	Yes
Stealing	Once ball crosses plate; no stealing home	Once ball crosses plate; stealing home allowed	Yes	Yes	Yes	Yes
Pitching Limit per Game	6 outs	6 outs	6 outs	9 outs	12 outs	15 outs
Balks	None	None	One balk warning	One balk warning	No warnings	No warnings
Run on Dropped Third Strike	No	No	Yes	Yes	Yes	Yes
Infield Fly	Yes	Yes	Yes	Yes	Yes	Yes
Bats	1.15 BPF, or USA Baseball, or BBCOR, or wood	1.15 BPF, or USA Baseball, or BBCOR, or wood	1.15 BPF, or USA Baseball, or BBCOR, or wood	1.15 BPF, or USA Baseball, or BBCOR, or wood	1.15 BPF, or USA Baseball, or BBCOR, or wood	1.15 BPF, or USA Baseball, or BBCOR, or wood, and must be -3 or -5 drop
Cleats	Rubber	Rubber	Rubber	Rubber	Rubber or Metal	Rubber or Metal

* Mercy rule applies – 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.

NORTHBROOK 4TH OF JULY TOURNAMENT

BASEBALL TOURNAMENT RULES

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A. PLAYING RULES

The official rules published by the IHSA with the exceptions and the variations contained in the following supplemental rules shall govern the playing rules.

1. In all pool games, the home team will be decided by a coin flip. In all playoff and bracket play games, the higher seed is the home team. Tiebreaker rules will apply to determine the higher seed.
2. Winning team must report scores and pitching information immediately after each game as specified on the tournament website. (See website www.northbrookbaseball.org for specific instructions on how to submit).
3. For pool games, teams should fill the first and third base dugouts on a first come, first served basis, regardless of the home and away designation. If a team has back-to-back games on the same field, they should remain in the same dugout, to avoid the extra time involved in moving to the other dugout. For playoff and bracket play games, if possible, home team should occupy the third base dugout.
4. Tie Breakers (in order): (a) Head-to-head competition (only applicable when two teams are involved in the tie breaker); (b) If head-to-head does not break the tie and for 3-way or 4-way ties, then fewest runs allowed in all pool games, so long as an equal number of games are played; (c) Fewest runs allowed against common opponents; (d) Runs scored in all pool games, so long as an equal number of games are played; (e) Run differential in all pool games; and (f) Flip of a coin.
5. For playoff matchups where there are two pools for an age division and the top two teams from each pool advance, the #1 seed from pool #1 will play the #2 seed from pool #2, and the #2 seed from pool #1 will play the #1 seed from pool #2. The higher seed in the matchup will be the home team. If the seeds are the same in a playoff/championship game, then the tiebreaker rules will apply to determine the best record between the two teams and the team with the best record will be the home team.
6. For playoff matchups where there are three pools for an age division and the top two teams from each pool advance, the #1 teams from each pool will be seeded 1, 2, 3. The #2 teams from each pool will be seeded 4, 5, 6. The tiebreaker rules will apply to determine the seeds. The higher seed in the matchup will be the home team.

7. Teams should arrive 15 minutes prior to the scheduled game time. Pre-game warm-ups on playing fields may be limited or omitted depending on time constraints.
8. Each team is required to have copies of birth certificates for all players and evidence of valid insurance for their team available during the tournament.

B. TEAMS

1. Team roster may include any combination of age groups provided they are no older than the legal age category of their respective age brackets as of **April 30th** of the appropriate year.
2. Team roster may include a maximum of twenty (20) players. Awards for each age division champion and runner-up will be given to only fifteen (15) players per team.
3. A player may be on only one team roster per age division.

C. EQUIPMENT

1. Metal spikes are allowed in the 13U and 14U divisions only.
2. Bats: For a bat to be legal it must be permanently marked 1.15 BPF or USA Baseball or BBCOR or be a wood bat. There are no restrictions on barrel diameter or drop (except for the 14U division).

The 14U division will be the only division that must use a “drop 5” or “drop 3” bat. Drop refers to the differential between the length and the weight of the bat.

PENALTIES FOR USE OF PROHIBITED BAT(S)

Any batter that enters the batter’s box with an illegal bat (i.e., does not comply with these Bat Rules) shall be called out immediately upon discovery (via appeal or umpire’s call). The batter may also be called out after his time at bat is complete so long as the illegal bat is discovered prior to the first pitch to the following batter.

- (a) For the first violation, the batter is called out, and the opposing team has the option of (i) the base runners (if any) returning to the original bases they occupied at the start of an at-bat with a prohibited bat, or (ii) taking the result of the play.
- (b) For a second violation by a team, in addition to the penalties in sub-part (a) above, the manager of the team shall be ejected and the team will start each subsequent inning with an automatic out.
- (c) For a third violation, the team shall forfeit the game.

3. All male players must wear protective cups and appropriate baseball attire.
4. The wearing of protective headgear, i.e., batting helmets, is mandatory for the batter, on-deck batter, base runners, player base coaches, and catcher's helmet/mask for catchers and anyone who is warming up a pitcher or a prospective pitcher.

D. PLAYING FIELDS

1. Below are the playing field dimensions for each age division.

	9U	10U-C	10U-A&B	11U-12U	13U	14U
Base Distance	60'	60'	65'	70'	80'	90'
Pitching Length	44'	46'	46'	48'	54'	60'

2. First base at many of the fields contains a "safety base." It is legal for the batter/runner to touch either side of the base (white or orange). It is also legal for the first baseman to touch either side of the base. However, coaches should instruct their batters to touch the orange half if there is a play, and the fielders should be told to touch the white half.
3. Specific field ground rules will be addressed pre-game with the umpires.

E. PITCHING RULES

1. The following pitching rules shall apply regardless of whether any game goes into extra innings.
2. 9U and 10U: Pitchers shall not be allowed to pitch more than **six (6) outs per game**.
3. 11U and 12U: Pitchers shall not be allowed to pitch more than **nine (9) outs per game**.
4. 13U: Pitchers shall not be allowed to pitch more than **twelve (12) outs per game**.
5. 14U: Pitchers shall not be allowed to pitch more than **fifteen (15) outs per game**.
6. Should a pitcher exceed any maximums, the pitcher shall be removed from the game as soon as the error is discovered.
7. There is no tournament or day limit, but there is an expectation that coaches will monitor and look out for the best interest of their players.

8. Pitchers withdrawn shall not be permitted to return to the mound as a pitcher in the same game.
9. Except for 9U and 10U-C, the dropped third strike is in effect.
10. There are no balks for 9U and 10U-C.
11. For 10U-A&B through 12U, the umpire shall issue one (1) balk warning per pitcher prior to calling a balk on such team.
12. No balk warning for 13U and 14U.
13. Curve balls are not permitted for 9U through 12U. Pitchers will be given one warning. For a subsequent violation, the pitcher shall be removed from the game.

F. SPECIFIC 9U and 10U-C RULES

1. There will be no lead-offs in the 9U and 10U-C divisions. Runners may steal bases (except for home for 9U). However, the runners may not leave the base until the pitched ball crosses home plate. There will be NO warnings for leaving the base early. Delayed stealing is allowed.
2. Once the pitcher has stepped on the rubber, runners who leave the base before the pitched ball crosses home plate shall be called out and the pitch shall be considered a dead ball.
3. On wild pitches or passed balls, the ball is “live” and base runners may advance at their own risk. Similarly, the ball is “live” if the pitcher does not catch the return throw from the catcher and base runners may run at their own risk.
4. On a walk, the batter only gets first base. He may not “pickle” or continue to any other base. Non-forced runners may advance at their own risk.
5. Wall at Third for 9U only:
 - (a) For 9U, a runner may only score (i) on a batted ball, or (ii) if forced home from third base due to a walk or hit batsman when bases are loaded;
 - (b) A runner may not advance home on an overthrown ball to third base during a steal attempt, even if the ball goes into the dugout or out of play;
 - (c) A runner may not steal home under any circumstances. Runners attempting to steal home do so at their own risk. There is no “free ride” back to third base;

(d) Play continues subsequent to a batted ball until either the pitcher delivers the next pitch or time is called. Until such time, runners may continue to advance at their own risk and score. A runner who is not on his base when the ball leaves the pitchers hand shall be considered leaving early subject to Rule F.2.

6. The Infield Fly Rule will be in effect in applicable situations.
7. For 9U and 10U-C, the dropped third strike is not in effect.

G. 9U through 12U RULES

1. **Game Length** - Regulation games shall be six (6) innings for the 9U through 12U divisions.

Time Limit – Each pool game will have a time limit of one hour forty-five minutes (1 hour, 45 mins.) from the first pitch, which means that no new inning will start after one hour forty-five minutes have elapsed.

The mercy rule described in Rule G.5 shall apply to all pool games.

Pool games can end in a tie.

For playoff games and bracket play games there is no time limit; however, the mercy rule described below is in effect.

The tournament directors or umpire may suspend or end a game in progress due to darkness, inclement weather, field conditions, etc. If a game is ended in the middle of the inning due to darkness, inclement weather, field conditions, etc., and the game is considered an official game under Rule G.2, the score of the game shall revert back to the last completed inning. If a game is ended in the middle of the inning due to darkness, inclement weather, field conditions, etc., and the game is considered a suspended game under Rule G.3, the game shall be resumed from the point of curtailment at a time scheduled by the tournament directors, to the extent possible. The tournament directors or umpire's decision to suspend or end a game in progress shall not be challenged.

2. **Official Game** - If a game is called for any reason AFTER four (4) innings, (or 3.5 innings if the home team is ahead), it shall be considered an official game.
3. Except for time limit, if a game is called for any reason BEFORE the completion of four (4) innings (or 3.5 if the home team is leading), it shall be considered a suspended game to be resumed from the point of the curtailment at a time scheduled by the tournament directors, to the extent possible.

- (a) Pitching stats and substitution rules shall apply toward the game.
 - (b) If a team cannot field the same players who were in the original game at the point of suspension, another player may re-enter the game. Players attending the suspended game who were not at the original game will be added to the bottom of the batting order.
4. **Extra Inning Rule for Pool Games.** When a pool game is tied at the end of regulation AND the time limit has not expired, the following Speed Up Rule will be used as follows:
- (a) Each team will be given one time at bat with a man on Second Base and ONE out.
 - (b) The batting order will remain the same as when the game ended and the last man out from the previous inning will be the runner on Second Base even if he is the catcher.
 - (c) There will be no count on the batter. Visitors bat first in the extra inning and the Home Team bats last.
 - (d) If the score remains tied at the end of the one extra inning, the game will be declared a tie and, if necessary, tie breaker rules will apply.
5. **Mercy Rule** – 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings. This applies for all games including the playoff and championship games.
6. **Extra Inning Rule for Playoff Games.** When a playoff game or bracket play game is tied at the end of regulation, the game will continue with extra innings until there is a winner. The speed up rules do not apply to playoff and bracket play games, and there is no time limit for the playoff and bracket play games.
7. **Batting Order** – All non-injured players present at a game must bat.

There shall be free substitution of players in the field, except that once a pitcher has been removed he cannot re-enter the game as a pitcher.

H. 13U through 14U RULES

1. **Game Length** - Regulation games shall be seven (7) innings for 13U and 14U.

Time Limit - Each pool game will have a time limit of two hours (2 hours) from the first pitch, which means that no new inning will start after two hours have elapsed.

Pool games can end in a tie.

For playoff games and bracket play games there is no time limit; however, the mercy rule described below is in effect.

The tournament directors or umpire may suspend or end a game in progress due to darkness, inclement weather, field conditions, etc. If a game is ended in the middle of the inning due to darkness, inclement weather, field conditions, etc., and the game is considered an official game under Rule H.2, the score of the game shall revert back to the last completed inning. If a game is ended in the middle of the inning due to darkness, inclement weather, field conditions, etc., and the game is not considered an official game it will be considered a suspended game and the game shall be resumed from the point of curtailment at a time scheduled by the tournament directors, to the extent possible. The tournament directors or umpire's decision to suspend or end a game in progress shall not be challenged.

Mercy Rule - 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings. This applies for all games including the playoff and championship games.

2. **Official Game** - An official game will be declared after four (4) innings (or 3.5 innings if the home team is ahead) or the expiration of the time limit.
3. **Extra Innings for Pool Games** – For pool games that are tied at the end of regulation AND the time limit has not expired, the Extra Inning Rule pursuant to Rule G.4. shall apply.
4. **Extra Inning Rule for Playoff Games.** When a playoff game or bracket play game is tied at the end of regulation, the game will continue with extra innings until there is a winner. The speed up rules do not apply to playoff and bracket play games, and there is no time limit for the playoff and bracket play games.
5. **Balks** – There will be no balk warnings for pitchers.

There is no fielder's balk. All fielders, except the catcher, must have at least one foot in fair territory (it is acceptable for a first baseman to have one foot in foul territory if he chooses).

6. **Batting Order** - Each team, at their sole discretion, can either bat (a) only 9; or (b) 9 with an Extra Hitter "EH"; or (c) full roster. Teams may change the manner of their batting order from game to game. It is not pertinent for both teams to follow the same batting option.

If a team bats its full roster, the team is entitled to free substitutions in the field.

If a team bats 9 or 10, the team may also use a Designated Hitter "DH" for a position player. The DH may not play the field unless out of necessity due to an injury to another player.

The EH may switch positions with a defensive player at any time.

If a team bats 9 or 10, every **starting** position player in the batting order may be removed, and later re-enter the game ONCE, but must re-enter in the same position in the batting order.

I. SUBSTITUTIONS, INJURED AND LATE ARRIVING PLAYERS, and MINIMUM NUMBER OF PLAYERS

1. A courtesy runner **must be used** for the catcher when there are two (2) outs. Prior to two outs, a courtesy runner for the catcher is optional. The courtesy runner must be the player who made the last batted out.
2. No courtesy runners are allowed for the pitcher.
3. For any player that is injured during a game and is unable to continue, that player's spot in the batting order will be skipped without penalty, provided there are still at least 9 batters in the lineup.
4. Late arriving players will be entered at the end of the batting order.
5. A team must have eight (8) rostered players present in team uniform to start the game.
6. The ninth position in the batting order will be an automatic out each time the ninth "batter" comes up, in the event a team only fields eight (8) uniformed and rostered players.
7. A team failing to field at least eight (8) uniformed and rostered players within ten (10) minutes after the scheduled starting time of the game shall forfeit the game. The final score will be recorded as 6-0.

J. AVOIDANCE OF CONTACT RULE

1. Runners must make an effort to avoid contact. If in the umpire's sole judgment the runner doesn't make an effort to avoid unnecessary contact, the runner is called out and may be ejected from the game.
2. Any defensive player who does not have possession of the ball shall not impede the progress of the offensive player as he runs to the base. Any defensive player who "fake" tags and causes the offensive player to slide may be ejected from the game.
3. Head first sliding is permitted, however, it is strongly discouraged.

K. PROTESTS AND PENALTIES

1. An umpire's judgment **SHALL NOT** be questioned. There will be one warning per team, then an ejection will follow.
2. If a player is ejected from a game by an umpire, that player must also miss the next game and may not be in the dugout during either game for any reason. The ejected player's spot in the lineup becomes an automatic out whether he/she is batting or has a DH.
3. If a parent or coach is ejected, his son/daughter player on the team, or if no child on the team the pitcher of that inning, **MUST** also leave the game. The player is subject to Rule K.2., but may return in the next game.
4. No game may be protested due to any judgment call made by the umpire or rules interpretation. Protests solely relating to player eligibility should be directed to the Tournament Directors in writing within two (2) hours after the completion of the game involved.

**HAVE A GREAT TOURNAMENT
AND REMEMBER, IT'S FOR THE KIDS!**

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