Winfield Wolves Travel Baseball


2023 Memorial Day Tournament
Friday, May $\mathbf{2 6}^{\text {th }}$ - Monday, May 29th
Tournament Information

## 2023 WINFIELD WOLVES TOURNAMENT RULES AND POLICIES

## 1. PLAYER AGE AND TEAM ROSTER

A. Each team MUST submit a valid birth certificate for every player on their roster.
B. Any player on the roster without a valid birth certificate at check in is not eligible to play until one is presented to a tournament director.
C. Any team playing with an illegal age player will be disqualified from the tournament and the team will forfeit all fees paid to the tournament. A player's birthday cannot be before May 1, 2023 in respect to the division age guidelines as follows:
$90 \quad$ Player cannot turn 10 years-old before May 1, 2023
10 U Player cannot turn 11 years-old before May 1, 2023
11 U Player cannot turn 12 years-old before May 1, 2023
12U Player cannot turn 13 years-old before May 1, 2023
13 U Player cannot turn 14 years-old before May 1, 2023
14U
Player cannot turn 15 years-old before May 1, 2023
D. Team rosters and copy of proof of insurance must also be available during the tournament.

## 2. BATTING/BASE RUNNING

A. Each team must bat the entire roster (continuous batting order).
B. All players batting must play the field at least 2 innings per game.
C. If a batter misses a turn due to injury, he will be skipped in the order and an out will NOT be declared. If the batter misses a second turn at bat, he MUST be removed from the game.
D. If a player is ejected from the game, an out will be declared each time that player comes up in the batting order.
E. If an injury or illness occurs, or a player is ejected, and the team has no substitutions, the team may finish the game with 8 players, taking an OUT in the batting position of the injured or ejected player. If other players on the roster become available during the course of the game, they shall be added to the bottom of the order and must play one defensive inning prior to their first plate appearance.
F. If players arrive late to the game during the course of the game, they shall be added to the bottom of the order and must play one defensive inning prior to their first plate appearance.
G. Base runners must slide to avoid contact on all close plays. The umpire may call the runner out if, in the umpire's judgment, the runner should have slid. Ejection is possible if declared malicious. The umpire's judgment is final.
H. Dropped third strike and infield fly rules are in effect.
I. Fake bunts/slashing will NOT be allowed. The batter will be called out, play is dead.

## 3. PITCHING

A. Pitching distance for each division is as follows:
$9 \mathrm{U} \quad 46 \mathrm{ft}$.
$10 \mathrm{U} \quad 46 \mathrm{ft}$.
$11 \mathrm{U} \quad 48 \mathrm{ft}$.
$12 \mathrm{U} \quad 48 \mathrm{ft}$.
$13 \mathrm{U} \quad 54 \mathrm{ft}$.
$14 \mathrm{U} \quad 60^{\prime} 6 \mathrm{ft}$.
B. Tournament Pitching restrictions:
a. A single pitch thrown from the mound either to a batter or during warm-ups will constitute a pitch thrown and will be charged as an inning pitched.
b. Maximum number of innings a pitcher can pitch in one game is as follows for each division:
9 U 2 innings
10U 2 innings
11U 3 innings
12U 3 innings
13U \& 14U - There are no pitching restrictions. Coaches are responsible for the health of all pitchers by monitoring their Pitch Counts and Innings pitched. It is recommended that coaches follow the Pitch Smart guidelines.
c. A pitcher, once removed from the mound, is not permitted to pitch again in the same game.
d. $9 \mathrm{U}-12 \mathrm{U}$ - If a pitcher hits 2 batters in an inning or 3 batters in a game that pitcher must be removed from that game.
$13 \mathrm{U} / 14 \mathrm{U}$ - If a pitcher hits 3 batters in an inning or 4 batters in a game that pitcher must be removed from that game.
C. Balk rule will be in effect for all divisions. For 9 U No Balks, $10 \mathrm{U}, 11 \mathrm{U}$ \& 12 U 1 warning per pitcher, per game will be allowed. For 13 U \& 14 U No Balk Warnings.
D. Coaches are allowed one visit with each pitcher during an inning. Upon the second visit in an inning, the pitcher must be replaced.
E. For $9 \mathrm{U}, 10 \mathrm{U}, 11 \mathrm{U}$ and 12 U - No curve balls, "slurves", slip curves, sliders, etc. We will allow fastballs, change ups and knuckle balls only for $9 \mathrm{U}, \mathbf{1 0 U}, \mathbf{1 1 U} \& \mathbf{1 2 U}$. It will be the umpire's judgment as to whether or not an illegal pitch is thrown. If a pitch is deemed illegal, it will be an automatic "no pitch" the first time. Any additional illegal pitches thrown by the same pitcher will be called a "ball".

## 4. BASE DISTANCE

A. Base Distance for each division will be as follows:
$9 \mathrm{U} \quad 60 \mathrm{ft}$.
$10 \mathrm{U} \quad 65 \mathrm{ft}$.
$11 \mathrm{U} \quad 70 \mathrm{ft}$.
12U $\quad 70 \mathrm{ft}$.
$13 \mathrm{U} \quad 80 \mathrm{ft}$.
$14 \mathrm{U} \quad 90 \mathrm{ft}$.

## 5. AGE 9U-OTHER RULES:

- No lead offs.
- Leave your base - any base after the pitched ball reaches the front of the plate.
- No dropped 3rd strike.
- No balks.
- Infield fly? NO
- Is bunting allowed? YES
- Are delayed steals allowed? NO
- Can a baserunner steal home on a passed ball, wild pitch, etc.? NO
- Can a baserunner come home if he steals third base and there is an overthrow into the outfield? NO
- Can a baserunner try to go to third if he steals second? YES


## 6. COURTESY RUNNERS

A. A courtesy runner is mandatory for the catcher with 2 outs. With less than 2 outs, it is optional. Courtesy runner must be for the "next inning" catcher, and they must catch the entire inning, unless injured, or removed to pitch.
B. A courtesy runner for the pitcher is optional at any time - again must be the next inning pitcher.
C. The courtesy runner shall be the player who made the last batted out.
D. If there is no "next inning" possible (time has expired), then no courtesy runner is needed or allowed.

## 7. LENGTH OF GAMES

A. Games will be 7 innings (with the exception of the $9 \mathrm{U}, 10 \mathrm{U} \& 11 \mathrm{U}$ Divisions which will play 6 innings). No new inning shall start after 1 hour 45 minutes. For time limit purposes, the final out of the previous inning signifies the time for the beginning of the next inning. The game will be considered complete when a winner is determined (e.g. Home team is ahead or takes the lead, and time has expired). There will be no time limit in the Championship Game.
B. Tie Scores
a. Time Remaining - For all games, if the game is tied and time remains, then an additional inning will be played.
b. Time Expired:
i. Pool Play Games - The game will end in a tie.
ii. Playoff \& Consolation Games - "California" type of tie breaker in effect extra innings start with last batter from previous inning on $2^{\text {nd }}$ base, ONE
out and every batter begins with a 1 and 1 count. Innings will be played until a winner is determined.
iii. Championship Games will be played in their entirety. Extra innings will be full innings. Tournament Officials may modify this if they deem necessary.
C. If a game is called for any reason, it is a complete game IF four (4) innings have been completed or $31 / 2$ innings if the HOME team is ahead. In the case of a shortened game, if the HOME team is ahead, and the bottom half of the inning begins but does not complete, any runs scored in the bottom half of the inning do not count in the final score. If the HOME team is behind, but ties the game or takes the lead in the bottom half of the inning and the inning does not complete, the runs do count, and the game will be considered complete.
D. MERCY RULE will be in effect:

- Age 9U-11U: 12 runs after 3 and 10 runs after 4 innings.
- Age 12U-14U: 15 runs after 3, 12 runs after 4,10 after 5 innings
E. Everything will be done to complete the tournament in the event of inclement weather. The Tournament Director has the authority to shorten games or revise rules if inclement weather requires alteration of the original schedule.
F. In the event of a suspended game, if a team cannot field the same players who were in the original game at the point of suspension, another player (must be on tournament roster) may enter the game provided he bats at the end of the order.


## 8. HOME TEAM

A. For all pool play games, the home team will be decided by a coin toss.
B. For the playoff and championship games, the higher seed (team from pool play with the better record) will be the home team and choose the dugout. If both teams are the same seed (from pool play), then home team will be determined by coin toss.
C. The home team will be the official scorekeeper. Results must be turned into Tournament Control (concession stand) or division coordinator (listed below) immediately following the game.

## 9. GENERAL RULES

A. NFHS rules shall be used except where otherwise stated in the tournament rules.
B. NO infield pre-game warm-ups are allowed.
C. NO smoking in or around the dugout, playing area or bleacher area is allowed.
D. NO alcoholic beverages are allowed at any time at Winfield Parks.
E. NO music playing at Wynwood fields (music allowed at Glasshagel fields with appropriate volumes not loud enough disrupting other games, no profanity, and must be shut off at an appropriate time not to disrupt the pitcher or hitter).
F. Free substitution is allowed during the game EXCEPT as defined in the pitching rules.
G. Chanting Rule - 1) Singing songs in the dugout will not be allowed; 2) Teams are allowed to shout only words of encouragement to their own players until the pitcher begins his wind-up or stretch.
***Failure to comply with these rules may result in the offending individual, coach, or team being removed from the tournament. Removal for violation of this rule is at the discretion of the tournament directors.

## 10. EQUIPMENT

A. Metal Cleats regulations for each division are as follows:
$9 \mathrm{M} \quad$ Metal Cleats are NOT allowed
10 U Metal Cleats are NOT allowed
11 U Metal Cleats are NOT allowed
12 U Metal Cleats are NOT allowed
13 U Metal Cleats are allowed (NOT allowed if playing at Wynwood Field 1 or Glasshagel Field 1 as they are turf or have turf areas)
$14 \mathrm{U} \quad$ Metal Cleats are allowed (NOT allowed if playing at Wynwood Field 1 or Glasshagel Field 1 as they are turf or have turf areas)
**NO METAL CLEATS ARE ALLOWED ON ANY PORTABLE MOUND. (contact your age director to determine if you will be playing on a portable mound)
B. Batters, base runners, and all other offensive players in the field of play are required to wear protective head gear at all times.
C. Big Barrel Bat Rules ( $25 / 8^{\prime \prime}$ or $23 / 4^{\prime \prime}$ ) - 14 U \& Below: All Bats must be a Qualified BBCOR, USSSA, USA Baseball OR be a Wood Bat. Any Big Barrel Bat must have the new USA Baseball or USSSA 1.15 marking stamp Or the BBCOR Certification Stamp. No exceptions. All qualifying stamps must be engraved in the bat or painted - no stickers. Any small Barrel Bat ( $21 / 4$ ") must have EITHER the new USA Baseball, or USSSA 1.15 marking Stamp OR have written on the barrel Approved for USSSA 1.15.
D. 13U will have a -8 Bat Restriction
E. 14U will have a-5 Bat Restriction

## 11. EJECTION RULES

A. If a player or coach is ejected from a game, he/she will be suspended from participating in the following game. Any further misconduct by an ejected player or coach may result in team forfeiture of participation in the remainder of the tournament.
B. If an umpire ejects a coach, player or spectator from the park, they must leave immediately. Failure to do so may result in team forfeiture of the game. Players, Spectators and Coaches are the responsibility of their team's manager. If players, spectators or coaches are asked to leave by the ump or tournament coordinator, and they fail to comply, the manager will also be asked to leave and will be suspended from participating in the following game. This may also result in team forfeiture for the remaining of the tournament if both fail to comply immediately.
***Punishment of these violations of these rules is at the discretion of the tournament directors.

## 12. PROTESTS

A. If your team is involved in a forfeit, the game will be scored as 7-0.
B. Forfeiting teams cannot qualify for the Championship or Consolation games.
C. No protests are allowed. Tournament Director will make any final decisions.

## 13. REFUND POLICY

A. Every reasonable effort will be made to keep the tournament going. However, in the event of inclement weather, the Tournament Director reserves the right to do one of the following:
a. Move games to other days, times, or locations
b. Reduce the length or number of games
c. Cancel games
B. If no games are played, we will refund all money EXCEPT a \$100 tournament fee. No refund will be issued once your team has played a game.

## 14. WINFIELD FIELD CONDITIONS

Our fields are owned and maintained by the Winfield Park District. At no time should any person perform unauthorized field maintenance on the fields. Improper maintenance can result in significant damage to the fields and in the case of inclement weather/field conditions, the Winfield Park District will determine which fields are in playable condition and at what time. Fields may not be used unless authorized by a Winfield Park District representative.
Our tournament will abide by the above field regulations.

In the event of inclement weather, access the Winfield Park District website at www.winfieldparkdistrict.com. Field condition information is on the center-lower section of the home page.

## 15. TOURNAMENT FORMAT

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A. The tournament consists of up to eight (8) teams and is designed as a two (2) division/pool, four (4) team round robin event. Top two seeds in each division/pool will advance to the Playoff round. If less then 8 teams are signed up in a division, it will most likely be a 2 pool play game and single elimination bracket format. This will be up to the age tournament coordinator.
B. Pool A $1^{\text {st }}$ place vs. Pool B $2^{\text {nd }}$ place and Pool B $1^{\text {st }}$ place vs. Pool A $2^{\text {nd }}$ place. Winners of each game will play in the Championship game. Losers will play in the Consolation game.

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C. Tie Breaker - If two or more teams share the same record the following criteria will be used to determine each team's final seed.
a. Record
b. Head to head results (Two Teams Only)
c. Fewest runs allowed
d. Largest positive run differential (total scored - total allowed) with a maximum of 10 runs, positive differential, counted per game
e. Coin toss
D. Pool games may end in a tie due to time limits. Tie breaker rules will be used to determine which teams advance to the Championship and Consolidation Games.
E. If the tournament is interrupted by bad weather and/or games need to be cancelled for any reason, an adjusted schedule and plan will be determined and implemented by each individual division coordinator.
F. If the tournament is interrupted by bad weather and/or games need to be cancelled for any reason, teams in a pool may end up with an unequal amount of games played. In order for tie breaker rules to be applied, teams in a pool need to have an equal number of games played to be evaluated. Therefore, the number of games to be utilized will be determined by the team with the least amount of games played in that pool (least common games played). Games for teams that were played past (after) that least common games played mark will be eliminated from consideration in the tie breaker evaluation. For example, if the least common games played mark is 2 games, then only the first and second games played by each team will be used in the tie breaker evaluation. Likewise, if the least common games played mark is 1 game, then only the first game played by each team will be utilized in the tie breaker evaluation.
G. In the event of inclement weather, the Playoff round may be eliminated and the top seed from each division/pool will play in the Championship game and the $2^{\text {nd }}$ seeds in the Consolation game. This determination will be made by the Division Coordinator if necessary.
H. Individual awards will be given to the top four (4) teams 9U-11U and top two teams 12U14U.

2023 Age Division Coordinators (scores should be text to your below coordinator after the conclusion of each game)
9U - Nick Wheat - nickw4569@yahoo.com - 630-401-5820 (Glasshagel 2)
$10 U$ - Dan Adams - dan2327@yahoo.com - 630-205-7232 (Wynwood 3)
11U - Robb Hannen - robb_hannen@yahoo.com - 630-269-7622 (Wynwood 2)
12U - Nick Wheat - nickw4569@yahoo.com - 630-401-5820 (Glasshagel 1 Turf Infield)
13 U - Shaun McKenna - shaun_amy@sbcglobal.net - 847-271-3987 (Wynwood 1- Turf areas and portable mound)
14U - Nick Wheat - nickw4569@yahoo.com - 630-401-5820 (Glasshagel 3- portable mound)

## Field Locations

## Wynwood Fields

OS060 Wynwood Rd. , Winfield, IL 60190
https://goo.gl/maps/xUYMRzUpQsr

## Glasshagel Fields

27W345 St Charles Rd
West Chicago, IL 60185
https://goo.gl/maps/fiqpJan6PhG2

## East Street Field

Os275 East St
Winfield, IL 60190
https://goo.gl/maps/pZZMb61b8Bv

## County Farm Field

ONO20 County Farm Rd
Winfield, IL 60190

https://goo.gl/maps/TinoR4VjmGA2

## WINFIELD IN ACTION

## WEATHER SAFETY POLICY

At the first signs of lightning or thunder, all games and practices are to stop and teams are to leave the field immediately until safe conditions are apparent. You are advised to seek shelter in a substantial building or a fully enclosed vehicle with the windows completely shut. You should wait 30 minutes after the last observed lightning or thunder before you leave shelter. After 30 minutes, game officials and coaches will make a decision regarding the safe resumption of activities. The suspension of a game can be immediate if conditions are apparent that play cannot be resumed or if the game cannot be completed within given time limits.

Winfield in Action has installed THOR GUARD, a lightning prediction system, at the fields. When conditions indicate that a lightning occurrence is probable, a signal is sent to the alarm horns and strobe lights.

- A Warning Signal is one long 15 -second horn blast. This means a potentially dangerous weather situation exists and all patrons MUST leave the fields and take shelter.
- A Strobe Light will flash until the All Clear horn blasts. No activities are allowed on the fields during this time.
- The All Clear Signal is three short horn blasts. After the All Clear Signal sounds and strobe lights deactivate, park patrons may resume their activities.

Winfield in Action's 30-minute policy supersedes the THOR GUARD system.

- If there is lightning or thunder before the warning signal has had a chance to blast, all games and practices are to stop and teams are to leave the field immediately. In this case, you should wait 30 minutes after the last observed lightning or thunder before you leave shelter. Game officials will make a decision regarding the safe resumption of activities.
- If the ALL CLEAR signal is sounded while lightning is still visible in the distance the mandatory 30-minute rule still applies to the situation.

Neither the signal nor the system is intended to guarantee that conditions are safe.
If the signs for lightning or thunder are evident, the National Lightning Safety Institute says:

- AVOID all metal objects including goalposts, bats, backstops, bleachers, fences, gates and machinery.
- AVOID picnic shelters, canopies and dugout areas. These are not safe from lightning.
- AVOID standing under or by trees.
- AVOID light poles, flagpoles and power poles.
- AVOID water, high ground and open spaces.

Lightning's behavior is random and unpredictable. Preparedness and quick response are the best defenses against the lightning hazard.

The THOR GUARD system consists of sensors that measure electrostatic charges at ground level and in the atmosphere. These electrostatic charges, invisible to the naked eye, build up in the atmosphere prior to lightning occurrences.

