



## **2023 LOCKPORT LOCKDOWN TOURNAMENT RULES AND GUIDELINES**

Official Pony Baseball Rules govern tournament play, except where specified in these tournament guidelines.

Teams need to arrive 45 minutes prior to a scheduled game, as games may start early if possible. Any team that is not ready to play at game time will forfeit 7-0.

### **ROSTERS**

Teams must submit a roster equal to a minimum of 9 and a maximum of 12 players. The Birthday cut-off for each respective age group is May 1<sup>st</sup>. Rosters should be submitted to age-level contacts near the bottom of the rules.

### **REGISTRATION**

A certificate of Insurance and a completed roster must be submitted prior to the start of the first game. Please email the roster sheet and proof of insurance to each respective age group's tournament contact prior to your first game. No players may be added to the roster after the start of the first tournament game. Teams shall have player birth certificates readily available upon request of the tournament director shall a player's age be questioned.

### **Local Policies and Ordinances**

All teams are required to adhere to local park policies and ordinances. Alcohol and/or tobacco shall not be brought into the confines of the tournament venues. The Head Coach shall be ultimately responsible and accountable for the conduct of his players, assistant coaches, and spectators.

### **FIELD PROCEDURES**

- No batting practice is allowed to be taken on any of the ball fields at any time.
- All field conduct will be carried out in a sportsmanlike manner. Managers and coaches are responsible for the conduct of their players and fans. Offenses could result in removal from the tournament.
- Only one manager and not more than three coaches are allowed in the dugout.
- Managers will be the only person allowed to discuss rules or judgment calls by the umpire or tournament committee.
- In pool play a coin flip will determine which team is home or away prior to the start of each game. The team that traveled furthest will call the flip. The team that wins the flip gets to select home or away. In bracket games, the higher seed will be the home team.
- In pool play and bracket play, dugouts will be taken on a first-come, first-served basis.

### **TIME LIMITS/SPEED-UP RULES WILL BE IN EFFECT**

New pitchers shall get no more than 8 warm-up pitches and returning pitchers will get no more than 5 warm-up pitches between innings.

A courtesy runner is optional for the pitcher and the catcher of the next inning at any time and mandatory for the catcher after 2 outs. The courtesy runner shall be the last batted out. If it is the first inning, players will remain on base until an out is recorded. For the purposes of last inning or extra innings, the pitcher or catcher for this rule is the pitcher or catcher of the previous inning (the pitcher or catcher of record). Any blatant violation of this rule can result in the manager being ejected.

Intentional walks will be announced by the manager to the umpire and the batter will automatically take first base.

No new inning can start after the 1-hour 40-minute duration of a game. The 1 hour 40-minute time limit does not apply to semi-final or championship games.

If a game is tied after six innings for ages 8-12U, seven innings for 13-14U, or after the time limit is **reached in bracket play only** the following tiebreaker rule will be applied:

- Each team will start an inning with a runner on 2nd base and 1 out. The player on 2nd must be the 3rd out from the previous inning.
- Each batter will start with 1 ball and 1 strike count
- There will be a maximum of 1 extra inning. If the game is still a tie, it will be recorded as a tie.
- Championships games will be played out to completion and will not use this tie-breaker format. All other bracket-play games will follow the tie-breaker rules until a winner is determined.

## INNINGS

- 8, 9, 10, 11, and 12 year olds will play a six-inning game
- 13 and 14 year olds will play a seven-inning game

## MERCY RULE

12 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings (game over). If at the end of the designated full inning, a team is ahead by the number of runs designated, it is the responsibility of the manager of the team leading to notify the umpire.

## RAIN/WEATHER/OTHER DELAYS

In the event, a game is called due to rain, weather, light failure, or other acts of God and cannot be resumed for a scheduled 7-inning game, four innings played (unless the home team has the lead after 3 and a half innings) should be declared a complete game. For a 6-inning game, 3 innings will constitute a full game unless the home team has the lead after 2 and a half innings). Games that cannot be declared a regulation game by the above shall be a suspended game and shall be picked up at a later date/time (at the exact point in the game) as determined by the tournament officials.

***\*\*\*Pool Play, Bracket Play, and Tournament format can be changed at any time due to weather delays in an effort to complete the Championship round.***

## PITCHING Recommendations

A pitcher must be removed on the second visit to the mound in an inning. Visits to the mound will count whether from a manager or a coach. This does not apply if a pitcher is injured.

Coaches are expected to be responsible for their pitcher's health. LBB will not monitor pitching but will intervene if a coach is endangering a player.

Re-entry in the pitcher position is not allowed in a game if he/she is removed.

## Recommended Pitch Count and Recommended Rest

Age	Daily Max Pitching	0 days rest	1 day rest	2 days rest	3 days rest	4 days rest
8U	50	1-20	21-35	36-50		
9u	75	1-20	21-35	36-50	51-65	66+
10u	75	1-20	21-35	36-50	51-65	66+
11u	85	1-20	21-35	36-50	51-65	66+
12u	85	1-20	21-35	36-50	51-65	66+
13u	95	1-20	21-35	36-50	51-65	66+

- One balk warning per pitcher at the 10U level and no balk warnings at the 11-14U level
- Fake throw to Third and a throw to First will be called a balk

## **GENERAL RULES**

- Bat regulations – All bats must follow USSSA guidelines. Any team using an illegal bat will forfeit their game and a score recorded as 7-0.
- Both managers must report the score to the tournament director.
- 8U may steal once the ball crosses the plate and the catcher caught it clean and has control. There are no drop third strikes, lead-offs, or Infield Fly rule at the 8U level. 8U cannot steal home and cannot advance on overthrows. (Double Steals are allowed. The fielding team can choose which runner to play on. The overthrow rule still applies)
- 9U may steal or leave the base once the ball crosses the plate. If a runner is found to have left early, the play is ruled dead and a strike will be called against the batter. Passed balls are live balls at the 9U level. Infield fly rule is also in effect at the 9U level. There is no drop third strike.
- 10-14U age levels are allowed lead-offs, steals, drop third strike, and Infield fly rule.
- A player must slide at any base when a play is being made on the runner and must avoid making contact with the fielder. The slide rule does not apply in force-out situations. In the judgment of the umpire, if a player maliciously forces contact on a play, he will be called out and may be ejected from the game.
- If a player becomes injured, is unable to play, and leaves the batting order, no penalty will be incurred
- A team may start with 8 players. The 9th spot in the batting order will be an out. If the 9th player arrives, he will be added to that spot in the batting order. Teams with fewer than 8 players will forfeit and the score will be 7-0.
- No slash bunting is allowed. If squaring around to bunt, you cannot pull back and take a full swing. The batter will be declared out immediately and play is dead.
- The tournament director may modify the number or length of games when necessary due to weather, field, or scheduling issues. This includes modifying the time limit if games are backed up.
- No metal spikes for 12U and below

## **POOL PLAY TIE BREAKERS**

1. Won/Loss record
2. Head-to-Head (Only applies when two teams are involved. If three or more teams are tied, it will go to Fewest Runs Allowed until just two teams are left in which Head-to-Head comes back in to play)
3. Fewest Runs Allowed
4. Highest Run Differential
5. Coin Flip

## **BATTING ORDER**

- 12U and under – Continuous batting order with all uniformed players batting. Free substitutions are allowed.
- 13U – Each team has the option of batting 9 with an EH or electing to bat a continuous order. The option must be selected prior to the start of the game with both managers and umpire present.
- 14U – Each team will have three options:
  1. Hit 9 batters
  2. Hit 9 batters with an EH
  3. Continuous Batting Order

The option must be selected prior to the start of the game with both managers and umpire present.

Use of profanity, throwing of equipment, or physical acts against an umpire will lead to an automatic ejection. Inappropriate actions of a fan/parent may result in the ejection of a manager or coach.

If a player/manager/coach is ejected they will be suspended for their next game of the tournament. When an individual is ejected they must leave the complex or the team will forfeit their game. Ground rules will be covered before each game by the umpires.

No protests will be allowed throughout the tournament and Tournament Director has the final say on any issues.

## TOURNAMENT CONTACTS

Tournament Director: Mike Russell (708) 712-0353

## ***Score Reporting***

***Both teams should report scores using the google form link provided immediately following each game <https://forms.gle/1os7EJ1PovbjhwoN8> . Include age, teams, and score.***

## ***Score Reporting Link***



## ***Age Level Contacts***

Age Group	Contact	Cell Phone
8U	Mike Russell	708-712-0353
9U	Zach Markiewicz	708-289-5600
9U	Jon Blaisdell	708-921-1368
10U	Brian Czahor	708-289-2996
11U	Brian Furczyk	773-208-3734
11U	Jim Mottola	708-341-9459
12U	Mike Athey	708-743-3013
13U	Mike Russell	708-712-0353
13U	Aaron Clift	815-263-2891
14U	John O'Leary	708-870-8624