



MTZ MASHUP **BASEBALL** TOURNAMENT RULES

FACILITIES INFORMATION & POLICIES

- FIELD LOCATIONS.** All Tournament play will take place in one of the following facilities *(see appendix for photo listing)*:
 - Mt. Zion Diamond #1 1320 W. Main St., Mt. Zion, IL 62549
 - Mt. Zion Diamond #2 1320 W. Main St., Mt. Zion, IL 62549
 - Mt. Zion Diamond #3 1320 W. Main St., Mt. Zion, IL 62549
 - Mt. Zion Diamond #4 725 W. Main St., Mt. Zion, IL 62549
 - Mt. Zion Diamond #7 1595 W. Main St., Mt. Zion, IL 62549
 - Mt. Zion Diamond #8 1595 W. Main St., Mt. Zion, IL 62549
 - Mt. Zion Diamond #9 1595 W. Main St., Mt. Zion, IL 62549
 - Mt. Zion Diamond #10 1595 W. Main St., Mt. Zion, IL 62549
 - Dalton City Diamond 455 W Roney St., Dalton City, IL 61925
 - Millikin University 1271 W. Decatur St., Decatur, IL 62522
- PARKING.** Parking lots are available at most diamonds. Parking is allowed streetside (unless marked otherwise). Please remain respectful of the property of the homes nearby diamond. **NO** double-parking & **NO** blocking of driveways or entrances.
- FOOD & COOLERS.** No outside food will be allowed into Mt. Zion facilities. Full concessions will be available at each complex of play. Water & sports beverages may be brought in and provided to your players. All else is prohibited. No coolers allowed.
- FACILITY RULES & RESTRICTIONS.** The following items are prohibited from any Mt. Zion Youth Baseball & Softball facility and violators will immediately be asked to vacate the premises:
 - Alcoholic beverages, illegal drugs/substances, firearms, weapons, and illegal activity are all prohibited.
 - The area around each Mt. Zion field and dugout are **NO SMOKING** zones. Tobacco products (cigarettes, vape pens, etc.) are all prohibited on all fields and in all dugouts. Spectators are asked to limit tobacco use to your own vehicle or off-site to remain respectful of other spectators.
 - Children are to be supervised by an adult at all times while on premises.
 - Pets are welcome at the fields but must remain on a leash and owners must pick up and dispose of pet waste properly.
 - Please do not litter. Trash receptacles will be available at all diamonds.
 - Lost & Found is located at all Concession Stands.

GENERAL TOURNAMENT RULES & INFORMATION

- TOURNAMENT FORMAT.** Tournament Director reserves the right to alter the tournament format and schedule in the event of inclement weather or any other type of unplayable condition or event that may arise.
- TEAM CHECK-IN.** Team Managers are responsible for contacting the Tournament Director upon arrival and providing tournament officials with a primary contact person to represent your team. Team manager can also submit the team roster and insurance. Player birth certificates are not required to be turned in to the Tournament Director, but coaches must be able to produce copies of player's birth certificates upon request or in the event of a player's age being challenged. If a player's birth certificate(s) cannot be produced, the player will be declared ineligible and as a result, your team may be disqualified from the tournament.

3. **INCLEMENT WEATHER.** Each team must show-up and be ready to play at your scheduled game time to avoid forfeit. If there is inclement weather at the time of your game (inclement = currently storming, pending storms, heat advisory, wind advisory, etc.), coaches SHOULD call the tournament director or check the website and/or Tournament Facebook page, for the most current field conditions and schedule updates. The website is www.mtzybs.org and the Facebook event page is [FOUND HERE](#). If the tournament is not completed, awards will not be distributed.
4. **NO PROTEST FORMAT.** The MTZ Tourney is a no protest format, meaning no protests of calls, rules and/or regulations are allowed, except for those pertaining to challenging a player's age. In this instance, a protest must be filed with Tournament Director at least 1 hour prior to the next scheduled games for the player in question. The coach of the player in question must provide a birth certificate to the Tournament Director and/or Umpire. If the challenged team cannot produce a birth certificate before gametime, the player will be ruled ineligible until a birth certificate is presented. If player is found to be over-age, the team effectively forfeits all games in which the over-aged player participated.
5. **ZERO TOLERANCE.** The MTZ Tourney follows a "zero tolerance" policy regarding any and all physical and verbal confrontations by players, coaches, fans, or any spectator in attendance. Upon first violation, involved parties will be asked to vacate premises for the remainder of the tournament.
6. **UNSPORTSMANLIKE CONDUCT.** Unsportsmanlike conduct will not be tolerated. Any player and/or coach that becomes ejected from a game by an official for unsportsmanlike conduct will not only be restricted from the premises for the game involving the incident but will also be restricted from the next scheduled game for your team. Managers and coaches are responsible for the behavior of the entire team and organization – which includes players, assistants, parents, fans, and spectators associated with the organization. At the umpire and site supervisor's discretion, unruly fans will be warned once, and then suspended from the ballpark for the remainder of the tournament.
7. **WARM-UPS.** Teams should be ready 30 minutes prior to gametime. Infield warm-ups prior to the start of games is not allowed. Warm-ups must be done outside of the playing field. Teams can play catch in the outfield if time allows before their scheduled game. Soft toss into fences is not allowed. PITCHER WARM-UP: Five (5) warm-up pitches allowed in first inning, three (3) each inning after. PITCHER CHANGE: Five (5) warm-up pitches are allowed if there is a new pitcher to start the inning or a pitching change mid-inning.

BASEBALL GAME PLAY RULES & REGULATIONS

1. **AGE REQUIREMENTS.** Age Cutoff is May 1st of current year.
 - 8U – Player cannot turn 9-years-old before May 1st of current year.
 - 9U - Player cannot turn 10-years-old before May 1st of current year.
 - 10U - Player cannot turn 11-years-old before May 1st of current year.
 - 11U – Player cannot t turn 12-years-old before May 1st of current year.
 - 12U – Player cannot turn 13-years-old before May 1st of current year.
 - 13U – Player cannot turn 14-years-old before May 1st of current year.
 - 14U – Player cannot turn 15-years-old before May 1st of current year.
 - 16U - Player cannot turn 17-years-old before May 1st of current year.
2. **POOL PLAY.** 3 game-guarantee. Tournament format will be determined by number of teams.
3. **SEEDING.** The seeding for Pool Play Winners, single elimination seeds, and/or Wild Card will be determined by:
 - Record
 - Head-to-Head (*if only 2 teams*)
 - Fewest Runs Allowed
 - Run Differential (*+10 / -10 per game limit*)
 - Coin Flip

**If Wild Card is needed, they will be selected after each Pool winner is determined. Wild card determined by Best Record, then fewest runs allowed, then run differential with a +10/-10 limit per game, & coin flip last.*

4. **TOURNAMENT RULES HIGHLIGHTS.** The following tournament rules are categorized by specific age groups:

	8U	9U	10U	11U	12U	13U	14U/16U
BASE DISTANCE	60'	65'	65'	70'	70'	80'	90'
PITCHING LENGTH	40'	46'	46'	50'	50'	54'	60'
GAME LENGTH	6 innings	6 innings	6 innings	6 innings	6 innings	7 innings	7 innings
TIME LIMITS (No time limit for Championship)	1hr. & 45mins. or mercy rule	1hr. & 45mins. or mercy rule	1hr. & 45mins. or mercy rule	1hr. & 45mins. or mercy rule	1hr. & 45mins. or mercy rule	1hr. & 45mins. or mercy rule	1hr. & 45mins. or mercy rule
LEADOFFS	NO Leadoffs	NO Leadoffs – Runner may leave when ball crosses plate	Allowed	Allowed	Allowed	Allowed	Allowed
STEALING	NO Stealing	Allowed – Home is closed on the exchanges between pitcher and catcher.	Allowed	Allowed	Allowed	Allowed	Allowed
BALKS	Inactive rule	Inactive rule	Active rule	Active rule	Active rule	Active rule	Active rule
DROPPED THIRD STRIKE	Inactive rule	Inactive rule	Active rule	Active rule	Active rule	Active rule	Active rule
PITCHING RESTRICTIONS	None	None	None	None	None	None	None
CLEATS	Rubber only or tennis shoes	Rubber only or tennis shoes	Rubber only	Rubber only	Rubber only	Rubber only	Metal spikes allowed

5. **HOME TEAM DETERMINATION.** In Pool Play, the home team is determined by a coin flip. After pool play, the home team is determined by the following criteria:

- Single elimination bracket – the higher seed is home team.
- If advancing from Pool Play, the Pool winner is home team in semifinal, and a coin flip is used in Championship.
- If 2 Pool winners are playing in the semifinal, the home team is determined by coin flip.
- The home team will be the official book and will record game starting time when announced by umpire.

6. **SCORECARDS.** A coach from each team must sign the scorecard provided by site-supervisor or official. Scorecard will list team names and final score of game. Scorecard must be approved & signed by both coaches at end of game, and this becomes the official score. Only one scorecard is provided for each game.

7. **BAT RESTRICTIONS.**

- **No limitations for 9u, 10u, 11u, 12u & 13u.**
- **14u & 16u must use** -5 1.15 Stamped Bats or USA Stamped – BBCOR Bats are allowed.
- All non-wood bats 31 inches and over in length must meet all of the NFHS standards as detailed in NFHS rule 1- 3-2 including: a maximum barrel diameter of 2 5/8 inches; maximum length of 36 inches, a Batted Ball Coefficient of Restitution (BBCOR) silkscreen label on the bat; and in weight, the bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 31-inch-long bat cannot be less than 28 ounces).
- Additionally, any bat that has a BBCOR label that meets the NFHS standard is a legal bat.
- Penalties for the use illegal bats are as follows:
 - First Offense - If the umpire discovers a bat does not conform to NFHS standards until a time during or after which the bat has been used in play, it shall **not** be grounds for declaring the batter out and/or ejection from the game. If the umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team will have the choice of the result of play, or the batter being called out and all runners returning to the base occupied before the pitch.
 - Second Offense – If a team is found in violation of this rule a second time, then the team will be disqualified from the tournament. The current game and any remaining games for the team will be considered a forfeit and the scores will reflect (7 - 0 score).

8. **GAME LENGTH:** See graph above for length by age. An inning can be finished, but a new inning cannot be started after the time limit. The time limit is determined by when the last out is completed. Time limits may be changed by Tournament Director as needed, in order to conclude the tournament in a timely fashion. During Pool Play, if a game is tied when the time limit is reached, the game will end in a tie. There are no ties in semifinal or championship games.
9. **EXTRA INNINGS.** There will be no extra innings during pool play if the time limit has expired. The game will end in a tie. If time allows an extra inning it will be played as a normal inning. In the bracket play, semifinal, and championship extra innings will be played to determine a winner. Extra innings will start as a normal inning.
10. **FORFEITS.** The Gametime is the Forfeit Time. Forfeit scores equivalent to game length for age group. (i.e. 6-inning game = 6-0 score).
11. **MERCY RULE.** The following mercy rules apply for all games, including Championship:
 - For 6- & 7-inning games:
 - 18-run rule after 1.5 or 2 innings.
 - 15-run rule after 2.5 or 3 innings.
 - 10-run rule after 3.5 or 4 innings
 - 8-run rule after 4.5 or 5 innings.
12. **INCLEMENT WEATHER.**
 - For 6-inning game: It is a complete game if called at 3 innings or 2.5 if home team is ahead.
 - For 7-inning game: It is a complete game if called at 4 innings or 3.5 if home team is ahead.
 - Games suspended will begin where left off, if not considered a complete game as described above.
 - **HEAT INDEX:** During a heat index of over 95°, Home Plate umpire will call balls & strikes from behind the pitcher.
13. **INTENTIONAL WALK:** No pitches need be thrown.
14. **COURTESY RUNNER.** The use of a courtesy runner for a catcher and/or pitcher is optional, but highly encouraged. The courtesy runner may not be currently in the game as a defensive player. If only 9 players are available on the hitting team, or if the team is hitting the roster, then the courtesy runner is the last player to record an out at the plate. The courtesy runner cannot run for both the pitcher & catcher in the same inning.
15. **RE-ENTRY RULE.** A starting player may re-enter the game in their same original batting order. A pitcher may not re-enter to pitch again in the same game.
16. **BATTING LINEUP.**
 - A team may use 1 of 3 batting lineups, but it must be declared before the game begins.
 - Team may bat 9 players that are in the field defensively.
 - One extra hitter (EH) can be used.
 - Designated Hitters are not allowed at any age level.
 - Team may bat entire roster. If a team bats the entire roster, then they have free substitution among all the players.
 - If a team chooses to use an EH, then the EH can be entered into the game defensively for any player already playing defense. A team using the EH basically has 10 players to fill 9 defensive positions and those players can be rotated without officially leaving the game and needing to re-enter.
 - If a team has an injury and they have no substitutions, the player's spot in lineup will **not** be counted as an out. This is for injuries only. If a team cannot field 9 players, the 9th spot in the lineup will be called an out each time.
 - The opposing teams are not required to do the same types of lineups for the game, but each coach must disclose what type they will use prior to the start of the game.
17. **SLIDE RULE.** Runners must slide on all close plays where a tag is required for an out. When a collision occurs between a runner & a fielder, the umpire will determine if the collision intent was purposeful and mal intended. The umpire will decide whether player ejection from the game is justified. The ruling of the umpire is final. A player ejection based on the slide rule applies only to the game involving the call.
18. **INFIELD WARM-UPS.** Infield warm-ups prior to the start of games is not allowed. Warm-ups must be done outside of the playing field. Teams can play catch in the outfield if time allows before their scheduled game. Soft toss into fences is not allowed.
19. **ROSTERS.** Team rosters must be submitted through tourney machine before the team's first game. No roster changes allowed approval of the tournament director during the tournament.

20. **REFUNDS.** Refunds for games not played will be paid out as follows:

	8U	9U-13U	14U	16U
0 GAMES PLAYED	\$200	\$400	\$450	\$550
1 GAME PLAYED	\$125	\$200	\$250	\$300
Second Game STARTED	\$50	\$50	\$50	\$50
2 GAMES PLAYED	\$0	\$0	\$0	\$0

21. **AWARDS.** Awards will be distributed at the end of each Championship Game. If the tournament is not completed for any reason (inclement weather, etc.), Awards will NOT be distributed.

SPECIAL RULE MODIFICATIONS FOR 8U AGE GROUP:

- 8U teams must bat the entire lineup and have ten (10) players in the field (including catcher).
- 4 outfield players must start behind the outfield line until the ball has been hit.
- Five (5) run maximum per inning, **Last inning only (10) run maximum.** 6-inning games only.
- Five (5) pitch maximum per batter, unless fifth pitch is fouled off. Unhittable pitch does not get the batter an additional pitch.
- **NO STEALING.** Batter may not leave the base until the ball has been hit.
- Runners may advance on a live ball until the ball has been returned to the pitcher circle. Runner will advance or return to the base they are closest to, based on umpire judgement.
- Pitchers must start in the pitching circle beside or behind the coach, NOT in front of coach.
- No bunting, a batted ball must cross the 3' line in front of the plate. No infield fly rule and no dropped third strike.
- No inning may start after one (1) hour.

APPENDIX

FIELD LOCATIONS. [Click here](#) to view ARIAL MAPS of Field Numbering and Locations.

HOTELS & LODGING. Below is a list of nearby hotels with contact & booking information.

HOTEL NAME	WEBSITE LINK	PHONE
Hampton Inn Decatur Mt. Zion	HOTEL WEBSITE LINK	217-864-3294
Hawthorn Suites by Wyndham Decatur	HOTEL WEBSITE LINK	217-864-9311
Holiday Inn & Suites Decatur Forsyth	HOTEL WEBSITE LINK	217-542-5400
Decatur Conference Center & Hotel	HOTEL WEBSITE LINK	217-422-8800
Ramada Limited Decatur	HOTEL WEBSITE LINK	217-615-4768

ATM LOCATIONS. Below is a list of nearby ATMs to each field location.

- **NEAR MT. ZION FIELDS & DALTON CITY DIAMOND:**
 - Famous Liquor & Marathon Gas Station – 1555 W Main St., Mt. Zion, IL 62549
 - Hucks Gas Station – 150 Spitler Park Dr., Mt. Zion, IL 62549
 - Scott State Bank – 100 E Main St., Dalton City, IL 61925
- **NEAR MILLIKIN UNIVERSITY FIELDS:**
 - Hickory Point Bank & Trust ATM – 1184 W. Main St., Decatur, IL 62522
 - Lock, Stock & Barrel Restaurant – 129 S. Oakland, Decatur, IL 62522

EMERGENCY MEDICAL CARE. Below is a list of nearby Emergency Care Facilities.

- St. Mary's Hospital Emergency Room – 1800 E. Lake Shore Drive, Decatur, IL 62521
- Decatur Memorial Hospital Emergency Room – 2300 N. Edward St., Decatur, IL 62526
- Central Illinois Urgent Care (Open M-F 8a-8p and Sa/Su 10a-6p) – 1325 Koester Dr., Forsyth, IL 62535

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