

Memorial Tournament

Welcome to the 2023 Brian Krueger Memorial Tournament! We are excited to have all of you participating this year, and we look forward to providing you and your team a top-notch tournament and a memorable experience.

The Brian Krueger Memorial baseball tournament raises funds in memory of former LITHYAA baseball player Brian Krueger for the Midwest Children's Brain Tumor Center at Advocate Lutheran General Hospital. Brian was diagnosed with a cancerous brain tumor at age 4. After overcoming the effects of the disease and treatment, he began playing baseball in the LITHYAA at age 8. He played four seasons in the league before the cancer returned and claimed his life in December of 2005 at age 11. The memorial rock at Sunset Park reads "Courage, Hope, & Inspiration". Brian was an inspiration to his teammates, coaches, friends, and family. He truly made an impact on people who knew and watched him. The tournament honors Brian's memory and to bring awareness to pediatric cancer. The Midwest Children's Brain Tumor Center provided medical care and emotional support to Brian and the family throughout his battle with cancer. A portion of the proceeds collected from the tournament fees, concessions, and merchandise sales will be donated to help victims of pediatric cancer and their families.

Enclosed in this packet are the tournament rules and game locations for the 2023 Brian Krueger Memorial (BKM) Tournament. All teams need to review the information before the weekend's event. In addition, please make sure your families are aware this is a **NO COOLER tournament**. Full, quality concessions will be available. If you have any questions, feel free to call or text me directly at **630.205.5231** or email RonnieC312@gmail.com.

As Tournament Director of the BKM Tournament, I can speak for the entire Lake in the Hills Youth Athletic Association (LITHYAA) in saying that we take great pride in hosting some of the best and most organized events in Illinois. Year-in and year-out, we attract high-quality, well-respected baseball programs and this year is no different. That being said, we expect all teams and fans to act with respect, both on and off the field, throughout the weekend. Should there be anything that requires my attention, please call or text me at any time. Should you not be able to reach me, alert someone at concessions or one of our field maintenance crew members, and they will find me. It is my goal to ensure that our participating teams' experiences are positive, memorable, and one that they will want to repeat in the years to come.

On behalf of our league, I thank you for making this year's BKM tournament your team's destination of choice.

Thank you,
Ron
Sowadski
Tournament Director
Lake in the Hills Youth Athletic Association Cell:
630.205.5231 | Email: RonnieC312@gmail.com



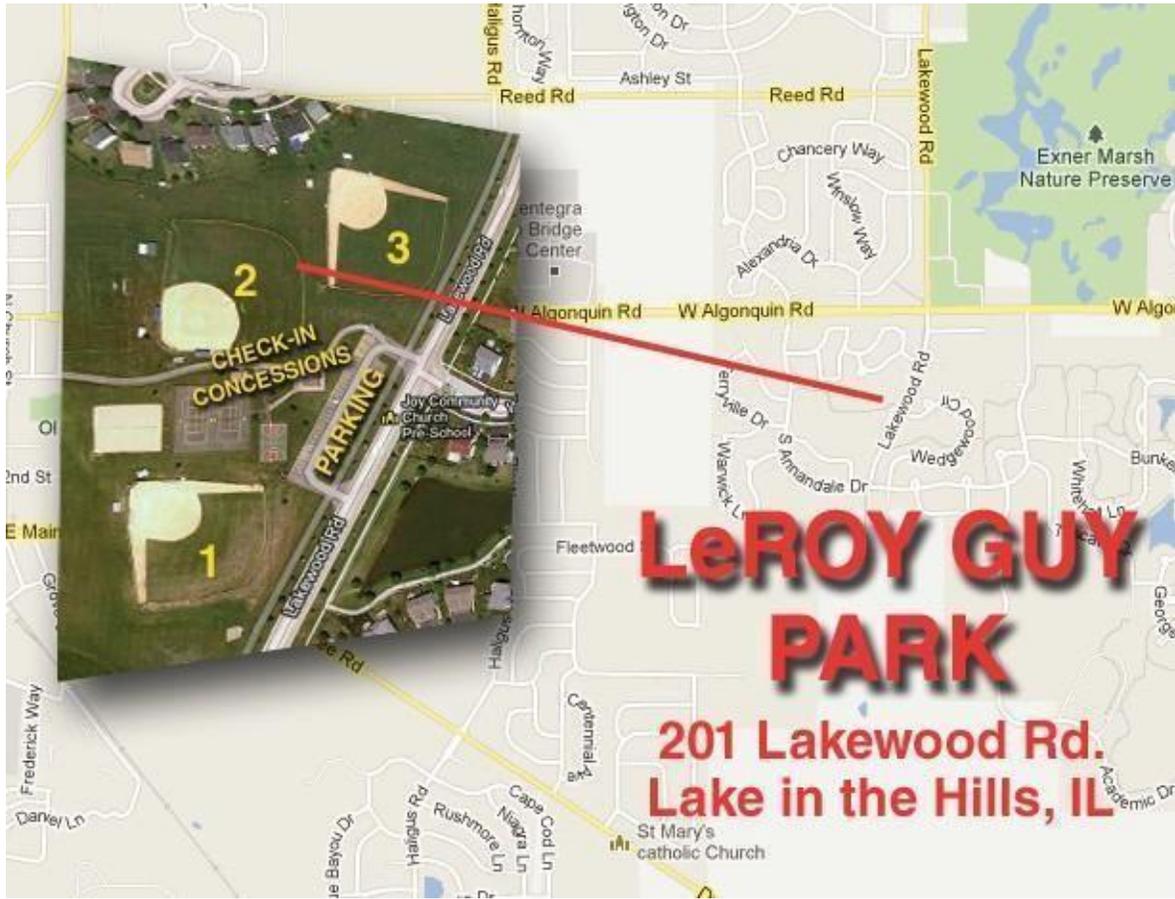
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1) Field Locations





Additional fields: Ryser Park: 101 Linden St, Lake in the Hills, IL 60156
Plot Field: 500 Grace Drive, Lake in the Hills, IL 60156



2) General Rules

1. Tournament Director reserves the right to update any of the rules for the event.
2. All coaches must check in at least 40 minutes prior to their first game at a designated tournament head- quarters. At Sunset Park, this is at the pavilion adjacent to Sunset #3. At LeRoy Guy, this is at the pavilion adjacent to Guy #2 near the tennis courts.
3. At check-in, each team must provide a completed roster, copies of their player's birth certificates and proof of insurance. Each team is responsible for its own insurance.
 - A player may not be a member of more than one team.
 - Once checked in, no additions will be made to the team roster unless approved by the Tournament Director.
3. The Tournament Director will have final say and determination on the playability of the fields based on weather conditions or other circumstances.
 - The Tournament Director reserves the right, in the best interest of the tournament, to change the game schedule, time limit, match-ups and/or any other operational aspect of the event if poor weather conditions interfere with the established game schedule or time capacity.
4. The official tournament site, including rules, schedules, and game updates, can be found on **Tourney Machine**.
5. **The tournament is closed to coolers** with the exception of coolers used to store wet/cold towels for players. Our concession sales are a large part of the donation that we are able to make to the Midwest Children's Brain Tumor Center. Please respect our wishes and help contribute to this wonderful cause.
6. Refund policy:
 - No refunds will be available after June 1st prior to the start of the tournament.
 - 50% refund if your team plays only 1 game.
 - No refunds available if your team plays 2 or more games.
 - If the entire tournament is washed out, entry fees will be refunded less a \$75 administrative fee.
 - Tournament officials will make every effort humanly possible to ensure games are played as scheduled.

3) Pre & Post-Game Conduct and Spectators

1. Please follow all local and state guidelines for facilities and events.
2. Managers meeting at home plate should be limited to one coach from each team plus the umpire(s). No players at the plate meeting. The umpire will conduct the meeting at home plate.
3. Dugouts will be available for use. Bat boys/girls will not be allowed as well as extra coaches in the dugout.
4. We ask that all players keep their bats and gear in their own respective bags. Additionally, we ask that no players share equipment.



5. All teams need to pick up garbage in the dugout and other items after each game. Tournament staff will do their best to keep the dugout sanitized but we ask for your teams assist with this.
6. Players will be allowed to wear PPE items if they choose, as long as the items do not compromise the safety of any and all participants in the game.
7. All teams must be ready to play 20 minutes prior to the start of their scheduled game. Games may begin early if the field is prepared and both teams are ready to begin the game.
8. There are to be no batting cages, batting apparatuses or swinging of bats outside the field confines before, during or after the game. This includes hitting sticks and soft toss. This is for safety reasons as the parks will be heavily congested with players, coaches, families and fans. *Failure to comply with this rule may result in a forfeiture and possible disqualification.*
9. Spectators will not be allowed to sit directly behind the backstop at the discretion of the umpire.
10. We highly encourage any family member feeling sick or uncomfortable with the situation at hand please stay home. We know we can't keep everyone away, but we ask that you use best judgement when coming to watch at the park(s). Help us keep the players, coaches, and ballpark a safe environment for all!



4) Game Conduct

1. All managers and coaches are responsible for the conduct of their players, parents and fans. All conduct will be carried out in sportsman-like manner; serious offenses will result in disqualification and removal from the tournament grounds. Use of foul language, alcohol and noisemakers will not be tolerated. Removal from the games will be left to the discretion of the umpire and/or tournament officials.
2. Tobacco products are not allowed on tournament grounds.
3. Only adult coaches will be allowed to coach in the coaching box and must remain in the coaching area when coaching the base paths.
4. For pool games, a coin flip prior to the game will determine the home team. For the playoffs and championship games, the home team will be the higher seed.
5. Protests will not be allowed. All decisions made by the umpire(s) are final.
6. Games are considered official after the completion of 4 ½ innings of play unless shortened due to mercy rule.
7. Time Limit (applies to all games): No new inning may begin after 1 hour and 40 minutes. Umpires should announce official start time for all games aloud to both teams.
 - A game tied at the end of the allotted time in pool play shall end in a tie.
 - If the home team is at bat and leading at the time limit, the game will be considered complete and play will stop.
 - Drop dead time is 2 hours. If the game is still being played at the drop-dead limit, the game shall stop and the score at the last completed inning shall be used as the final score.
 - **If an elimination game is tied after 1:40, any new innings will be played under the following rules:**
 - The player who made the last out from the prior inning starts the inning on second base
 - The inning will start with 1 out.
 - The inning shall be played out normally from that point.
 - Drop dead time is still 2 hours.
 - Championship games have no time limit.
11. Darkness: If a game is called due to darkness, and it has reached official game status, the final score will be the score at the last completed inning. Games called due to darkness will be considered official regardless of number of innings played.
12. Game record forms will be kept, recorded, and submitted to the tournament headquarters within 30 minutes of game completion by the umpire. The game record form must be signed by both coaches prior to submission or risk forfeiture. Each completed form must contain:
 - Full team names, field game was played at and scheduled start time of game
 - Final game score
 - A record of all pitchers used and innings pitched
 - Umpire, Winning Coach, and Losing Coach signatures
13. A forfeited game will be recorded as a 7-0 shutout.



14. Any team forfeiting a pool game will automatically be disqualified from participating in the play-offs or Championship games, and their first-round opponent will receive a bye into the playoffs.
15. Forfeiture in elimination or Championship rounds will result in elimination from the tournament.

5) Game Rings, Medals and Trophies

1. An MVP medallion will be provided to one player from each team after each **playoff bracket** game. The recipient will be determined by the opposing manager/coach. It is strongly suggested that no player receive multiple MVP medallions and that a new player is awarded after each game.
2. Rings will be awarded to 1st and 2nd place teams and medals will be awarded 3rd place finishers in each age level.
3. Maximum run differential for a pool game is 8 runs.
4. **Tie-breakers for all seeds from pool play will be determined in the following order:**
 - Overall pool record
 - Head-to-head result (if only 2 teams are tied after pool play)
 - Total runs allowed
 - Run differential (runs scored – runs allowed = run differential)
 - Total runs scored
 - Coin flip

5) 9/10U Game Rules

Players and Coaches

1. Limit of three (3) team coaches in addition to a team manager and a team scorekeeper will be permitted in the dugout at any one time. Only two (2) base coaches will be allowed on the field at any time when a team is batting. The umpire will enforce this.
2. Players must be 10 years old or younger as of April 30, 2023. Ineligible players will cause their team to forfeit any and all games they participate in. A copy of each player's birth certificate must be provided during check-in.

General

1. Games are six (6) innings long or within allotted time frame (see General Rules above), whichever occurs first.
2. Home team is determined by coin flip prior to the start of the game (pool games only).
3. Each team must be ready to play 20 minutes prior to the start of their scheduled games. There will be no infield practice allowed prior to games.
4. Warm-ups prior to each half inning will be allowed during pitcher warm-ups but is solely allowed at the discretion of the umpire. Warm-ups will not be allowed after the 1 hour 40-minute mark, or if the game is in extra innings.
5. Bases will be sixty feet (60') apart.



6. The pitching rubber shall be forty-six feet (46') from home plate.
7. All bats must be USSSA BPF 1.15 stamped or USA stamped approved, 2 ¼", 2 5/8", and 2 ¾" barrels are allowed, with no drop restrictions. Any player found taking stance in the batter's box will be declared out and subsequent offenses will be a forfeit.
8. No metal spikes are allowed.
9. The mercy rule is in effect when a team is up by 18 runs after the completion of 3 innings, 12 runs after the completion of 4 innings, and by 10 runs after the completion of 5 innings.
10. There will be no dropped third strike called.
11. A throw from the catcher to the pitcher after a pitch is considered a dead ball and runners may not advance a base on an overthrow.
12. One batter (one at-bat) may be intentionally walked per game. The pitcher does not have to throw any pitches for this to occur. The manager must inform the umpire that he wants to intentionally walk the batter and the batter shall take first base.
13. There is no infield fly rule in effect.
14. Eight (8) players are needed to avoid forfeiture of a game. If a team cannot field a team of eight players within 10 minutes after the official scheduled start time, the game is forfeited.
15. There is a five (5) run limit in the 1st through 5th innings of play; play will cease after the 5th run crosses the plate in an inning. In the 6th inning and the 6th inning only, the run limit will be lifted, and teams will play until 3 outs are reached. ■ EXCEPTION to the 5-run rule (innings 1-5 only): The 5-run rule can be exceeded if a player hits an over the fence home run with runners on base. For example:
 - A team has scored 4 runs and is still at bat with only 2 outs. There are runners on 1st and 2nd base.
 - The player at bat hits the ball over the fence for home run. Runs for both base runners and the batter will count in the inning tally.
 - The team will score 7 runs for that inning.

Base Running

1. **Leadoff Rules:**
 - a. Runners may take a leadoff after the pitched ball has crossed home plate. No headfirst slides except back to a base. Runner will be called out.
 - a. A warning shall be issued to a team if a runner leaves a base early on the first offense. If the runner stole a base, the runner must return to the base he occupied prior to the pitch. The pitch shall be ruled as a "No Pitch" dead ball.
 - b. Any subsequent offenses by that player shall result in the base runner being called out. The pitch shall be ruled as a "No Pitch" dead ball.
2. **Base Stealing Rules:**
 - a. Runners will be allowed to steal bases or advance on a passed ball.
 - a. Runners may only attempt to steal after the pitched ball has crossed home plate.
 - b. Runners may only advance to the base they are attempting to steal. They may not advance an extra base on an overthrow by the defense during a steal.



- c. Runners may steal home or advance home from 3rd base on a passed ball twice per inning only.
 - d. Base runners may advance at their own risk on an overthrow by the defense on a play that originates with a batted ball.
 - e. Suicide squeezes and straight steals of home are not allowed at any time.
3. **Contact Rules:** Runners should slide whenever possible to avoid contact. If there is contact between a runner and a fielder, and in the umpire's judgment the contact interfered with the fielder making the play, the runner will be called out. If there is contact that in the umpire's judgment was deliberate or malicious, the runner will be called out and ejected from the game. Incidental contact, which in the judgment of the umpire did not affect the play, will result in no action. Umpire decisions are final.
4. **Speed-up rule:**
- a. Courtesy runners may be used for the catchers of next inning after two (2) outs.
 - a. The courtesy runner must be the last batted out or the last player in the line-up if there isn't a last batted out.
 - b. Courtesy runners are also allowed if there is an injury to a player. An injured player who requires a courtesy runner must be removed from the game and cannot re-enter. Their spot in the order shall be skipped and will not be considered an out.

Batting

1. Roster batting (continuous batting order) is in effect every game.
2. Late arrivals to a game will be placed at the end of the batting order.
3. Bunting is allowed at any time.
4. Batters who show bunt must either bunt or take the pitch. Batters showing bunt and swinging will be called out and the ball is considered dead.
5. Batters may not throw bats. The first infraction will result in a team warning. The second instance per team shall result in "no pitch" and the batter will be called out. A third infraction shall result in the player being removed from the game.
6. If a player must leave in the middle of a game, due to injury or illness, his place in the batting order will be simply skipped. Late arriving players must be put at the bottom of the order and must be announced to the umpire and opposing team before entry into the game. Exception: if there are only 8 players left in the lineup, an out will be recorded for the 9th spot. Also, if a player is ejected, an out will be recorded when his/her turn comes up, regardless of the amount of batters in the lineup still remaining.

Pitching and Defense

1. **Pitcher Limits:** 2 innings per game, 3 innings per day, and 7 for the entire tournament. One pitch thrown shall be considered an inning pitched.
2. Balks will not be called.
3. The pitcher must start and deliver the ball from the pitching rubber.
4. A pitcher must be removed on the second trip to the mound in an inning.
5. A pitcher removed from pitching cannot be brought back to pitch during the same game.



6. Pitchers in violation of the pitching rules shall be considered ineligible and an automatic forfeit will result for the violating team.
7. A pitcher will be allowed eight (8) warm-up pitches in the first inning and five (5) warm-up pitches each of the following innings. Relief pitchers will be allowed eight (8) warm-up pitches.
8. Three (3) batters hit by the same pitcher in one (1) game will result in the pitcher being removed from the pitching position for the remainder of the game.
9. Teams are allowed free defensive substitutions to encourage maximum player participation. Announce before a game if a player must leave during a game.
10. Pitchers may not wear white wristbands, a white batting or fielder's glove, or a white long-sleeved undergarment (or other items considered to be distracting to the batter).

Equipment

1. Metal spikes may not be worn.
2. Batters, on deck hitters, and base runners must wear helmets.
3. Braided break-away necklaces are permitted. However, they shall be removed upon umpire request. All other jewelry, including bracelets, necklaces, and piercings are not permitted.
4. For safety reasons, all players must wear a protective cup. Catchers must wear protective catcher's equipment and a protective cup.
5. Only tournament provided baseballs may be used during any game.

