

SACRED HEART SLUGFEST 2023

July 13th – 17th



Rev. July 2023

WELCOME

Sacred Heart is a league run strictly by volunteers. Many of us spend so much time at the field during the baseball season that it truly feels like a second home.

Therefore, when we welcome you to our field, we are welcoming you to our home away from home. We hope that you and your team will enjoy your weekend!

If there is anything that we can do for your team, please reach out to anyone of us wearing a STAFF t-shirt.

GENERAL INFORMATION

- Pets **ARE NOT** permitted on Sacred Heart property.
- **NO** Smoking on any complex grounds.
- In case of an emergency, the tournament staff will be wearing bright, yellow-colored tournament shirts with STAFF across the back.
- Parking: Please drive slowly through the parking areas. At the CYO Complex, please avoid parking on Rt. 541 and please do not block the entrances to any of the fields or storage bins.
- Lost and Found items will be held in the snack bar area.
- Team warm-up areas: there are batting cages at both the CYO Complex and the Monroe Park Complex.

REQUIRED DOCUMENTATION

Please take advantage of our electronic check in prior to your arrival. Please send your Team Roster and Proof of Insurance to 2024shcooperstownteam@gmail.com prior to your arrival. The emailed information should include:

- Team Roster: The roster must include [1] team name, [2] player's name, [3] player's date of birth, [4] player's uniform number, and [5] coaches names and phone numbers.
- Proof of Insurance

Be prepared to present Players' Birth Certificates at the tournament should the need arise.

TOURNAMENT RULES

Refund Policy

Any team that wants to cancel its registration less than 30 days prior to the tournament start date will forfeit their entire entry fee. If no games have been played and the tournament is cancelled due to weather/field conditions and cannot be rescheduled, teams scheduled to play will receive a refund of their entry fee minus \$100 for administrative fees. After the tournament is started, any team that has completed at least one game is not entitled to any refund of their entry fee. Sacred Heart reserves the right to change the tournament format based on weather or other conditions. There will be no refund of entry fees due to changes in the tournament format.

Team Roster

1. A "Team" consists of one (1) adult manager, three (3) coaches, and one (1) scorekeeper and a maximum of fifteen (15) players. There must be a minimum of nine (9) players present at the start of each game. If, for any reason, the lineup subsequently drops below nine players (i.e., injury, etc.) an out will be recorded at the vacated position in the batting order the first time the vacated batting position comes to bat with no penalty thereafter.
2. No one other than these team members are permitted on the field or in the dugout areas at any time.
3. The team roster is to be maintained by the manager throughout the tournament.
4. A player may not be on the roster of more than one team within the same age division participating in the tournament. Proper age bracket is based upon the player's age as of April 30th.

Insurance

Insurance coverage is the responsibility of the individual teams entered into the tournament. A copy of the insurance policy must be maintained together with the team roster.

Umpires

Sacred Heart Baseball will furnish umpires for all games. There will be one umpire for all 7u thru 12u games with the addition of a second umpire for all 10u thru 12u championship games.

Baseballs

Sacred Heart Baseball will provide three (3) baseballs for each game. Playing teams are responsible for recovering their foul balls. **Please return game balls to a STAFF member at the end of each game.**

Game Locations/Directions

Games may be played at any of three complexes: our traditional Sacred Heart CYO Complex located on the Rt. 541 Bypass in Hainesport, Westampton Sport complex, or Monroe Park Complex located on Pine Street in Mt. Holly.

➤ **GPS Addresses:**

- *CYO Complex: 150 Route 541, Hainesport, NJ 08036*
- *301 Bridge St, Westampton, NJ 08060*
- *Monroe Park: Pine Street, Mt. Holly NJ 08060*

Or you may visit our website for directions at:

<http://sports.bluesombrero.com/Default.aspx?tabid=693680>

Under rare and limited circumstances, games may be played at other nearby fields.

Schedules

Schedules, along with game results and standings, will be posted and updated in the Tourney Machine app. Scores should be texted to Tony Woodruff at 848-223-4868 immediately following the conclusion of each game in the following format:

[age group]:
[winning team]: score
[losing team]: score

Elimination

Each team will play a minimum of 3 games (weather permitting). The first two games will determine your seeding within your bracket. The final game will be either part of the playoff bracket or a Consolation Game depending on your ranking. Teams will be notified prior to the tournament of each division's format. Sacred Heart Baseball reserves the right to modify the format should inclement weather cancel games.

Double Headers

Teams may play more than one game on at least one of the days. In most cases, however, teams will not be scheduled to play back-to-back time slots at different complexes.

Home Team

1. During all games other than bracket play and consolidations, the home team will be decided by a coin toss fifteen minutes prior to the game. Sacred Heart Tournament official, umpire, or official scorer will perform the coin toss. Bracket play home team will be higher seed.

2. If only one team is present for the coin toss, that team will elect home or visitor.
3. The manager or coach may represent the team at the coin flip.
4. Dugout assignment will default to home (1st base) away (3rd base) unless a team has played on same field in the game immediately prior, they will not move.
5. During bracket play games, the higher seeded team will have choice of home/away with dugout assignments same as above.

Definition of a Game

A game will be comprised of six (6) innings unless the following occurs:

1. A game is terminated (weather or other unforeseen circumstance) and 3 innings have been played (2 ½ innings if the home team is leading).
2. A game is terminated by the game time limit rule:
 - a. 7U – no new inning may begin 1 hour and 30 minutes from the official start time
 - b. 8U-12U – no new inning may begin after 1 hour and 40 minutes from the official start time, which will be announced and monitored by the game umpire
 - c. There is a 2 hour hard stop limit for all age groups. In this scenario, the final score is based off the last completed inning
3. The start of a new inning, for the purpose of the 1 hour and 30 minute and 1 hour and 40-minute rule, is as defined as the last out of the previous inning. Therefore, if the last out of an inning is recorded at or before the 1 hour and 30 minute or 1 hour and 40-minute mark, the next inning is played regardless of the fact that the first pitch of the new inning may not be delivered until the 1 hour 31 or 1 hour 41-minute mark.
4. Games will start at their scheduled times or 10 minutes after the game in front ends if later than the scheduled starting time.
5. The “mercy rule” is in effect:
 - a. 15 runs after 3 complete innings
 - b. 10 runs after 4 or 5 innings (losing team must complete 4 innings at bat)
 These mercy rules also apply for the championship games.
6. If still within the time limit, a tie game should extend to extra innings. Pool play games that are tied after the time limit is reached will end in a tie.
7. Sacred Heart tournament officials may terminate a game due to conduct that is deemed to be inappropriate.
8. Championship games will be adjusted to no new inning started after 2 hrs and a 2hr 20 min hard stop in an effort to get the full games in.

Inclement Weather

In the event of inclement weather, Sacred Heart officials will notify the manager or coach of cancellation in advance (via email) when possible. Our first priority is for the safety of all players, coaches and their families at the fields. If the fields are judged unsafe, we will suspend, postpone, reschedule and/or cancel games as needed. In the event of rain, we will do all we can to stay on schedule. However, due to field availability we may have to deviate from the printed schedule.

Conduct

1. No manager or coach may come on the playing field once the game has begun until he has requested timeout and permission is granted by the umpire.
2. Any manager, coach, or scorekeeper ejected from any game will be expelled from any remaining games in the tournament.
3. Any team or their supporters that initiate, causes, or continue any problems will cause that team to be expelled from the tournament without refund of the entrance fee.
4. Any player who throws bats, helmets, gloves, or other equipment may be, at the umpire's discretion, ejected from the game.
5. The use of profanity will result in the ejection of that manager, coach, or player from that game and will require that individual leave the complex.

Protests

There are no protests permitted on the field of play. The ruling of the umpire, once stated, is final and play must resume immediately. Failure to resume the game immediately will result in a forfeit.

Determining Winners

1. Each team's scorekeeper will consult on the score after each inning of play. Any discrepancy on the score will be resolved before proceeding with the next half inning.
2. At the conclusion of the game, it is recommended that both team's managers and the umpire will sign the home team's book under the final score. Meaning, the home team's score book is official.
3. **A representative from EACH TEAM is responsible for reporting the final score via text to Tony Woodruff at 848-223-4868. Please state both teams score and division in the text.**

Results and updated schedules will be posted on Tourney Machine.

Determining Seeding and Tournament Champions

1. Teams will each play 2 pool games to determine seeding in a playoff bracket.
2. In pools with an even number of teams, the top 4 will advance to the semifinals, the remaining teams will play a consolation game. In pools with an odd number of teams, the top 5 will advance to single elimination bracket play, with two teams (the 4th and 5th seeds) having a play-in game for the final semifinal bracket seed position. Teams outside of the top 5 will play a consolation game. This subject to change by the tournament director.
3. Tie breaker procedures for determining seed positions from pool play are as follows:
 - a. Overall record – winning %
 - b. Two-team tie: head-to-head (H2H) results
 - c. Tie involving 3 or more teams: Fewest runs allowed in all pool games
 - d. Tie involving 3 or more teams: Highest run differential
 - e. Coin toss
4. Bracket games cannot end in a tie, but are subject to same time limits as in pool play. Championship games will have time limits extended to play all 6 innings without playing into darkness. This will be a 2 hr no new inning and 2:20 hard stop for all divisions.

Batting

1. A continuous lineup **MUST** be used consisting of each player on that game's roster and present at the game. However, if a team is carrying more than 12 players, they are not obligated to bat a lineup of more than 12. Teams do not have the option of batting just 9 or 10 if additional players are present. If a player comes late, he may be added to the end of the batting order.
2. If a player is injured and is unable to bat, no out will be assessed. However, once that player's turn is skipped in the batting order, he may not return to the game.
3. The Cal-Ripken/Babe Ruth 2019 bat rules will be utilized (USA Bat logo).
4. For 50/70 play, the dropped third strike and infield fly rule is in effect.

Base Running

1. For 46/60 play, base runners must hold their bag until the ball has passed the plate. If a runner leaves early, he does so at his own risk. Umpires will enforce rules in accordance with established regulations (Cal Ripken Baseball Rules – see below).
 - Runner is not automatically called out and will be sent back without penalty if the ball is not put into play by the batter. If the ball is put into play, the umpire is to make a judgement as to the placement of the runner. Runner could be called out if the umpire thinks he would have been out if he had not left early.
2. For 50/70 play, runners may take leads and advance at their discretion any time the ball is in play.
3. Runners are to avoid malicious contact and must slide or veer into 2nd, 3rd or home if contact is imminent. Malicious contact will result in an out call and, at the umpire's discretion, possible ejection from the game.
4. The courtesy runner is in effect. With two outs, catchers can be replaced on base by the last person put out on the bases.

Pitching

The 11U and 12U divisions will play 50/70 rules. All other divisions will play 46/60 rules. Play shall be in accordance with Cal Ripken Tournament Rules with the following changes:

1. For 9U, 10U, 11U and 12U: a pitcher may pitch no more than two innings per game (applicable for championship round as well as pool play).
2. One pitch in an inning is considered a full inning pitched.
3. On the second trip to the mound in the same inning, the pitcher must be removed.
4. Once a pitcher is removed, he cannot return as a pitcher later in that game.
5. If an illegal pitcher is used, the game will be forfeited. It is incumbent on the opposing manager to speak to the umpire before a new inning begins OR an in-progress inning resumes.
6. For 50/70 play balks are in effect. One balk warning will be issued for each pitcher and subsequent violations may result in runner advancement at the umpire's discretion if the pitcher is balking by repeatedly trying to deceive the base runner through his actions.

Fielding

Free defensive substitutions are allowed at all positions with the exception of the pitching rule (once the pitcher is removed, he cannot return as a pitcher in the same game).

Other Rules

We follow Cal Ripken Baseball Official Rules for anything not specifically covered in this document.

Modifications for Age 7U Coach Pitch

1. Five (5) run maximum per team, per inning.
2. No infield fly rule.
3. No dropped third strike.
4. Stealing and leading are not permitted. Runners leaving early will be sent back and the pitch and hit will not count. A second violation from the team will result in an out.
5. There will be no sliding into first base in an attempt to beat out a batted ball. The batter will be ruled out in this instance.
6. If a runner has passed half way moving to the next base when time has been called, he will be awarded the base he is approaching. If a runner has not reached the half way point when time is called, then he must return to the previous base. All base runners are at their own risk. If the base runner is not past the half way point and is thrown out at the illegal base, the runner is out. If the runner is safe, then he must return to the base that the runner left when the umpire called time.
7. Infielders may not start more than 5 feet in front of the base path and outfielders must start 10 feet in the grass until the ball is hit.
8. Once a ball hit to the outfield is controlled by an infielder, play will be declared dead. An outfielder running in the infield does not make the play dead. Runners attempting to go to the next base must return to the previous base if not at the halfway mark even if there is an overthrow at the next base attempting to get the runner out. If runners are past the halfway mark, then rule 10 applies. Runners not past half way may still be thrown out advancing or returning while off the bag at their own risk and an attempt by the fielder does not remove the dead ball call by the umpire once infield possession occurs (Example: Can not bait a throw to continue play).
9. On a ball hit that never leaves the infield the runners can only advance one base unless there is an overthrow then rule 10 applies.
10. On an overthrow at first, the runner at first can't advance. Runners on any other bases can attempt to advance one base. On an overthrow at any other base, the runner can advance one base. Advancement is limited to one base during a given play. For instance, runner on first moves to second on a hit. The runner at second may advance to third on an overthrow to first attempting to get the hitter out, however the runner at first must stay. If there is an attempt to get the advancing player out at 3rd and that causes an overthrow at 3rd then the runner at first may attempt to advance to 2nd since he has not advanced yet during this play however the runner at 3rd must stay at 3rd since he already advanced.
11. There will be 10 players on the field, 4 of which must be outfielders.
12. It is the sole discretion of the umpire as to when an infielder possesses control and if any runners were crossed the halfway mark.

Kid Pitch 8U

1. Five (5) run maximum per team, per inning (exception: 6th inning is to be unlimited runs and only if time permits under the "no new inning after 1 hour 40-minute rule).

2. Runners are permitted to take home on a wild pitch or passed ball, however, runners cannot steal home on a throwback to the pitcher or as a result of “baiting” the catcher. Runners can advance to 2nd and 3rd base in accordance with normal Ripken/Little League rules used for typical 46/60 play.
3. Defense will consist of 9 players (no 4th outfielder). The batting order is not impacted by defensive lineup (free defensive substitution).
4. Runner advancement stops when the pitcher maintains control of the ball on the pitcher’s mound area. This does not need to be the rubber itself.
5. No infield fly rule.
6. A pitcher may pitch in no more than 2 consecutive innings per game.

Trophies

Each player on teams in their respective age bracket finishing 1st and 2nd will receive a trophy.

CONTACT INFORMATION

Tournament Director:

Tony Woodruff 848-223-4868

Sacred Heart CYO Complex Supervisor:

Tony Woodruff 848-223-4868

Monroe Park Complex Supervisor:

Kris Oesterle 609-668-8037

Westampton Complex Supervisor:

Erik Betancourt 732-277-6940

PLEASE TEXT ALL GAME SCORES TO:

Tony Woodruff 848-223-4868

EMERGENCY HOSPITAL LOCATIONS

Dial 9-1-1 in case of an emergency

Local Medical Facilities:

Virtua Memorial Hospital

175 Madison Avenue
Mount Holly, NJ 08060
(609) 914-6000

Mount Laurel Urgent Care

2121 Route 38
Mount Laurel, NJ 08054
(856) 866-8700