



West Chicago Wildcats

2010 Tournament rules 9-14u

All teams are required to carry accidental insurance coverage for the players, coaches, and manager of their respective teams. A copy of your league's certificate of insurance and the West Chicago waiver form are to be provided to the tournament director prior to the first game.

Check-In

Managers must check at your respective field locations prior to your first game with the following information.

1. Insurance certificate
2. Copies of all birth certificates for review.
3. Team Roster
4. Skills event roster

GENERAL RULES

1. Team Roster: 15 player maximum rosters are frozen after the start of the first game. Team rosters must be turned in to the tournament director prior to the start of the first game.
2. **Birthday cutoff is May 1st**. No player shall turn age prior to May 1st for their respective age group.
A copy of each player's birth certificate **must** be available at all times throughout the tournament. Any disputes on age will be determined by the birth certificate. Failure to provide documentation of age on a protest or dispute will automatically result in forfeiture of the tournament.
3. Questions of eligibility must be brought before the tournament director or one of his assistants. Age verifications will be dependent on the birth certificate of the players. Any dispute or protest will be resolved on the spot by a member of the tournament rules committee and that ruling will be final. No official protest may be filed, except for age challenges.
4. A team found using an ineligible player would forfeit all games the ineligible player played in. The forfeit score will be 7-0 for tiebreak purposes.
5. Home team shall be determined by a coin toss prior to the game and will be the official scorebook. The team that traveled the greatest distance will call the flip.

6. Each team's official scorer must verify the runs scored with the home plate umpire and the opposing team after each ½ inning.
7. Tournament officials will schedule any necessary rain-out/make-ups.
8. **No beer or alcoholic beverages allowed on tournament grounds or parking areas.**
9. **THERE WILL BE ZERO TOLLERANCE FOR VERBAL OR PHYSICAL ABUSE OF THE UMPIRES. YOU, YOUR TEAM, AND YOUR PARENTS WILL HANDLE THEMSELVES PROPERLY, OR THEY WILL BE BANNED ALONG WITH RESPECTIVE MANAGERS FROM THE REMAINDER OF THE TOURNAMENT.**
10. Winning teams must hand in their score sheets to the West Chicago representative immediately after each game.

PLAYING RULES

The official playing rules for the tournament shall be the: ISHA Baseball Rules and Regulations. The exception and variations to these rules are as follows:

NOTE: Each game will be 7 innings (6 inning in 9 and 10u) or 2 hour and 15 minutes in length, whichever is first. A new inning begins after the 3rd out in the previous inning if prior to the 2:00 time limit. There will be a 2:15 drop dead rule. No time limit for the championship and consolation games (time limit will be in effect for all other games) The umpire will keep the official time.

1. If a game is tied at the end of 6th or 7th innings respectively or if the time limit has expired, the following rules will be followed:
 - a. If the time limit has been reached prior to completion of the sixth or seventh inning, 1 extra inning will be played in the Extra Inning Format. If the game is tied upon the completion of the 1 extra inning, it will be counted as a tie.
 - b. If the time limit has not been reached and the game is tied, extra innings may be played until the time limit is reached (via the Extra Inning Format). If the time limit is reached during extra inning play, no additional extra inning will be played. A tie will be declared. All extra innings will be played in the Extra Inning Format.
 - c. For Seeded games, rules are identical to a normal game with the exception that the Extra Inning Format will continue until a winner is determined.
 - d. Exception: Championship game and consolation game will not have a time limit and extra innings will be played as a normal inning. (no international rule).
 - e. Extra Inning Format: Each team starts their at-bat with the player who made the last out in the previous inning on 2nd base and one out. Each hitter will start with a 1-ball 1-strike count. If the home team goes ahead at any time in the extra inning, the game is over.
2. If for any reason the game is called, the game will be official after 3-1/2 innings if the home team is ahead (4 innings, otherwise).
3. A 12 run slaughter rule will be in effect after 4 innings and 10 runs after 5 innings
4. Metal cleats may only be worn in the 13 and 14 u divisions. 12 and under **Rubber or molded plastic spikes only!**

5. If a team fails to field 8 uniformed players at game time, the game will be considered a forfeit. The team that wins the game by forfeit will be credited with a 7-0 victory for tiebreak purposes.
6. Catchers or anyone under 18, warming up a pitcher must wear a helmet. This rule is in effect on the sidelines as well as on the field.
7. Mandatory courtesy runners for pitchers and catchers of next inning after 2 outs. The replacement will be the last batted out. No courtesy runners in last or extra innings.
8. No batting practice is allowed between games. **No soft toss against any fence is allowed!**
9. Infield practice prior to games can be done on your respective foul lines after field prep has been completed.

FORMAT

There are 8 teams in this tournament (except for 9U – 2 pools of 3 with a single elimination format as per schedule). Teams will be split into 2 Pools. Each team will play 3 games against the other teams in their Pool. After the initial 3 games each team will be ranked according to: overall win-loss record. Ties will be broken in the following priority: 1) Head to Head 2) Fewest runs allowed 3) run differential (+7 run Max) 4) Coin Flip team coming the furthest will call the flip. The top seed in Pool A will Play the second seed in Pool B and the top seed in Pool B will play the second seed in Pool A in semi finals. The winners will play in the Championship and the losers for 3rd and 4th Place.

In case of a forfeit the score will be posted as 7 – 0.

PITCHING

1. The pitching distance from home plate are as follows 9 44ft, 10u 46ft, 11 and 12u 48 ft, 13u 54 ft, and 14u 60.6’.
2. Pitchers receive 6 warm-up pitches between innings and or during changes.
3. There will be no pitching log kept for the tournament. Pitchers will be allowed to pitch three innings for all age divisions. Once a pitcher is removed from the game as a pitcher, he may not return in that game as the pitcher, even if he has not recorded 3 innings. One pitch constitutes an inning. **(IT IS EACH MANAGERS RESPONSIBILITY NOT TO OVER PITCH YOUR BOYS AND TO HAVE ENOUGH PITCHING FOR THE TOURNAMENT)**
4. No pitcher may re-enter the game as a pitcher once he leaves the pitcher’s mound.
5. One free trip to the mound per pitcher per inning. After the second non-injury trip to the mound in the same inning for the same pitcher, that pitcher must be removed.
6. Balk rules will be enforced except in the 9u with 1 warning given per team per game in divisions 10-11. Ages 12 and up will receive no warnings. The umpire is to instruct the pitcher on what he did incorrectly.
7. Intentional walks will be allowed by informing the home plate umpire, who will issue the batter 1st base.
8. Pitcher must be removed after 2 hit batters in one inning or 3 in one game.

9. FOR 9U only, NO DROP THIRD STRIKE.

BASE RUNNING

1. **Absolutely NO fake tags will be allowed!**
2. Base runners must slide to avoid contact. Umpires will call the runner out if this rule is violated. **Flagrant contact, as determined by the umpire, could result in ejection from the game. Fields can not block bases with the ball.**
3. Helmets, (that cover the ears) must be worn by all base runners at all times. On deck batters must wear a helmet as well. In addition, bat boys/girls must wear a helmet when retrieving bats.

For 9U, the following rules will apply:

1. Runners may steal bases, but may not leave the base until the pitched ball has reached or passed the catcher. **NO LEAD OFFS.**
2. Once the pitcher has stepped on the rubber, runners who leave the base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered a dead ball.
3. On a walk, the batter only gets first. He may not "pickle" or continue to any other base. Non-forced runners may advance at their own risk
4. Delayed stealing is not allowed.
5. Although delayed stealing is not allowed, the ball is live if the pitcher does not catch the return throw from the catcher, the base runners may run at their **OWN RISK.**
6. **WALL AT THIRD:** a) runner may only score (i) on a batted ball and (ii) if forced home from third on a walk or hit batsman when the bases are loaded. b) a runner may not steal home under any circumstances. Runners attempting to steal home, or stepping off third base do so at their own risk. There is **NO** free ride back to third base.
7. No Infield fly rule.
8. No bunting
9. The ball becomes dead and the base runners must return to their original bases when the pitcher has the ball in his possession on the mound, so long as a base runner isn't advancing to another base as a continuation of play.

OFFENSE

1. The batting order, listing each player's last name and uniform number, must be submitted to the opposing manager or scorekeeper at least five minutes prior to game time.
2. Continuous matching batting order. All players attending the game must bat.
3. Any player reporting late to a game shall be dropped to last position in batting order. Any player leaving the game will be skipped in the line-up at his next at bat and an out recorded unless it is an injury. The scorekeeper needs to inform the opposing scorekeeper prior to the at bat.

4. **Faking a bunt and then swinging at the pitch is prohibited!** For safety reasons, once a batter squares around to bunt, he may **NOT** swing at that pitch. The batter will be called out, the play will be declared dead and the runners will be sent back to the base they occupied prior to the “fake” bunt.
5. **No limitations on bat size for 10U to 14U.**
6. 9U bat size limit is 2 ¼.

DEFENSE

1. Free substitutions on defense.
2. Any player filling the catching position **MUST** always have the full catching equipment on while receiving the pitched ball in the field.
3. **All players present and in the batting order MUST play a minimum of 3 innings on defense.**
4. No yelling from coaches after the pitcher starts their windup. (We are eliminating coaches distracting pitchers by yelling to runners to get bigger lead offs during the pitchers wind ups.) Warning runners of a pick –off attempt is of course acceptable.

Please remember that this tournament is being player for the player’s enjoyment.

Thanks for your participation and GOOD LUCK

Umpires

Team managers may be ejected along with fans for lack of control of their fans, parents, players, and or coaches. If they are ejected it will be from the park for the remainder of the tournament.

All games will be played at Reed Kepler Park or Pioneer Park in West Chicago Illinois.

Link to Reed Keppler Park

250 E National St, West Chicago, IL 60185

<http://www.bing.com/local/default.aspx?q=Reed+Keppler+Park%2C+west+chicago+illinis&go=&for m=LLDP>

Link to Pioneer Park, West Chicago

701 Lyman St, West Chicago, IL

<http://www.bing.com/local/details.aspx?lid=YN267x207340950&what=pioneer%20park&where=Wes t%20Chicago%2c%20IL&q=pioneer%20park%2c%20west%20chicago%20illinis&tid=1b02e17e7c08 46e08c315891ae1d5353&FORM=LLMP&tab=default&SearchID=784453820>

Last Blast Skills Rules

Base Running Speed

(3 players from each team) Starting next to the back of home plate players will run the bases. The clock will stop after the runner touches home plate. Any base not touched will result in disqualification.

Home Run Derby

(2 batters from each team) Batter will provide their adult pitcher and will get 6 total swings or total 8 pitches which ever comes first. Home Runs over the fence will count as 2 points and ball hitting the fence on a fly will count as 1 point. If any player hits 4 home runs he will be given 3 additional pitches.

Accuracy Throw

(5 players from each team) Each player will be allowed 4 throws from their appropriate age distance. Players are not allowed to cross throwing line. Target will be set at the opposite end of the field. Through the center hole on a fly will result in 5 points. Hitting target on the fly will result in 3 points. 1 bounce throw center hole will result in 3 points, and 1 bounce hitting the target will result in 1 point. Every ball throw the center hole on a fly will result in 1 extra throw.

Around the horn

(5 players from each team) Each team will field the following positions:

Pitcher

Catcher

First baseman

Second baseman

Third baseman

The clock will start when the pitch release the throw to the catchers, with all players touching there respective bases with possession of the ball the order will go as follows. Pitcher to catcher, to third, to second, to first, to catcher, back to second, back to catcher who will tag home plate with the ball to stop the clock.

Each team will get 2 attempts that will be timed.

Relay throw

5 players will line up from appropriate age group distances. The end player will start the clock by throwing to the next player in line. When the ball reaches the last player in line he will reverse the order back to the next player through the line to the first player to stop the clock. Each player must throw in order. Each team will get 2 attempts that will be timed.