

NATIONAL SCHOOL OF BASEBALL & SOFTBALL



First Annual "For Love of the Game" In-House Rec / All Star Tournament

<http://baseballconnected.com/organizations/tournaments-details/?TournamentId=3558>

DESCRIPTION

This tournament is specifically for "In-House/Rec" 8U, 10U & 12U All Star Teams ONLY, who are looking to extend their season with some fun tournament play. Any level team (A, AA, AAA) who plays full time travel will not be allowed to enter, this includes teams playing in any travel team league or playing only tournaments. No team that has played more than 6 tournaments will be allowed to participate. This is a 3-game minimum tournament. Games will begin on Friday night July 26th under the lights. There will be strict pitch count and bat regulations. We believe in safety first! There will be food vendors, space to warm up and a playground for youngsters. For more information regarding details please contact Coach Pete Cimino

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AGE: 8U, 10U and 12U in-House / Rec "All-Star" Teams

WHAT: This tournament is specially designed for kids who play in house / rec leagues during the regular season and are looking to extend their season by joining an "all-star" tournament team. Teams are allowed to have held tryouts to select their "all-stars".

- **Full time travel teams are not welcome to participate in this tournament.**
- **If your team has played in more than 6 tournaments going into this tournament you are not allowed to participate.**

DATES: Friday July 26th – Sunday July 28th

LOCATION: Games will be played at Fox Valley Park District's Stuarts Field Complex;
39W585 Jericho Road, Aurora IL 60506. Diamonds B & C

FEATURES: Restrooms, On site Food Vendors, Night Games, Playgrounds for younger children, Warm-up space, Special Attractions for off time

FIELD SIZES

- 8U 40 ft pitching mound 60 ft Bases
- 10U 46 ft pitching mound 60 ft Bases
- 12U 50 ft. pitching mound 70 ft Bases

TEAM & PLAYTER DOCUMENTATION:

- Each participating team must bring a certificate of insurance
- Each team must have copies of every player's birth certificate on their person. Birth Certificates will not be asked for before tournament play, as we fully anticipate that all teams will stay within the age guidelines. This tournament is about the kids & having fun, NOT winning at all costs by bringing in older players.
 - 8U Player cannot turn 9 until after the tournament date

- 10U NO player can turn 11 until after the tournament date
- 12U, NO player can turn 13 until after the tournament date
- Teams will have a right to challenge a player's age. If they do, the birth certificate must be presented immediately. If the player is deemed too old, the player will be ejected from the tournament. Any games this player participated in that the team won, will be deemed a loss.
- If a copy of the birth certificate is not presented upon request, the same rules hold as above.

TIME LIMITS

- The goal is to complete all games within 2 hours
- No inning can be started after 1 hour 45-minutes. The ONLY exception is the play-offs & championship game
- If an inning is started within the time frame above, the full inning must be completed if the home team is losing. Only the half inning needs to be completed if the home team is winning
- There is no "drop dead" time.

SLAUGHTER RULE

- 15 runs after 4 innings
- 12 runs after 5 innings

PITCHING GUIDELINES

- Any pitcher who hits 3 batters in an inning must be replaced. Any pitcher who hits 4 batters in two innings must be replaced.
- Once a pitcher is removed from a game he cannot return to pitch during that same game.
- Pitch Count Limits
 - Game Pitch Limit = 50
 - One Day Pitch Limit = 75
 - Max for entire tournament = 90
 - The following guidelines of rest will apply
 - 30 pitches next day
 - 31-60 pitches 1 day of rest
 - 60-75 pitches 2 days of rest (If a pitcher throws this many pitches either Friday or Saturday he cannot pitch on Sunday, due to Friday games being at night)
 - Both Head Coaches must agree on the number of pitches thrown by each pitcher and report them to the check in desk with player jersey number and name.
 - Any team caught abusing these guidelines will forfeit their game.

BATTING ORDER

- Entire roster must bat
- No one can be skipped-over
- Lineup cannot be changed once exchanged at umpire meeting before the game
- If a player arrives late, he can be inserted into the lineup and hit in the last batting position in the order

BATS

- 2 5/8 barrel bats are banned from this tournament
- All bats MUST have 2018 or 2019 USSA sticker on the bat
- The only exception is if the bat is a 2 ¼ inch barrel
- If a player is caught using an illegal bat:
 - He will be deemed automatically out & ejected from the game
 - Each time his position in the batting order comes up, it is an automatic out
 - The manager, who is responsible for their players, will also be ejected from the game

BASEBALLS

- Baseballs for games will be provided by the Tournament host
- There will be 2 brand new baseballs for each game
- If both are lost or damaged coaches can bring out their best balls available and use them.
- All baseballs must be returned to the tournament host to be used as back up balls for other games

LEAD OFFS & STEALS

- 10U NO LEAD OFFS / Runner cannot leave until ball crosses the plate
- 12U NO LEAD OFFS / Runner can leave as soon as the ball leaves the pitcher's hand
- If a player is caught leaving early, there will be one full team warning and player can remain on base.
- If he or any other player is caught leaving early after the warning, they are automatically out.

NO CONTACT / SLIDE RULE

- NO sliding into first base. If a player does, he will be called out
- Contact at all bases must be avoided. Players are encouraged to slide at every opportunity to avoid contact. If a player purposely slides into a defender with cleats up, he will be called out and ejected from the game.
- There will be NO contact at home plate.
 - If the catcher is blocking the base line or home plate on a play, the runner will be called safe
 - If there is a close play (umpire's discretion) and the player does not slide, the player will be called out.
 - If a runner goes out of his way (out of the base line) and runs into the catcher or any player covering the plate, he will be automatically out and ejected from the game.

COURTESY RUNNERS

- With two outs, a pinch runner can be used for the catcher only. We encourage this to speed up the game. Other than that, all other players must run.
- If a player gets hurt on the play, then a pinch runner can be inserted.
- The pinch runner must be the runner who made the last out
- If a player is too injured to run, then he cannot bat.
- If a player injured previously bats and makes it on base and is then deemed to injured to run, he is automatically out. So please be cognizant of this when re-inserting an injured player. If he cannot run, he should not bat

BEHAVIOR

- We will enforce several ZERO TOLERANCE POLICIES during this tournament
- This tournament is strictly about the players. They are what is important. Any unacceptable behavior will not be tolerated. The following actions can result in an automatic ejection from a game and possibly for the tournament.
 - Coaches or Players arguing loudly with umpires.
 - Coaches arguing with each other
 - Coaches verbally abusing, demeaning or embarrassing any of their players
 - Cursing / Foul language by coaches, players or fans
 - Taunting opponents
 - Unsportsmanlike conduct
 - Pitchers purposely hitting batters
 - Misbehavior during handshaking line after a game

REFUNDS/RAINOUTS

- All games cancelled full refund
- If full 3 game minimum is met, no refund

INJURIES

- If a player is walked off the field due to injury he can sit out for as long as he needs to. He can return at the discretion of his parents & Head Coach. This must be communicated to the opposing coach and umpire
- If an ambulance needs to be called, the injured player cannot return to that game. They can return to another game with the approval from a servicing paramedic or a doctor.
- If an injured player comes out of the game permanently, his place in the batting order is skipped over. It is not an out.

TIE BREAKERS

- #1 If a two-way tie, Head to Head. If all teams do not face each other, then go to #2
- #2 If teams did not play each other, or if there is a three-way or more tie, tie breaker will be run-differential in all games played.
- #3 Team that gave up the least amount of runs
- #4 Coin Flip

PLAY-OFF SEEDINGS / PLACING

- Seedings and placing for play-offs will depend on the number of teams in the tournament
- 6-7 Teams or less: Top 4 Teams return on Sunday for Semi-Finals and Championship Game
 - Team 1 vs. 4
 - Team 2 vs. 3
 - Championship Game
- 8 Teams or more: Teams will be put into brackets.
 - Top 2 teams from each bracket will make semi-finals on Sunday
 - Teams 1 and 2 from the opposite brackets will play in the semi-finals.
 - Winners will play in Championship Game

AWARDS

- Stand-Out Player for each game to be decided by opposing coaches. No player can win more than two. This does NOT have to be the best performance or MVP. It can be a player who exemplified sportsmanship, hustle & respect
- Second place finisher
- 1st place / Champion