

# The Ho Chunk Sports Complex Tournament Rules 2010

**Extra Players & Continuous Batting**

Age divisions 9 – 14 will use a continuous batting order. If a team has 12 or more players present they **must bat 12**. *There is no penalty for having less than 12 players present.* If a team has less than 12 players present and an additional player arrives late, that player must be inserted into the last spot in the batting order. If a team starts with 10 players and 11th player arrives late. He will be placed in the batting order as the 11th hitter. If one of the teams has less than 12 batters in the lineup at the start of the game, the other team has the **option** of matching the same number of batters. **Example:** A team only has 10 players to start the game. That team has a 10 man batting order. The opposing team has the **option** of using a 10 man batting order. The rule regarding late arrivals will apply to both teams if a player arrives late for the team starting with less than 12 if both teams are using less than 12 batters. The team with 12 or more must match the number of batters to reflect the same number of batters as the opposing team. The added batter or batters will be utilized from the team's non-starters/substitutes. If a team has more than 12 players present, they have the **option** of batting as many players as they want. The opposing team does not have to match more than 12 batters. If a team chooses to start a game batting more than 12, they must finish the game batting the same number of players they started the game batting. **Age divisions 15 and above have the option of using a 10 man batting order.** The 10th player is considered an Extra Player (EP). There is free substitution among the 10 players listed in the batting order. In addition, a team has the option of using a DH. The standard American League DH rule applies. If a team is using an Extra Player, the original 10 batters are considered the starters for re-entry purposes.

**Time Limits**

**Game start time begins with the coin flip.** All pool games will have a 1 hour 45 minute time limit. Once an inning starts it must be completed. The official time is ended when the third out of the bottom of the inning is made. If 1 hour 45 minutes or more has expired when the third out in the bottom half of an inning is recorded, the game is over unless it is tied or there is a 2 run lead or less. If less than 1 hour 45 minutes has expired when the third out of the bottom half of an inning is made the next inning starts and must be completed unless the home team is ahead. In games with 1 or 2 run lead, the time limit is extended 5 minutes to 1 hour 50 minutes or 1 more inning, whichever occurs first. **Exception:** Ages 15U-18U must play at least 5 innings, 4 ½ if home team is ahead unless ended by mercy rule, even if 1 hour 45 minutes has expired.

**Re-Entry**

Only original starters. Extra players are considered starters for this rule. If a starter re-enters he must re-enter in his original spot in the batting order.

		Column "A"	Column "B"	Column "C"	Column "D"	Column "E"
	Age Division	1 Day Maximum	2 Consecutive Day Maximum	Exceeded Innings 1 Day rest required	Exceeded Innings 2 Days Rest Required	Exceeded Innings 3 Days Rest Required
<b>Pitching Limitations</b>	9 & Under	6	7	2	3	4
	10 & Under	6	7	3	4	5
	11 & Under	6	7	3	4	5
	12 & Under	7	8	3	4	5
	13 & Under	7	8	4	5	6
	14 & Under	7	8	4	5	6

**Column "A"** The number of innings listed in this column is the maximum number of innings a pitcher is allowed in 1 day  
**Column "B"** The number of innings listed in this column is the maximum number of innings a pitcher is allowed in 2 **consecutive** days  
**Column "C"** If the number of innings listed in this column is exceeded in a day there is a 1 calendar day rest required  
**Column "D"** If the number of innings listed in this column is exceeded in a day there is a 2 calendar day rest required  
**Column "E"** If the number of innings listed in this column is exceeded in a day there is a 3 calendar day rest required

**NOTE 1: 1 Pitch is considered an inning in all ages.**  
**NOTE 2: In ages 9 – 12U a pitcher may not pitch on 3 consecutive days even if he has not exceeded the above listed limitations.**  
**NOTE 3: In ages 9 – 14U, once a pitcher is removed from the pitching position, he may not re-enter as a pitcher for the remainder of the game**  
**VIOLATION PENALTY:** If a pitcher violates any of the above pitching limitations and a formal protest is filed with the tournament director the pitching logs will be checked to verify the alleged violation. If it is determined there is a violation, the game will be a forfeit. All innings pitched and runs scored up to the time the forfeit is imposed will be counted for both teams. This only applies if the protest is made when the violation is discovered **while the game is in progress.** If the violation is discovered after the completion of the game, the game results stand. If there is in fact a verified violation discovered at anytime, the manager will serve a 1 game suspension and the pitcher may not pitch for the remainder of the tournament.

**The above pitching limits are an attempt to come as reasonably possible to the pitching recommendations from the USA BASEBALL MEDICAL ADVISORIES' STUDY REGARDING PITCHING LIMITS FOR YOUTH BASEBALL.**

**Courtesy Runners**

In all age divisions, courtesy runners are optional any time for the pitcher & catcher. The courtesy runner may be a player not currently in the line-up or the player who made the previous out. The team has the option of using either. If a team chooses to use a player in the line-up, the runner used will be the player who made the last out prior to the pitcher or catcher getting on base. If a team uses a player not currently in the line-up that player can only run for either the pitcher or catcher but not both. If both the pitcher and the catcher get on base in the same inning, then the runner for the second player will be the player who made the previous out to the last out. If either the pitcher or catcher is the first hitter in the inning, the runners are selected from the recorded outs from the previous inning. If the pitcher or catcher is the leadoff hitter and reaches base safely in his first at bat and there is no non-starter to be the courtesy runner, he must stay on base until an out is recorded. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning with the exception of the top of the first inning. The pitcher or catcher is considered official if they are listed as such with the starting lineup.

**Game Length:** 9U, 10U & 11U games will be 6 innings unless shortened by mercy rule or time limit.  
 12U and older will be 7 innings unless shortened by mercy rule or time limit.

**Mercy Rule:** 6 inning games – 10 runs after 3 innings 8 runs after 4 innings  
 7 inning games – 15 runs after 3 innings 10 runs after 4 innings 8 runs after 5 innings

9 & Under	10 & Under	11 & Under	12 & Under	13 & Under	14U & Older
Mound-44 Feet	Mound-46 Feet	Mound-50 Feet	Mound-50 Feet	Mound-54 Feet	Mound-60.5 Feet
Bases-65 Feet	Bases-65 Feet	Bases-70 Feet	Bases-70 Feet	Bases-80 Feet	Bases-90 Feet

**Inclement Weather**

If a game in progress is stopped due to inclement weather, a game will be considered official if 4 innings are completed, 3.5 if the home team is ahead. If less than 4 innings has been completed the game will be suspended and completed through 4 innings at a later time. If a team has a 5 run lead or more in a game stopped by weather, the game will be considered complete.

**Tie Games**

In the event a game is tied after a time limit expires or the regulation innings have been completed we will use the following rule in an attempt to break the tie: **1)** Each team will start the each extra inning with a runner on third base. The player on third will be the player who was the third out from the previous inning. **2)** Each batter will start his turn at bat with a 1-ball 1-strike count. **3)** There will be a maximum of 2 extra innings. If the game is still tied it is recorded as a tie. Quarterfinals, Semifinals & Championship games must be played (conditions permitting) until there is a winner.

**Conferences**

On the second charged conference in the same inning or a third charged conference in a game the pitcher must be removed from the pitching position for the duration of the game. This applies for each new pitcher. In the event a game goes extra innings, each team gets 1 additional charged conference per each extra inning.

**Home Team**

Home team will be determined by coin flip in all games, including Quarter Finals, Semi Finals and Championship games.

Page # 2	
<b>Slide Rule</b>	There is no mandatory slide rule. However, players are encouraged to slide if possible. When a defensive player clearly has the ball and waiting for the runner and the runner deliberately, with force, maliciously crashes into the defensive player the runner will be declared out. The offender is ejected, the ball is dead and all runners must return to the last base touched at the time of the collision. <b>This is an umpire's call and his judgment is final.</b>
<b>Intentional Walks</b>	There will be no pitches thrown to intentionally walk a batter. Notify the umpire and the batter will awarded 1 <sup>st</sup> base.
<b>Bat &amp; Metal Spikes Restrictions</b>	In all age divisions, the use of aluminum, graphite, ceramic, magnesium, wood or composition bats are permitted. In ages 15 & up, bats more than minus 3 ounces are not permitted. If a tournament is listed as a "Wooden Bat", wood bats must be used. If your team is in a wooden bat tournament you are responsible to supply your own bats. There will be wood bats available for sale at reasonable prices at the complex during the tournament. <b>Metal spikes are not allowed in ages 9U – 12U. Metal spikes are allowed in all ages 13U &amp; older.</b>
<b>Leadoffs, Stealing &amp; Balks</b>	Lead offs & stealing is permitted in all ages except 9U. In the 9U division base runners may not leave the base until the ball is released from the pitcher's hand. Stealing home is allowed. Violation results in the runner(s) returned to the base they left. In the case of a hit, with exception of out of the park home run, all runners may only advance 1 base and the batter may only advance to 1st base. Balks will be called in all age divisions except 9 & Under Division. All <b>balks</b> are dead balls.
<b>Forfeits</b>	If a team is the recipient of a forfeit the forfeit score <b>will not be a 7 – 0 score</b> . The forfeit score will be determined after the forfeit recipient plays the other game. After the other games are completed the scores allowed in those games will be added then divided by 3 or 4, whichever applies, to get the runs allowed in the forfeit game. We will then add 1 to that number for the runs scored.
<b>Birth Certificates</b>	Each team is required to have copies of all birth certificates at each game they play. Birth certificates will only be checked if there is a challenge regarding a player's age. If there is a player challenge and a team is unable to produce a birth certificate for that player that player will be declared illegal and the games he played in will be forfeited.
<b>Rosters</b>	A copy of your roster must be submitted prior to playing your first game. Each team is allowed a 20-man roster. Each roster must list the team name, team age, manager's name, player's name, player's uniform number, player's age and player's birthday. Once the first pitch of your first game of the tournament is thrown, your roster is locked in for the remainder of that tournament. Players may not be on more than one roster in the same age division in the same tournament. If there is a player challenge of any kind and your roster has not been submitted, all games played up to the time of the challenge will be declared a forfeit. The team will not be able to play any more games until an official roster is submitted.
<b>Team Check - In</b>	All teams must check in with the tournament director prior to playing in the event. Check in may be completed by email, fax or at the event site. All teams must turn in copies of their tournament roster, insurance certificate and birth certificates. <b>Team rosters must list the team name, team age, manager's name, coach's names (3 maximum), player's name, player's uniform number, player's age and player's birthday.</b> If any of the roster information required is missing the roster will be considered invalid and the same as not turning in a roster. Teams will not be allowed to play until they have completed check-in. Only coaches listed on the team roster will be allowed free admission to the sites with admission charges. If their team check-in has not been completed they with either have to pay the admission fee or wait until their team has checked in. If their name is not listed on the roster they are not allowed inside dugouts nor are they entitled to free entry. <b>THIS WILL BE STRICTLY ENFORCED.</b>
<b>Non - Rostered Players</b>	<b>IF A NON-ROSTERED PLAYER PARTICIPATES, IN ANY MANNER, THE GAME SAID PLAYER PARTICIPATED IN WILL BE DECLARED A FORFEIT.</b> The runs allowed in a forfeited game will be decided by adding the total number of runs a team allowed in the games they played and then divided by 3 to get the runs allowed in a forfeited game
<b>Dugout Personnel</b>	Only the manager and 3 assistant coaches are allowed in the dugout. The coaches must be listed on the roster submitted prior to the team's first game. If there is a park admission fee, only the manager and the 3 assistants listed on the roster are granted free entry.
<b>Ejections</b>	If a player or coach is ejected from a game, he or she will have a 1 game suspension. The suspension will be for the next game the team plays. <b>Waiver: Only the Umpires from the game in which the ejection occurred may waive the next game suspension.</b>
<b>Protests</b>	Protests must be made at the time of the incident being protested. The protesting team must notify the umpire to inform the tournament director who upon notification will respond to the field and determine the outcome of the protest at the field. The game continues until such time the director responds to the field. Only rule violations, pitching limitations and roster issues may be protested. <b>UMIRE JUDGEMENT CALLS ARE NOT A PROTEST ISSUE AND WILL NOT BE RESPONDED TO.</b>
<b>Additional Rules</b>	If there is not a game rule listed, the Major League American League Rules apply.
<b>Warm – Up</b>	There will be no infield practice. Any warm ups must be done outside the playing field. There are designated areas at the facility for teams to warm-up. <b>PLAYING CATCH, RUNNING OR ANY OTHER WARM UP IN OUTFIELD GRASS, ONLY IF ALL PLAYERS ARE WEARING FLAT BOTTOM FOOTWEAR. NO HITTING, FLIP DRILLS OR GROUND BALLS ALLOWED IN OUTFIELD GRASS. NO WHIFFLE BALL HITTING OR OTHER HITTING ALLOWED IN OUTFIELD GRASS. HITTING GROUND BALLS IS ALLOWED IN THE WARNING TRACK AREAS. ANY VIOLATION OF THIS RULE AND YOUR ENTIRE TEAM MUST LEAVE THE PLAYING FIELD AREA UNTIL THE GAME BEGINS. THIS WILL BE STRICTLY ENFORCED.</b>
<b>Batting Cages</b>	There are adequate batting cages throughout the facility. All forms of hitting must be done in these areas. All players in and around batting cage areas must be wearing protective headgear.
<b>ADVANCING TO FINALS</b>	<p><b>4–7 Teams:</b> The top 2 teams advance to championship the top 2 teams are determined by best record first, head to head second, <b>but only if all Teams tied have played each other</b>, next fewest runs allowed &amp; last is run differential</p> <p><b>8–16 Teams:</b> The top 4 teams advance to semifinals. Teams are seeded. # 1 plays 4 and # 2 plays 3, <b>unless the teams have already played each other</b>. Semifinal winners advance to play for the championship. Top 4 teams are determined by best record first, then head to head, <b>but only if all teams tied have ALL played each other</b>, next is fewest runs allowed &amp; last run differential</p> <p><b>17–32 Teams:</b> The top 8 teams advance to Quarterfinals. Teams will be seeded 1 - 8. # 1 Seed plays # 8 Seed, # 2 Seed plays # 7 Seed, # 3 Seed plays # 6 Seed and # 4 Seed plays # 5 Seed in Quarterfinals. Winner 1 - 8 plays Winner 4 - 5 and Winner 2 - 7 plays Winner 3 - 6 in Semifinals unless the teams have already played each other in the seeding round. Semifinal Winners play for championship. Top 8 teams are determined by best record first, head to head second, <b>only if all teams tied have played each other</b>, next fewest runs allowed and last run differential.</p>