

The Ho Chunk - Sports Complex Tournament Rules 2020

Extra Players & Continuous Batting

Age divisions 9 – 14 will use a continuous batting order. If a team has 10 or more players present they **must bat 10**. *There is no penalty for having less than 10 players present.* If a team has less than 10 players present and an additional player arrives late, that player must be inserted into the last spot in the batting order (10). If a team starts with 9 players and 10th player arrives late, he will be placed in the batting order as the 10th hitter. If one of the teams has less than 10 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 9 players to start the game. That team has a 9 man batting order. The opposing team has the **option** of using a 9 man batting order also. The rule regarding late arrivals will apply to both teams if a player arrives late for the team starting with 9 batters. The team with 9 or more must match the number of batters to reflect the same number of batters as the opposing team. The added batter will be utilized from the team's non-starters/substitutes. If a team has more than 9 players present, **they have the option** of batting as many players as they want. The opposing team does not have to match more than 10 batters. If a team chooses to start a game batting more than 10, they must finish the game batting the same number of players they started the game batting. **Age divisions 15 and older are wooden bat 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. If a team is using an Extra Player, the original 10 batters are considered the starters for re-entry purposes. Teams also **have the option** of batting as many players as they want. The aforementioned Extra Player rule applies for each additional player.

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, unless the home team is winning. 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. 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. If the **Home Team** is ahead and batting when the time expires, the game ends at that point. **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.

Pitching Limitations

AGE	Maximum innings allowed in 1 calendar day	1 pitch more than innings listed requires 1 calendar day rest	1 pitch more than innings listed requires 2 calendar day rest	Maximum innings over 2 CONSECUTIVE DAYS
9U	6	3	4	7
10U	6	3	4	7
11U	6	4	5	8
12U	7	4	5	8
13U	7	5		9
14U	NO RESTRICTIONS	NO RESTRICTIONS	NO RESTRICTIONS	NO RESTRICTIONS

NOTE 1: 1 Pitch is considered an inning in all ages.
NOTE 2: Ages 9 – 12U a pitcher may not pitch on 3 consecutive days even if he has not exceeded the above listed limitations.
NOTE 3: 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:
 1) the pitcher will be removed from the mound and not be allowed to pitch for the remainder of the tournament.
 2) The coach will be ejected from the game and suspended for the next scheduled game. All innings pitched and runs scored up to the time the violation is discovered 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, and no penalties imposed.

NOTICE: PLEASE BE ADVISED THE ABOVE PITCHING LIMITATIONS ARE A "GOOD FAITH EFFORT" TO REASONABLY ENSURE COACHES ARE NOT OVER - USING PITCHERS. ULTIMATELY, IT IS THE RESPONSIBILITY OF THE COACH TO PROPERLY UTILIZE PITCHERS.

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, Mercy Rule & Field Dimensions

Game Length: 9U, 10U, 11U & 12U games will be 6 innings unless shortened by mercy rule or time limit.
 13U 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 – 12 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 4 run lead or more in a game stopped by weather, the game will be considered complete as long as the home team has had an opportunity to complete their half of the inning the 4 run lead occurred.

Tie Games

ONLY APPLIES TO QUARTER FINALS, SEMI FINALS AND CHAMPIONSHIP 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 and 0 out. 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 no count.

Conferences Home Team

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 will be determined by coin flip in all games, except in Quarter Finals, Semi Finals and Championships higher seed is home team.

Slide Rule

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. **This is an umpire's call and his judgment is final.**

Intentional Walks

There will be no pitches thrown to intentionally walk a batter. Notify the umpire and the batter will awarded 1st base.

Leadoffs, Stealing & Balks

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.

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Bat & Metal Spikes Restrictions	In ages 9-13U bats must be 1.15 BPF, USA bat, BBCOR or wood with no restriction on weight drop. Age 14 may use transition minus 5, wood or BBCOR. 15 & up BBCOR or wood. If a tournament is listed as a "Wooden Bat", wood bats must be used. VIOLATION PENALTY: If a player has an illegal bat and it is challenged prior to, or while he is at bat, the bat must be removed and the player is allowed to hit with a legal bat. If the player hits the ball and the illegal bat is then challenged, the results of the play stand. The manager must remove the bat and he is restricted to the dugout and not allowed to exit the dugout onto the field for the remainder of the game. If there is a second violation by the same team anytime in the remainder of the tournament, the manager and player are ejected. There will be an automatic out in the line-up for the spot the ejected player was hitting in. (No substitute may enter in his spot) If the team only has 9 players they must finish the game with 8 players. ALL 15-18 HO CHUNK TOURNAMENTS ARE WOODEN BAT. 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. Metal spikes are not allowed in ages 9U – 12U. Metal spikes are allowed in all ages 13U & older. SLASHING is not allowed in ages 12U and younger.
Forfeits	If a team is the recipient of a forfeit the forfeit score will not be a 7 – 0 score. The forfeit score will be determined after the forfeit recipient plays the other games. 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. If a team forfeits the final game of pool play, they will not be allowed to advance to finals. Teams may play if they have 6 players but will have an automatic out recorded each time the spot in the batting order comes up. Teams must designate batting order spots for the absent player. If a player arrives late they will be inserted into one of the vacant spots to avoid the automatic out in that spot.
Birth Certificates	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.
Rosters	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 and your roster has not been submitted, that game will be declared a forfeit. The team will not be able to play any more games until a roster is submitted.
Team Check - In	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 have birth certificates. Team rosters must list the team name, team age, manager's name, coach's names (4 maximum. Manager and 3 coaches), player's name, player's uniform number, player's age and player's birthday. 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 will 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. THIS WILL BE STRICTLY ENFORCED.
Non - Rostered Players	IF A NON-ROSTERED PLAYER PARTICIPATES IN GAME AND THE PLAYER IS CHALLENGED, THE GAME WILL BE DECLARED A FORFEIT. The innings pitched by both teams up to the time of the challenge are official. Refer to the " FORFEITS RULE " to determine the official score of a game that falls into this category
Dugout Personnel	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. NO ALCOHOL OR TOBACCO IN THE DUGOUT.
Ejections	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. Waiver: Only the Umpires from the game in which the ejection occurred may waive the next game suspension.
Protests	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. If a protest is upheld, the game reverts to the point of the game the protest was made, the protest issues corrected, time limit adjusted to the point of infraction and the game will be completed. UMPIRE JUDGEMENT CALLS ARE NOT A PROTEST ISSUE AND WILL NOT BE RESPONDED TO.
Official Games	If games are ended due to inclement weather or darkness the following applies: 6 inning games will be official if 3 innings have been completed, 2 ½ if the home team is leading, 7 inning games will be official if 4 innings have been completed, 3 ½ if the home team is leading. Tied games will be recorded as a tie. Games started completing less than the official game innings will be suspended and completed only enough innings to complete the official game requirement. (Suspended games will only be completed if the game has an effect on either team advancing to playoffs.) Refer to the "Inclement Weather" rule for games shortened due to weather.
Additional Rules	If there is not a game rule listed, the Major League American League Rules apply.
Warm – Up	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. PLAYING CATCH, RUNNING OR ANY OTHER WARM UP IN OUTFIELD GRASS IS NOT ALLOWED. EXCEPTION: IF PLAYERS ARE WEARING FLAT BOTTOM FOOTWEAR. NO HITTING, FLIP DRILLS OR GROUNDBALLS ALLOWED IN OUTFIELD GRASS. NO WHIFFLE BALL HITTING OR OTHER HITTING ALLOWED IN OUTFIELD GRASS. HITTING GROUNDBALLS 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.
Batting Cages	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. ANYONE ENTERING INTO OR NEAR BATTING CAGES DO SO AT THEIR OWN RISK.
ADVANCING TO FINALS	4–7 Teams: 2 teams advance to the championship. Top 2 teams are determined by best record first, head to head second, only if all teams tied have played each other , next fewest runs allowed & last is run differential. If the fewest runs allowed decided the first tie breaker and the teams remaining have played each other, revert back to head to head, unless there is still at least one tied team that has not played all the others remaining. The process is repeated until all seeds are decided. 8–20 Teams: The top 4 teams advance to semifinals. Teams are seeded. # 1 plays 4 and # 2 plays 3. Semifinal winners advance to play for the championship. Top 4 teams are determined by best record first, then head to head, but only if all teams tied have ALL played each other , next is fewest runs allowed & last run differential. If the fewest runs allowed decided the first tie breaker and the teams remaining have played each other, revert back to head to head, unless there is still at least one tied team that has not played all the others remaining. The process is repeated until all seeds are decided. 21–32 Teams: The top 8 teams advance to Quarterfinals. Teams will be seeded 1 - 8. (1-8, 2-7, 3-6 & 4-5) Quarterfinals. Winner 1-8 plays Winner 4-5 and Winner 2-7 plays Winner 3-6 in Semifinals. Semifinal Winners play for championship. Top 8 teams are determined by best record first, head to head second, only if all teams tied have played each other , next fewest runs allowed and last run differential. If the fewest runs allowed decided the first tie breaker and the teams remaining have played each other, revert back to head to head, unless there is still at least one tied team that has not played all the others remaining. The process is repeated until all seeds are decided.