



2008 GLEN ELLYN SUMMER CLASSIC **11U TOURNAMENT – JULY 17th to 20th**

RULES & POLICIES

I. PLAYER AGE AND TEAM ROSTER

- A. A player can not turn 12 before May 1, 2008. Any team playing with an illegal age player will be disqualified from the tournament and will forfeit all fees paid to the tournament.
- B. Team rosters and proof of insurance must be turned in to tournament officials prior to the start of your first game.
- C. Managers are responsible for having a copy of a birth certificate for each player listed on your roster. Birth certificates must be submitted if/when requested.
- D. Team rosters will consist of no less than 9 players and no more than 15 players and may not be changed after the first pitch of your first game.

II. TOURNAMENT FORMAT

PLEASE SEE THE ATTACHED PAGE LABELED 'TOURNAMENT FORMAT' FOR A DETAILED DESCRIPTION OF THE FORMAT WE WILL USE

III. LENGTH OF GAME

- A. Games will be 6 innings, however, no new inning will start after 1 hour and 45 minutes. There is no other time completion rule. There will be no time limit in the Championship Game or Consolation Game. The home plate umpire is the official timer.
- B. For all games leading up to the Championship Game and Consolation Game, if a game is tied either (a) after 6 innings, or (b) when the time limit has expired, one additional complete inning will be played. In the event the game is still tied after that inning, then each subsequent inning, as necessary, will start with one out and the last batted out on second base until a winner is declared. Championship/Consolation Round games will be played in their entirety. No tiebreaker rules apply unless deemed necessary by tournament officials.
- C. If a game is called for any reason, it will be considered a complete game if 4 innings have been completed, or 3 ½ innings if the home team is ahead.
- D. MERCY RULE will be in effect: 15 after 4, and 10 after 5, including the Championship and Consolation games.
- E. Everything will be done to complete the tournament in the event of inclement weather. Tournament Director has the authority to shorten games or revise rules if inclement weather changes the original schedule, including the decision to complete a suspended game only if it would affect the standings within a division.

IV. HOME TEAM

- A. During divisional play, the home team will be decided by a coin toss. During the first and second rounds of the play-offs, the home team will be the higher seeded team. In the Championship and Consolation games, a coin toss will be used to determine the home teams.
- B. Both teams must confirm their scores with the official scorekeeper at the scoring tent after each game.

V. PITCHING RULES

- A. Pitching distance is 48'
- B. Tournament pitching limits:
 - 1. A single pitch thrown from the mound to a batter will constitute a pitch thrown and will be charged as an inning pitched.
 - 2. Maximum number of innings a pitcher can pitch in one game is 2.
 - 3. One trip to the pitcher's mound or visit to any defensive player is allowed per inning. A second trip to the mound in the same inning requires the pitcher be removed, unless it is for an injury.
 - 4. A pitcher must be removed from the mound after hitting 2 batters in the same inning.
 - 5. A pitcher, once removed from the mound, shall not be permitted to pitch again in the same game.
- C. No more than 5 warm-up pitches between innings or 8 warm-up pitches after a change of pitchers.
- D. Intentionally walking a batter can be done by telling the home plate umpire.
- E. Dropped third strike rule WILL be in effect.
- F. Balks WILL be called (**no warnings**) – see attached sheet for balks being called.

VI. BATTING RULES

- A. Each team must bat the entire roster of players present for each game in a continuous batting order. Late arrivals will be placed at the bottom of the batting order. If a team is only playing with 8 players, the missing 9th player will be counted as an out when his turn in the batting order comes up.
- B. If a batter must miss a turn due to injury, he will be skipped in the order and an out will not be declared, unless the team will now have only 8 players, in which case an out will be declared (see A. above). If the batter misses a second turn at bat, he must be removed from the game.
- C. If a player is ejected from the game, an out will be declared each time the player comes up in the order.
- D. Infield fly rule IS in effect.
- E. If a batter fakes a bunt and swings away, he will be ruled out and the runners must return to the bases they previously occupied.

VII. BASE DISTANCE

- A. Distance between the bases is 70'.

VIII. BASERUNNING RULES

- A. Base runners must avoid contact on all plays. The runner will be called out and an ejection is possible if contact is declared malicious; umpire's judgment is final.
- B. Lead-offs ARE allowed.
- C. Runners may steal any base when the ball is "live".

IX. COURTESY RUNNER FOR PITCHER AND CATCHER

- A. A courtesy runner is mandatory for the catcher with 2 outs. With less than 2 outs, it is optional. A courtesy runner for the pitcher is optional at any time. The courtesy runner shall be the player who made the last batted out unless that player is the next pitcher or catcher. In this case, the previous batted out to these players will be the courtesy runner.

X. GENERAL RULES

- A. IHSA rules shall be used except where otherwise stated in these rules.
- B. Free substitution allowed during the game except as defined in PITCHING RULES.
- C. NO fake tags are allowed.
- D. NO infield pre-game warm-ups are allowed.
- E. NO soft toss against any fence is allowed.
- F. NO players, coaches or parents are allowed within 10' behind or on the side wings of the backstop.
- G. Cheering for your team is allowed, however, "negative" cheering against the other team is not allowed.
- H. NO noisemakers, such as horns, etc. will be allowed.
- I. NO smoking in or around dugout or playing area. NO alcoholic beverages in the park area.

XI. EQUIPMENT

- A. Metal cleats are NOT allowed.
- B. Batters, base runners, and all offensive players in the field of play are required to wear protective head gear at all times.
- C. Players warming up pitchers must wear a catcher's mask.
- D. Aluminum bats up to a maximum 2 ¾" barrel are allowed. Bats that are damaged will not be allowed.

XII. EJECTION RULES

- A. If a player or coach is ejected from a game, he/she will be suspended from participating in the following game. Any further misconduct by an ejected player or coach may result in forfeiture of participation in remainder of tournament.
- B. If an umpire ejects a coach, player, or spectator from the park, they must leave immediately. Failure to do so may result in forfeiture of game. Spectators are the responsibility of each team's manager.
- C. Taunting of opposing players, fans, and umpires will not be tolerated, and any such behavior will result in removal of the individual from the ballpark.

XIII. SUSPENDED GAMES

- A. In the event of a suspended game, if a team can not field the same players who were in the original game at the point of suspension, another player may enter the game provided he bats at the end of the batting order.

XIV. PROTEST

- A. Protests shall be handled by the umpires before the next play and their ruling is final. Judgment calls can not be protested.
- B. Game rules shall be interpreted by the umpires and tournament officials.

XV. FORFEITS

- A. A team must start a game at the scheduled time with 9 players, but may finish a game with 8 players. A team will forfeit a game if it can't finish a game with 8 players or start a game with 9 players.
- B. In the case of a forfeit, the winning team will be assigned a score of 6-0 for the purpose of a tiebreaker. The losing team will not receive a score and will be ruled ineligible to advance to the bracket play.

XVI. REFUND POLICY

- A. Every reasonable effort will be made to keep the tournament going. However, in the event of inclement weather or other circumstances, the Tournament Director reserves the right to do one of the following:
 - 1. move games to other days, times or locations
 - 2. reduce the length or number of games
 - 3. cancel games
- B. If no games are played, we will refund all money except \$100 tournament fee. No refund will be issued once your team has played a game.

GLEN ELLYN FIELD CONDITION HOTLINE

In the event of inclement weather, please check our FIELD CONDITION hotline: (630) 858-0920.

GOOD LUCK TO ALL OF OUR PARTICIPANTS !!!



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TOURNAMENT FORMAT

- A. The tournament consists of 10 teams in 1 division.
- B. During Divisional Play, each team will play 3 games amongst other teams in the division.
- C. After completion of Divisional Play, the teams will be ranked 1-10 using the following criteria: (1st) win/loss record; (2nd) head-to-head record (BUT ONLY IF ALL THE TEAMS TIED WITH THE SAME WIN/LOSS RECORD HAVE EACH PLAYED EACH OTHER); (3rd) fewest runs allowed; (4th) total run differential; (5th) coin flip.
- D. For seeding purposes where a forfeit is involved, see section XV of these rules.
- E. Using the seeding results, the top 6 teams will advance to the play-offs, which will be conducted as follows.
 1. In the first round of the play-offs, the 1st seed and the 2nd seed will each have a bye.
 2. The 3rd seed will play the 6th seed (“Game A”), and the 4th seed will play the 5th seed (“Game B”).
 3. The winner of Game A will play the 2nd seed (“Game C”), and the winner of Game B will play the 1st seed (“Game D”).
 4. The winner of Game C will play the winner of Game D in the Championship Game.
 5. The loser of Game C will play the loser of Game D in the Consolation Game.
 6. Individual awards will be given to the top 4 teams in the tournament.



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BALK RULES

A BALK WILL BE CALLED ANYTIME (NO WARNINGS) THE PITCHER:

1. Fails to come to the set position
2. Comes to a set position off of the rubber
3. Quick pitches
4. Fakes a throw to 1st base while in contact with the rubber
5. Steps toward home and throws to 1st base
6. Steps toward 1st base and throws to home
7. Throws to an unoccupied base
8. Turns his body or shoulders in a deceptive way