

Chicagoland Sunday Baseball 2008 Fall Ball tournament rules

Play is governed by Official Baseball rules, and Pony League Baseball rules, unless superseded by these tournament rules.

All scores should be text messaged to 708-261-9116. Please include your level and team number.

1. ROSTERS

Teams shall roster a minimum of 10 players and a maximum of 16 players. Teams may be selected in any manner according to your league guidelines.

2. BIRTH CERTIFICATES

Birth Certificates will need to be presented prior to the championship games hosted at the Palos fields.. The cutoff for the league is April 30th as the cut-off for the 2008 fall ball tournament.

3. LENGTH OF GAMES

Mustang (9 &10)	6 innings
Bronco (11 &12)	7 innings
Pony (13)	7 innings

4. SLAUGHTER RULE

Although there is no limit to the number of runs a team can score in an inning, if at the end of the below mentioned inning that team is twelve (12) runs ahead, the game is complete.

Mustang	After 4 innings (3 ½ if the home team is ahead)
Bronco	After 5 innings (4 ½ if the home team is ahead)
Pony	After 5 innings (4 ½ if the home team is ahead)

5. RAIN DELAYS

Games that are cancelled due to rain shall be considered complete games after the below designated inning. Incomplete games will be continued from the point of stoppage at a later date

Mustang	After 4 innings (3 ½ if the home team is ahead)
Bronco	After 5 innings (4 ½ if the home team is ahead)
Pony	After 5 innings (4 ½ if the home team is ahead)

If the visiting team takes the lead after the 4th inning (Pinto and Mustang) or 5th inning (Bronco and Pony) and the game is suspended due to rain, the game is not cancelled and the make-up game shall resume at the point of play stoppage. The score DOES NOT revert back to the score at the top of the inning. The visiting team would not be penalized after they have gained a lead and there is rain.

6. DIMENSIONS

	<u>Pitching mound</u>	<u>Bases</u>
Mustang	44'	60'
Bronco	48'	70'
Pony	54'	80'

7. FIELD PROCEDURE

All field conduct will be sportsmanlike and gentlemanly at the risk of ejection from the tournament.

One manager, two coaches and one scorekeeper may occupy the dugouts or playing area. The base coaches may not change position during an inning. No more than 4 adults are allowed on the field at one time.

Courtesy runners are allowed for catchers only if there are 2 outs. If a catcher has a substitute runner, the player (catcher) who had a substitute runner must catch one full inning immediately following the substitute runner. The only exception to this rule is if there is a pitching change or an injury. This rule is in place to speed up the game and is not intended to provide the batting team an opportunity to use faster players for slower players.

Player base coaches must wear a protective helmet.

ONLY MANAGERS may discuss rules with umpires and or tournament officials.

Managers, coaches and spectators should direct their comments to their own players. Each manager must make every effort to control the action of the teams' fans.

The home team will be the team that finished highest in the 2 game playoff. Home team will be the higher seed which will occupy the 3rd base dugout.

Only one on deck batter is allowed on the field at a time.

8. EQUIPMENT

All on deck batters must wear protective helmets.

Only rubber spikes and gym shoes are allowed for Mustang and Bronco

Steel spikes are allowed for Pony levels.

No bat larger than 2 5/8 will be allowed for Bronco or Pony.

Pony Bat restrictions: 13 year olds will be limited to a (-10) length to weight drop differential.

Violations of the bat size rule will result in an out for the batter caught using an illegal bat. A protest on a bat must be made before the next batter has faced a pitch, or else the at bat counts and the game continues. The runners will return to the bases they previous occupied, the batter is given an out and the next batter is allowed to bat.

Absolutely no players with soft or hard casts are allowed to play.

9. TOURNAMENT PITCHING

Only one player per game is allowed to pitch 3 innings. All other pitchers may only pitch a maximum of 2 innings.

One pitch constitutes an inning.

Balks: Pony & Bronco only. The umpire shall give each pitcher one warning before the balk rule will be enforced. (No balks in Mustang Division)

If a pitcher hits three batters in a game he must be removed.

Any player warming up a pitcher must wear a protective mask.

A pitching change must occur on a manager or coach's second trip to the mound, except in the case of an injury.

10. SUBSTITUTIONS

In any Chicago Sunday Baseball Tournament, a player removed from the game may return to the game in any position except the pitching position. The batting order may not change and roster batting is in effect. All players must play a minimum of three defensive innings in the field. No late arriving player is allowed to enter a game after the 2nd inning. A player arriving late to a game must enter the game before the first pitch of the third inning. The late player is placed in the last position in the batting order regardless of where the batting order is at from the previous at bat.

11. MISCELLANEOUS RULES

Stealing, lead-offs and batting order:

	<u>Stealing</u>	<u>Lead-offs</u>	<u>Batting Order</u>
Pinto	Not allowed	Not allowed	Continuous
Mustang	Allowed*	Not allowed	Continuous
Bronco	Allowed	Allowed	Continuous
Pony	Allowed	Allowed	Continuous

- Mustang players cannot leave a base they occupy until the pitched ball has passed home plate. Once a pitcher has stepped on the rubber, runners who leave bases before the pitched ball passes home plate shall be called out and the pitch shall be considered a dead ball.

Bunting is allowed at all levels

Delayed steals are allowed at all levels.

Infield fly rule shall be in effect in the Bronco & Pony Division only.

Dropped third strike applies in the Bronco & Pony Division only.

Kill play – Mustang level – play is considered dead and runners may not advance when the pitcher or any other player has possession of the ball on the pitching mound. The mound is considered the part of the field that is within a 3 foot radius of the pitching rubber.

12. GROUND RULES

A discussion of the ground rules between the managers and umpires should take place before each game.

All players on the batting team, except the on deck batter must remain in the dugout except for retrieving bats or warming up pitchers.

Bats, helmets, and equipment must be kept in the dugout during games.

Contact with equipment on the field of play shall be considered a dead ball and runners may advance one base (same rule as if ball were to go out of play)

No Smoking on the field.

No alcoholic beverages in the baseball park area.

The host league may also invoke other ground rules related to their field.

13. FORFEITURE

The umpire may declare a forfeiture under the following conditions:

A team fails to field nine rostered players within five minutes of the games starting time. Teams having **less than 10** rostered players **will be assessed one out**.

Failure to complete a game not officially called by an umpire.

Failure to comply with an umpire's directive to remove a fan, coach, manager or player previously ejected from the area. The term area shall be defined as the umpire's field of vision from his position on the field. Each manager is responsible for the action of his players, coaches, and fans.

Should a player, coach, fan or manager direct remarks to other than their own team the following procedure will be used:

A warning will be given to the manager. The umpire will designate the disruptive person(s). The manager should then attempt to correct the problem.

If the person designated by the umpire fails to comply with the warning, the umpire shall inform the manager that the offending person has 5 minutes to leave the area or the game shall be forfeited. In the event of a forfeit the umpire shall immediately notify a Chicago Sunday Baseball official.

14. FIELD SAFETY

The primary concern of Chicago Sunday Baseball is the safety of players. Dangerous play will not be tolerated.

Play shall be immediately halted in the event any player is injured. The umpire shall have the final say on where the base runners are positioned.

A runner is automatically out, if he intentionally or un-intentionally, runs into or interferes with a fielder who is attempting to play a hit or thrown ball.

A runner who fails to slide or fails to attempt to avoid a fielder who has the ball and is waiting to make a tag is out. Head slides are allowed.

A fielder may not block the path of a runner attempting to reach a base unless the fielder has possession of the ball or is in the process of fielding the ball.

15. UMPIRE CONTROL

The home team must provide two umpires for each playoff game.

Umpires are in complete control of all games from the game's scheduled start time. The following is a guide to the control an umpire may exert in officiating a game:

The umpire will offer a warning to players, coaches or managers for but not limited to:

Throwing of equipment

Improper or unsportsmanlike conduct

Harassment of an umpire

An Umpire will eject players, coaches or managers for but not limited to:

A second infraction of a previously warned issue

Profanity

Destruction of property or equipment

Any act of physical violence

16. PROTESTS

A game may not be protested based upon an umpire's decision.

When based upon an interpretation of the rules, a protesting manager must at the time the play occurs, notify the home plate umpire and the opposing manager that the game is being played under protest. The home plate umpire will then notify a Host town official of the protest. Host town officials will immediately consider the protest with the umpires and managers and render a decision before play is resumed. All decisions are final and not subject to appeal.

All protest rights are withdrawn if a manager withdraws a team from the field under any circumstances, prior to the game's completion.

No protest will be considered after one or more pitches have taken place.

17. TIES in standings

In the event of a tie in the final standings after the first two playoff games , the tie breakers will be as follows:

1. Head to head competition, if applicable (applies to only a 2 team tie)
2. If three teams are tied, the head to head tie breaker does not apply.
3. Least amount of runs allowed
4. Run differential
5. Runs scored
6. If a tie still exist, then there will be a coin toss to determine who advances to the next level.

18. OFFICIAL SCORING

Lineups must be turned in fifteen (15) minutes prior to game time to the official scorekeeper. The home team will be the official scorekeeper and they must verify the score with the opposing team after each inning. A game is not allowed to proceed if there is a scoring discrepancy. It must be immediately resolved.

No inning may start after 2 hours and 15 minutes from the start of the game. Innings started before time limit that go beyond the 2 hour and 15 minute limit will continue until that inning is over. No new inning can start beyond the designated time limit. It is imperative that the official scorekeeper mark down the exact start time of each game. A game that is tied at the time limit will be considered a tie and play will not continue unless it is a championship game.

19. Rain or cancellation of tournament

In the event of rain the tournament will finished the following weekend.

Thank you for reviewing these rules and have a terrific tournament.

CHICAGO SUNDAY BASEBALL 2008 TOURNAMENT

Pitching Form

