

2016 Woodstock Summer Slam June 10-12, 2016

General Tournament Rules

- 1. Age Cutoff: April 30th.** A player's age on April 30th, 2016 will determine his age group. Teams will consist of no more than 14 players that meet the maximum age requirement in your age group.
- 2. Basepath length:** The following base length and pitching distance will be used for each age group below:
 - 9U & 10U – 46' mound / 65' bases (9U may play on 60' base paths)
 - 11U & 12U – 50' mound / 70' bases
 - 13U – 54' mound / 80' bases
 - 14U – 60'6" mound / 90' bases
- 3. Coin Flip:** In Pool Play/Round Robin games only, the home team is determined by a coin flip. In bracket play the higher seed will always be the home team. The home team will be the official scorebook and will compare score each inning with opponent scorekeeper and umpire. In Pool Play/Round Robin, first team listed on schedule will be in the 1st base dugout, second listed will be in the 3rd base dugout. Home team in bracket play will be in the third base dugout.
- 4. Scorebook:** The home team will keep an official scorebook as well as keep track of pitchers used and the number of innings they have pitched. Each team's scorekeeper will confirm score after each half inning and resolve any discrepancies immediately. Coaches should turn in their line-up to the umpire and the opposing coach including the player number and first and last name of all players in their proper position in the batting order at least 15 minutes before game time. **After each game, managers and official scorekeeper will agree on final score and official scorekeeper / home team manager will be responsible for communicating final score to site supervisor and/or tournament director.**
- 5. Bat Restrictions** – USSSA rules apply.
<http://web.ussa.com/ussa/ussa-general/USSABaseballBatMarks7-10-14.pdf>
- 6. Game balls:** Are provided by Woodstock Summer Slam and MUST be returned to the umpires during and after the game.
- 7. Metal spikes:** Allowed for 13U and 14U only.
- 8. Intentional walks:** No pitches need to be thrown, simply declare an intentional walk to the umpire.
- 9. Balks:** Will be called at all levels. One warning per pitcher for 9U-12U. No warning for 13U and 14U.
- 10. Dropped third strikes and infield fly rule** are in effect at all levels. **EXCEPTION: No drop thirds and no lead-offs until ball crosses plate for 9U only.**
- 11. Game time is forfeit time.** For tie breaker purposes forfeit scores will not count, but each team will receive the proper win or loss. We will calculate the average scores for actual games played and incorporate them into the tie breakers. Example; If a team gave up 6 runs in two games and had a forfeit for their third game we would divide 6 by 2 which is 3 and add three runs to the total making the runs allowed 9 and that number will be used for the tie breaker.
- 12. Pool Play/Round Robin Play:** 2 or 3 games. A flip of a coin will determine home team in pool play/round robin. Advancing to the finals can change with each tournament based on number of teams entered in each age group. Seeding from pool play could be done after 2 or 3 games. Check your tournament schedule for details. In pool play, the first team listed will be in the first base dugout. In seeded games, the higher seeded team will be home team in the third base dugout.
The Tournament Game Schedule will be posted on our website for each tournament.
- 13. Tie-Breakers:** Seeding in pool play are determined by best record first, then head to head (only if all teams tied have played each other), then fewest runs allowed, then run differential with a +8/-8 limit per game, Most runs for & coin flip last. Tie breakers do not reset when a team advances out of the tie breaker. **Example:** three teams are tied and have not all played each other. Move to the next tie breaker and head to head is done. Team A gave up the least runs and they advance, teams B and C have played each other but that does **not** count as we moved past that tie breaker. B and C have given up the same number of runs so we move to the next tie breaker etc until the tie is broken.
- 14. Pitching restrictions:** Outs recorded determine the number of innings pitched. One out equals 1/3 inning.
9U, 10U, 11U, 12U - All pitchers are limited to 2 innings (6 consecutive outs) per game (6 inning games).
13U & 14U – All pitchers are limited to 3 innings (9 consecutive outs) per game (7 inning games).

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Once a pitcher is removed from the game as a pitcher, he cannot return as a pitcher in that game.

If a pitcher pitches in more than three innings (two for younger ages) his team will forfeit the game, score will post as 6-0.

Both coaches will monitor the number of innings (outs) each pitcher has recorded in that game. We request that both teams exhibit sportsmanship and alert each other prior to a violation of the pitching restrictions. The goal is to protect the young arms. All pitchers reset to zero innings for their next game.

15. **Manager visits;** A manager is allowed one field visit per pitcher per inning. The pitcher must be removed on the second visit. **Managers must ask and receive permission from the umpire before entering the field of play and making a visit to the mound.**
16. **Game length:** All games 12U and younger will be 6 innings. All games ages 13 and older will be 7 innings. Time limit of 1 hour and 45 minutes or mercy rule. Note: the 9U pool play games on Saturday will have a 1 hour and 30 minute time limit. **No time limit for Championship games (mercy rule still in effect).** An inning can be finished, but a new inning cannot be started after the time limit. When the last out is completed determines time limit. If teams and umpires are ready, a game can be started early if all agree. The time limit will begin when umpire puts the ball in play. The next teams to play on a field need to be warmed up and ready to start within 5 minutes after completion of the previous game, particularly if games are running behind schedule. **Time limits may be changed by Tournament Director in order to get the Tournament concluded. (i.e. rain delay, we may shorten to 1:30 time limit).**
17. **Mercy Rule:** 6 inning game will be: 15 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings; 7 inning games will be 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings. If the home team is winning by mercy rule at the half inning or during the bottom half of the inning the game is over.
18. **Complete game:** Game called because of weather or time limit: 6-inning game = 3 innings or 2 ½ if home team is ahead. 7-inning game = 4 innings or 3 ½ if home team is ahead, will determine a completed game. Games suspended prior to complete game will begin where it left off, if not an official game as described above. **Rain Delay:** You will be notified and the schedule link will be updated on our website. In most cases, we will continue the game on the same field at a later time. Note that the fields at Merryman Park drain very well, if there is a quick rainstorm, just wait it out, we will let you know if it can be completed.
19. **Extra innings:** in the first extra inning and every ½ inning thereafter, each team will start with a runner on second base, 1 out and a 2 -1 count on the batter. Each batter thereafter will start with a 2-1 count. The runner on second will be the last official hitter from the previous inning. **Extra innings are only allowed if the time limit has not been reached. In pool play there is a maximum of two tie breaker innings. If the game is still tied after the two extra innings the game is over and the tie score is recorded. No inning can start after the time limit has been reached and if the game is tied it will be entered as a tie. In Bracket play if the time limit has been reached, the inning has been completed and the game is tied the extra inning tie breaker rules will be used until a winner is determined, regardless of what inning was being played when the time limit was reached.**
20. **Courtesy runners:** At any time the team at bat may use a courtesy runner for the pitcher or catcher of record during the **previous** inning on defense, or the catcher for the next inning. The courtesy runner will be the last batted out. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty. With two outs, a courtesy runner must utilized for the catcher playing in the next half inning.
21. **Continuous Batting Order:** A continuous line-up of all present uniformed players will be utilized. Line-up must be declared before the start of the game and used the entire game with free defensive substitution among all hitters. With continuous line-up, one team may bat 11 and their opponent 12 if that is the number of players available for that game. If a player is arriving late he must be inserted to the bottom of the lineup before the start of the game. If his spot comes up and he is not there he will be recorded as an out. If a player has to leave the game, for any reason (except injury), then every time that spot in the order comes up to bat it shall be an out. Players that arrive after the game has started and were NOT listed in the lineup, that player will not be allowed to enter the game.
22. **Slash bunting not allowed:** At all age levels, a player may NOT show bunt, pull back and swing.
23. **Re-entry rule:** A pitcher may not reenter to pitch again in the same game at any age level. Otherwise free defensive substitution is allowed.
24. **Slide rule:** Does apply and runners must slide or attempt to avoid contact on close plays where a tag may occur. A collision between runner & fielder will be the umpire's decision on ejection, and umpire's ruling is final. A player ejection, based on the slide rule, is for

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the rest of the game and if the Umpire and Tournament Director determine it was intentional and flagrant they may impose additional game suspensions.

25. **Balks;** Balks will be called at all ages. At the 9U-12U level, one balk warning will be issued per pitcher.
26. Unless otherwise noted in these rules, all IHSA baseball rules will apply.
27. **Unsportsmanlike conduct will not be tolerated:** any player or coach ejected from a game for unsportsmanlike conduct will be suspended the remainder of that game, plus the next game and will be required to leave the area of the field, dugout and stands. **Whether or not a player's or coach's conduct was unsportsmanlike will be determined by the umpire and/or the site supervisor, at their sole discretion.** All umpires will be treated with respect and professionalism. No disparaging language of any kind will be tolerated toward the umpires. Managers and coaches are responsible for the behavior of the entire team, parents included. At the umpire and site supervisor's discretion, unruly fans will be warned once, and then suspended from the ballpark for the remainder of the tournament.
28. **Infield warm-up is not allowed.** Warm-ups must be done outside the playing field due to time restrictions. Teams can play catch and warm-up in the outfield if time allows before their scheduled game. Most fields do have a bullpen available for pitcher warm-ups. **No soft-toss into fences, any hitting MUST be done into nets.**
29. **Protests:** To protest a rule interpretation you must put up \$100 cash with the tournament director. The game will be delayed and a ruling made by the Tournament Director. All decisions are final. Judgment calls cannot be protested. For age challenges, a protest must be filed with Tournament Director at least 1 hour prior to the challenged player's next game. The player challenged must show a birth certificate to the Tournament Director. If the challenged team cannot produce a birth certificate before game time then the player is ineligible until the birth certificate is shown. If player is over-age, the team must forfeit all games the over-age player participated in. If protest is upheld, the \$100 will be returned, if protest is denied, you must forfeit the \$100. **All coaches must have your player's birth certificates with you at every game.**
30. **Disrespect for the Game:** any team caught intentionally giving up runs, losing on purpose or otherwise playing the game to change the outcome of pool play or the finals in favor of another team shall be dismissed from the tournament and reported to their league and any other appropriate sanctioning body. The dismissed team's win/loss record shall stand, and the teams seeded below them will all move up and play, if qualified, based on tournament seeding rules and tie-breakers.
31. **Final Note:** WYB and the Tournament Director reserve the right to alter the tournament format in an effort to complete the tournament. We will notify all teams in this event.

2016 Woodstock Summer Slam Tournament Structure:

9U **2 pools of three teams (6 total teams)**
Play each team in your pool once (2 games per team).
Each pool is then seeded.
Pool A Seed 3 plays Pool B Seed 3 in Consolation game.
Pool A Seed 2 plays Pool B Seed 1, winner advances to Championship game.
Pool A Seed 1 plays Pool B Seed 2, winner advances to Championship game.

10U/11U/12U/14U **2 pools of four teams (8 total teams)**
Play each team in your pool once (3 games per team).
Each pool is then seeded.
Pool A Seed 2 plays Pool B Seed 1, winner advances to championship game.
Pool A Seed 1 plays Pool B Seed 2, winner advances to championship game.

13U **1 pool of ten teams (10 total teams)**
Each team plays 2 pool play games in random draw matchup.
Top 5 teams will be seeded in Gold Bracket, single elimination to Gold championship.
Bottom 5 teams will be seeded in Silver Bracket, single elimination to Silver Championship.