

Facility Rules

NO METAL SPIKES ARE TO BE USED WHILE PITCHING ON THE PONY OR BRONCO FIELDS.

THIS WILL BE STRICTLY ENFORCED (MAY RESULT IF EJECTION OF PLAYER AND MANAGER)

NO PETS ARE TO BE ALLOWED ON THE WESTSIDE PREMISES AT ANY TIME.

NO PARKING ON 69TH AVE. (Oak Lawn Police ticket that area)

Teams shall arrive on site 45 minutes prior to the scheduled start time, as games may start up to 30 minutes prior to published times.

Teams may start and finish games with eight (8) uniformed and rostered players.

If a team has to play with eight (8) players, the ninth spot in the batting order is an automatic out.

If a ninth uniformed and rostered player arrives, that player may be inserted into the ninth spot in the batting order and the automatic out shall stop. If a team has seven (7) or less uniformed and roster players to start a game, or at any point during the game, the game shall be declared a forfeit. The forfeit score shall be 7-0 for tiebreaker purposes.

1. Home Team

The home team for pool games shall be determined by a coin flip. The team that has traveled the greatest distance will call the flip. Either an umpire or a member of tournament management must be present for the flip. The higher seed based upon the original seeding will be the home team throughout bracket play.

2. Dugouts

Teams should fill first and third base dugouts on a first come, first served basis, irrespective of home and away designation. If a team has back to back games on the same field, they should always remain in the same dugout, to avoid the extra time involved in moving bags, etc.

3. Pregame Warm-Ups

There will be no infield practice. Teams are allowed to play catch in the outfield area if the time allows. Never do flip drills into fences or step on foul lines.

4. Score Reporting

Both teams shall report the final score to the Tournament Director or his/her designee immediately following each game. Since tiebreakers often come into play, accurate score reporting is critical. Teams who fail to turn in a score within 4 hours from the conclusion of a game (or prior to the end of the last game of any given day) may be subject to the score turned in by the opposing team.

5. Tiebreakers

The following tiebreakers shall be used: • Overall won-lost record • Head-to-head (only applies when two teams are involved) • Least number of runs allowed throughout the tournament • Total runs scored • Coin flip

6. A player may only be on one roster in any given tournament, regardless of age division. While we encourage teams to have matching player uniforms, there is no penalty for players on a roster that participate with a different jersey and/or different numbers than listed on the roster.

PLAYING RULES : The official playing rules for the tournament shall be the NFHS (high school) rules with the following exceptions:

1. **Length of Game** Ages 8U-12U will play six (6) innings; ages 13U and above will play seven (7) innings.

2. Batting Order and Extra Players

8u-10u- Teams Must use a Continuous batting order: All players in uniform (unless injured) in the batting order and listed on the lineup card. If a late player arrives after the lineup cards are exchanged, then the player must be entered into the last spot in the batting order. Free defensive substitution for all players throughout the game.

11u-18u Age Divisions- teams have the following three (3) options with regard to batting order and extra players:

- a) Straight Nine: Nine (9) players in the batting order and listed on the lineup card. One designated hitter may be used. All other players are substitutes, subject to the NFHS substitution rules (starter can re-enter into his original spot once, etc.).
- b) Extra Hitter: Ten (10) players in the batting order and listed on the lineup card. One designated hitter may be used. Free substitution (defensive players) among the ten (10) players listed on the batting order. All other players are substitutes and subject to the NFHS substitution rules (starter can re-enter into his original spot once, etc.).
- c) Continuous batting order: All players in uniform (unless injured) in the batting order and listed on the lineup card. If a late player arrives after the lineup cards are exchanged, then

the player must be entered into the last spot in the batting order. Free defensive substitution for all players throughout the game. The Head Coach shall declare his choice to the opposing coach and the umpire(s) during the plate meeting prior to each game.

Once a declaration is made, it cannot be changed for that game.

3. Arm Health and Recommended Pitching Limitations

The ultimate responsibility of managing pitch counts rests with each team's Head Coach.

Tournament management will not be involved in counting pitches or regulating pitching during tournament events.

We endorse the Pitch Smart program, developed by USA Baseball and Major League Baseball.

This program is a series of practical, age appropriate guidelines to help parents, players and coaches avoid overuse injuries and foster long, healthy careers for youth pitchers. About Pitch Smart: USA Baseball and MLB team up to help young players reduce arm injuries by providing a comprehensive resource for safe pitching practices. Baseball is a safe game to play at all ages, but research has shown that pitching too much – particularly at a young age – can increase a pitcher's risk of injury.

Risk Factors: Some factors that increase the risk of arm injury include:

- Pitching while fatigued Not taking enough time off from baseball every year • Throwing too many pitches and not getting enough rest
- Pitching on consecutive days • Playing for multiple teams at the same time
- Throwing breaking pitches at a young age

See the full recommendations and explore resources provided by the Advisory Committee at PitchSmart.org.

4. Bat Restrictions

Ages 8U-12U: Bats must be stamped either 1.15 BPF or USA Baseball and will have no weight drop restriction. Alternatively, BBCOR and/or wood bats may be used. BESR stamped bats are illegal and cannot be used.

Age 13U: Bats must be stamped either 1.15 BPF or USA Baseball and must be no lighter than a drop-8 length to-weight ratio. Alternatively, BBCOR and/or wood bats may be used. BESR stamped bats are illegal and cannot be used.

Age 14U: Bats must be stamped either 1.15 BPF or USA Baseball and must be no lighter than a drop-5 length to-weight ratio. Alternatively, BBCOR and/or wood bats may be used. BESR stamped bats are illegal and cannot be used.

Age 15U and Above: Bats must be BBCOR certified. All BBCOR aluminum bats are limited to -3 drop and must be stamped BBCOR Certified per NFHS rule. Alternatively, wood bats may be used.

5. Time Limits

The game start time shall begin with the first warm up pitch. The home plate umpire shall monitor the official time, and time shall be announced publicly to minimize confusion later. All games shall have a 1 hour and 45 minute time limit, except the championship game, which will have a 2 hour time limit. Expiration of the time limit shall be ruled upon at the moment the final out in a half inning is recorded. An inning may be finished, but a new inning cannot be started after the time limit expires. If the home team is ahead when the time limit is reached, the game is over (a) immediately after the top half of the inning is finished or (b) at the moment the time limit is reached and the home team is ahead in the bottom half of the inning.

6. Mercy Rules

Mercy rules shall be fifteen (15) runs after 3 innings, ten (10) runs after 4 innings, and eight (8) runs after 5 innings. Mercy rules shall be in effect for all games, including the championship game. If at any point a team is ahead by Twenty (20) runs the game will end immediately.

7. Base Distances and Field Dimensions

	8U	9U	10U	11U-12U	13U	14U	15U-18U
Base Distance	60'	65'	65'	70'	80' (most)	90' (most)	90'
Pitching Length	40'	46'	46'	50'	54' (most)	60' (most)	60'
Game Length	6 innings	6 innings	6 innings	6 innings	7 innings	7 innings	7 innings
Time Limit - Normal	1 hour, 45 minutes						

8. Official Baseballs

Official game balls will be provided to start each game, but will not be replenished throughout the game. Teams are expected to assist in retrieval of foul balls and home run balls. Teams should always have tournament quality used baseballs on hand to toss in if the original game balls are lost or not returned by the fans to the umpires.

9. Metal Spikes and Footwear for Synthetic Turf Mounds

Metal spikes are not allowed in age groups 8U-12U. Likewise, metal spikes are prohibited for all ages on fields with portable pitching mounds. Any athlete that may be called to pitch on a portable pitching mound must be prepared with non-metal footwear. Acceptable footwear in these cases includes turf shoes, plastic cleats, molded cleats, or gym shoes.
No Exceptions

10. 8U, 9U, & 10u Specific Rules

8U & 9U Divisions- There will be no leadoffs and stealing will be permitted only after the ball crosses the plate. There will be no dropped third strike, and a runner may only score from third base on a) a batted ball, b) a walk, c) a hit by pitch, or d) if played upon by the pitcher or catcher. No balks will be called.

10U Division- Umpires shall issue one balk warning per pitcher before enforcing any balk penalty.

11. Extra Innings and Tie Games

For all Pool Play Games, if a game is tied after the time limit expires or when the regulation innings have been completed, the game shall be recorded as a tie. For Bracket Play Games, if a game is tied after the time limit expires or when the regulation innings have been completed, the following tiebreaker will be used. In the first extra inning and every ½ inning thereafter, each team will start with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. The game will continue in this format until a winner is determined.

12. Intentional Walks

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

13. Courtesy Runners

Courtesy runners are optional at any time for the pitcher and catcher, and mandatory for the catcher once there are 2 outs. The courtesy runner shall be a player not currently in the lineup. If a team is batting their entire roster, the courtesy runner shall be the last batted

out. If this situation arises in the first inning and no outs have been recorded, the pitcher or catcher shall remain on the bases until an out is recorded.

14. Ejections

If a coach is ejected from a game, he will be suspended for the remainder of the game and for the next game the team plays. If a player is ejected during a game, he will be suspended for the remainder of the game. If a team is batting their entire lineup and/or no substitutes are available, the name of the ejected player will remain in the batting order and count as an out when the batting order reaches that player.

15. Injuries and Early Departures

If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped with no penalty unless the team has a legal/available substitute. Once an injured player leaves the batting order, he is done for the remainder of that game.

16. Game Called Due to Weather or Field Conditions

A game will be considered complete if weather, darkness or field conditions prevent the game from being completed: 6-inning game = 3 innings or 2 ½ if home team is leading, will constitute a completed game. 7-inning game = 4 innings or 3 ½ if home team is leading, will determine a completed game. If a game is not official as described above, the Tournament Director will either: (a) suspend the game and arrange to have it resumed where it left off, or (b) cancel the game such that it does not count toward tournament standings. Should a Championship game be interrupted by weather, darkness or unplayable field conditions, and is not an official game per the above Rule, then the Championship team will be determined by the score at the end of the last full completed inning. If the score was tied at the end of the last completed inning or if the first inning of the game is not completed, the higher seed shall be named Champion.

17. Honor The Game

We emphasize that the primary purpose of all tournament events is to create positive competition experiences and lifelong memories for the participants. All adults (coaches, parents, officials) should conduct themselves with this fundamental notion in mind. Compromising the integrity of the game or making a travesty of the game are unacceptable and will be grounds for disqualification.

Refund Policy

Once an entry fee is paid for an event, no cash, check or credit card refunds will be issued for any reason whatsoever, unless the event is cancelled in advance of the event weekend due to insufficient enrollment. If a team registers and subsequently is unable to participate, the following refund/credit policy applies:

- We will provide a 100% credit of the registration fee for any team withdrawing from an event up to 15 days prior to the scheduled start of the event.
- Tournament withdrawals within 15 days prior to the start of the event will forfeit all tournament fees.

If an event is canceled at any time or shortened due to inclement weather or field conditions, we will issue credits as follows:

- 0 Games: 100% credit toward a future Westside event
- 1 game: 50% credit toward a future Westside event
- 2nd Game Started: 25% credit towards a future Westside event
- 2 or more games completed: No credits due