

**Channahon Baseball**  
**2011**  
**4<sup>th</sup> of July**  
**Invitational**  
**5/30/2011**

**Friday July 1st, 2010 thru Monday July 4, 2010**

**Ages**

**8 and under**

**10 and under**

**12 and under**

Channahon Baseball asks that you respect the park & fields. Use trash cans. Players and fan should clean up their dugout and stands after the game.

Eligible Teams: "House" all star teams or part time travel team (who have played less than 20 games together) are eligible. No full time travel teams are eligible.

Paperwork: The following is required at check-in. (1) Proof of Insurance (2) Birth Certificate for every rostered player. (3) Fully completed team roster.

Check-In: All required paperwork must be submitted at check-in. You must check-in at least 45 minutes before your first scheduled game. Check-in location will be announced by your age's director.

Eligible Players: Players who are not older than the age level based on Pony Baseball Age Requirements.

Rosters: Teams may carry a maximum roster of 15 eligible players and a minimum of 10. Once your roster has been submitted 45 minutes prior to your first game, no additions or changes may be made.

Format: 3 game minimum with championship game and consolation. Format at each level will be based on number of teams registered. Individual trophies (maximum of 15) for 1<sup>st</sup> and 2<sup>nd</sup> place in each age level.

Tie-Breaker:

1. Won-loss record (2 points for win, 1 point for a tie, 0 points for a loss)
2. Head-to-head games (if no clear cut winner use #3)
3. Least total runs allowed (all games) during round robin
4. Greatest total run differential (all games) during round robin
5. Coin flip

Home-Visitor: A coin flip between managers or their designate before each game determines home team except in semifinals and finals where the higher seed is the home

team. Coin flip winner has choice of home or away. Home team will occupy 3<sup>rd</sup> base dugout. The home team scorebook is the official scorebook for the game. Winning team must report score to the concession stand after the game.

Game Rules: Playing rules will be applied in the following order:

- (1) Tourney rules supercede
- (2) Rules of Pony Baseball supercede
- (3) Rules of Major League Baseball

Starting the Game: A team must have 9 players to start a game. If 9 are not ready to play 15 minutes after the scheduled starting time (by the umpires watch) a forfeit is declared. The final score shall be 9-0.

Equipment: Protective athletic cup must be worn by all players. Metal cleats may not be worn. For other equipment requirements, refer to Pony Baseball Rules.

Continuous Batting Order: All players at the game shall be listed in the order and will bat, whether or not they played in the field the prior inning. If you anticipate a player being tardy, you must list him during the exchange of lineups with your opponent. Additions may not be made after the game begins. If the player is not present when his at-bat comes up, coach must scratch the player for the entire game or take an out. If a player is injured during the game, his spot in the batting order is skipped without taking an out, but the player may not return to the game.

Defensive Substitutions: Free substitution at any time (note Pony Rule restriction on pitchers). All listed batters must play at least 2 innings in the field.

Catcher Speed-Up Rule: Running for the catcher is optional. With two outs, the last batter making an out may run for the catcher. The replaced catcher must catch the next inning.

10 Run Slaughter Rule: Ages 8 and 10, if the home team takes a lead of 10 or more runs at any time in the bottom of the 4<sup>th</sup>, 5<sup>th</sup>, or 6<sup>th</sup> inning, the game is over. If the visiting team takes a lead of 10 or more runs in the 4<sup>th</sup> or 5<sup>th</sup> inning and the home team has batted in the bottom of that inning, the game is over. Age 12 (7 inning games) same as above except substitute 5<sup>th</sup> or 6<sup>th</sup> inning.

Time Limit: A two hour time limit is in effect for all games. An inning may not start after two hours. Once the inning begins, the inning must be finished. No time limit on semi-final or championship games.

	<u>Age 8 and under</u>	<u>Age 10 and under</u>	<u>Age 12 and under</u>
Innings Played	6	6	7
Base Distances	50'	60'	70'
Mound Distance	38'	44'	48'
Infield Fly Rule	No	Yes	Yes
Drop 3 <sup>rd</sup> Strike	No	Yes	Yes
Base Stealing	Yes (No leadoff)	Yes with leadoff	Yes w/leadoff
Bunting	No	Yes	Yes
Balks	No	Yes	Yes
Maximum Batters in Inning	9	Unlimited	Unlimited
Number of Outfielders	4	3	3

### **Pitching Rules**

	<u>Age 8 and under</u>	<u>Age 10 and under</u>	<u>Age 12 and under</u>
Innings of Pitching Per Day	3	4	7
Must Take Next Day Off if	3	4	4
Total Innings for Tourney	10	12	16

Any portion of an inning pitched is counted as a full inning. A pitcher removed from the mound may not return that same game to pitch. One warning per pitcher prior to issuing a balk.

**Pitching Record:** All pitching innings must be accurately recorded on your “pitching record” in your scoreboard and initialed by opposing coach after the game. You must have this record available for inspection by an opponent or tourney directors at all times. Record dates, each pitchers jersey # and name, total innings pitched per game, that games opponent, verification of the info by the opposing manager.

**Slide Rule:** 1. Runner is obligated to avoid contact. (Collisions may occur on a wild throw and if in the judgment of the umpire the runner did not have an opportunity to avoid contact, there is no foul). There is simply never an instance where a runner has the right to run over/thru a fielder!

2. No contact, no foul. Base Runner cannot jump over the catcher to avoid being contacted. If the base runner jumps over the catcher, they will be called out.
3. Any contact, even slight, which causes a ball to be dropped because the runner did not slide, results in the runner being called out.
4. Slides must be directly into the base.
5. Malicious contact is called for rolling slide, leading with a shoulder or elbow, sliding with spikes at or above the fielder’s knee. In these instances the runner is out and ejected.
6. Interference penalties are enforced on sliding infractions.
7. Umpires will be alert for fielder obstruction.

Thrown Equipment: If at a live ball, baseball rules apply. The accidental or intentional throwing of bats or equipment results in a team warning. The next infraction by anyone on the team results in an out or ejection. (This does not preclude the umpire from making an immediate ejection for what he deems as serious unsportsmanlike conduct.)

Managers & Coaches: Each team is limited to 4 adults (non-players) in the team dugout.

Chanting: No chanting allowed.

Tourney Directors: If weather or time constraints dictate, we reserve the right to reschedule game days and/or times, institute game tie breakers, set game time limits, schedule multiple games per day, or institute any other rules necessary to complete the tourney in as timely and equitable manner as possible. Also, in the event of rain, a game is considered official if four innings are complete in the 8 and under and 10 and under divisions. For the 12 and under division, five innings is considered a complete game in the event of rain. If rain comes up after the game is considered official, the score shall revert back to the last complete inning if the visitor takes the lead and the home team cannot complete their at-bat due to the rain.

Time constraints may cause cancellation of pre-game infield. Umpires have been instructed to start games promptly. Pitchers should warm up on the sidelines when waiting for the next game. When a following game is coming, please leave your dugouts promptly (please pickup trash) and conduct your post game talk outside the field. All teams should be ready to play 30 minutes prior to their scheduled game time.

Decisions Committee: (at least 1 board member) will resolve any legal protest

1. Protest of a rule application must be made before a pitch is thrown to a next batter after the play in question
2. Only manager may protest. Manager must state his desire to do so to the home plate umpire.
3. Protests will be resolved at that point, before play continues. Rulings of the decisions committee are final and may not be appealed further.
4. Only the applications of a rule may be protested, never umpire judgment ( i.e. balls, strikes, safe, out, fair, foul, tag, no tag, etc.) may be protested

Conduct of Players, Managers, Coaches, Fans:

1. In situations of illegal or ineligible players, the Rules of Pony Baseball apply.
2. Unsportsmanlike conduct (abusive language, derogatory activity, excessive arguing, etc) toward umpires, league officials, opponent's player's coaches and fans will not be tolerated.
3. No chanting of any kind allowed.
4. Any ejection will be reviewed by the Decision Committee. The review may result in further penalty (additional game or multiple game

suspensions or disqualification from the tournament). These penalties may be applied to players, coaching staff, or fans. Suspended persons must leave the field and surrounding area upon umpire's determination. Suspended persons may not return to any premises of the park/complex until the suspension is over.

5. The manager and coaching staff are responsible for the conduct of their players and fans.
6. Tournament fees are not refundable.
7. Alcoholic beverages are not permitted on school property.
8. Tobacco products are not permitted on school property.

Additional Rules for 8 and Under Only:

1. No intentional walks.
2. Runners may steal once the ball has crossed the plate and only if the catcher catches the ball. If the ball hits the ground in any manner, the runner may not steal.
3. Runners can not advance to home on an overthrow to third on steal attempt.
4. Ball is live and runners may advance at own risk except for rule 3 above.
5. Once the pitcher has possession of the ball the play is over and the runner's may continue to advance to the next base at their risk if they have already passed the previous base prior to the pitcher gaining possession of the ball. For example, if a runner has already rounded first base prior to the pitcher gaining possession of the ball, he may continue on to second base at his own risk, but cannot advance any further even if there is a play on him and the ball is overthrown. He must stay at 2<sup>nd</sup> base.
6. Runners may advance to third base on an overthrow of 2<sup>nd</sup> base on a steal attempt, but may not go home.
7. Runners can not advance on an overthrow from the catcher back to the pitcher.
8. When the ninth batter comes up to the plate during an inning, both teams shall announce "ninth batter". The ninth batter is handled as if there were two outs regardless of the game situation at the time.