

City of Whitewater 2018 Baseball Tournament Rules

WIAA Rules will be in place unless noted below.

Players are permitted to play on only one team during a weekend tournament.

Any team knowingly using an illegal player shall be subject to discipline ranging from forfeiting a game, ejection from tournament.

Teams are required to have non-duplicating numbers on their jerseys at least 4 inches in size. Players may not change numbers during the tournament. The number they wear in the first game of the tournament is their number for the rest of the tournament. The only exception is if a player must change jerseys due to blood on the jersey. That will be allowed and must be reported to the tournament director. If a player plays with a different number during the tournament, the penalty will be ejection from that game for the player and manager. The birth date cutoff for all City of Whitewater Baseball Tournaments is April 30th.

Pitching

Right handed pitchers cannot fake a pickoff attempt to third base. It is a balk. A pitcher that steps toward first or third must throw to that base. A pitcher can still step towards second and not throw to that base.

Pitching restrictions for 2018 tournaments are as follows:

10U - 6 consecutive outs per game, 24 outs in the tournament

11U & 12U – 9 consecutive outs per game, 30 outs in the tournament

On a single weekend tournament, pitching does not recycle for the playoffs. Once a pitcher is removed from the mound, he may not pitch again in that game.

Pitching Distances for all City of Whitewater baseball tournaments are as follows:

10U - 46 feet mound 60 ft bases,

11U & 12U- 50 ft mound 70 ft bases

To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are thrown.

Base Running

10U – Base runners may steal after the ball crosses home plate. There is no dropped third strike.

11U & 12U – Base runners may steal at will. Dropped third strike is in effect.

The Infield Fly Rule is in effect at all age levels.

Courtesy runners will be allowed for the pitcher or catcher at any time. The courtesy runner will be the last batted out. A courtesy runner may only run one time per inning. It is the base runner's responsibility to avoid contact with the fielder when he has the ball. Slide or avoid is in effect at all times when fielder is in possession of ball.

Intentionally running into a fielder who is in possession of the ball is grounds for ejection.

Batting

Teams may elect to bat 9 players AND/OR bat 10 players with the 10th player being an EH. The EH is considered a defensive player and may switch in and out defensively. Teams may also bat their entire roster. If a team is batting the entire roster and has more than 9 players, and a player is injured, that team will not be penalized an out. If the injury drops a team below 9 players, the team will be forced to take an out in that player's spot. Once a player is removed from a game due to injury, he may not return. Starters may re-enter only one time in their original spot in the line-up.

Bats may have a barrel diameter up to 2 3/4th". The bat must have a USSSA or U.S.A Baseball Stamp.

Length of Game

Pool Play:

All games will be six innings with no new inning starting after 90 minutes.

Bracket Play:

All games will be six innings with no new inning starting after 90 minutes. **There is no time limit for the Championship game only.**

Extra innings are played if there is still time on the clock. The next inning has officially started once the last out of the previous inning was made. If time expires in a tie game during pool play, the game is called a tie. A tie counts as 1/2 a win and 1/2 a loss in pool play.

During bracket play, if there is a tie at the end of regulation play, the California Rule will be put in place. The offensive team will start with their last batted out of the previous inning on 2nd base. The batter of the new inning will start with a 1-1 count and there will be 1 out to start the inning.

The City of Whitewater reserves the right to modify the length of games due to issues involving limited visibility or park curfew. Every effort will be made to finish the tournament but in cases of rain, darkness or other unpreventable circumstances, the tournament director reserves the right to shorten games or modify schedules in order to finish the event.

Requirements for a Mercy rule are as follows:

6 inning game:

- 15 run lead after 3 innings
- 10 run lead after 4 innings
- 8 run lead after 5 innings

Rainout/Tournament Cancellation Policy

In the event of tournament being cancelled by weather or any other unpreventable occurrence, every effort will be made to complete the tournament. Schedules may be changed, games may be shortened. In the event of a rainout with no make-up tournament scheduled, we will offer all teams a refund based on the following criteria:

1. A full rainout, meaning no games were played, a refund will be issued for the entire entry fee.
2. If one game was played, a team will receive refund for ½ of the entry fee.
3. If two games are played, no refund will be given.

If a tournament is rained out while in progress and a make-up is scheduled, there will be no refund for teams that do not play the make-up. The tournament director has the right to alter schedules, adjust time limits, or adjust the number of playoff participants in order to complete the tournament. The tournament director also has the right to alter the amount of the refund issued.

Miscellaneous

It is to be expected that some games may not start exactly on time due to other games being prolonged. However, your team is expected to be ready to start 15 minutes prior to original game time. Failure to be ready to play could lead to a forfeit. It is important that we keep games on schedule as much as possible.

All teams must complete a pitch log/score form and turn it in at the conclusion of the game. Each team is responsible for keeping track of their own pitcher's inning totals, however all forms need to have a signature from each team's coach.

The Home team will be determined by a coin flip and occupy the 3rd base dugout. In the playoffs, the better seeded team will be the Home team for duration of tournament. Each team may provide a scorekeeper but all changes must go through the home plate umpire, who is the official scorekeeper. The home team for all games is asked to run the scoreboard for all fields except Treyton's Field of Dreams.

All conversations with an umpire should be conducted after a time-out has been called and be handled in a calm and professional manner. Verbal abuse of the umpire will not be tolerated and may result in ejection from the game.

Any manager or coach ejected from the game is required to sit out the next game also. After being ejected, a manager or coach must vacate the premises of the current game and the next game in which he is suspended. Any manager caught continuing to coach after being ejected or suspended will be suspended for an additional period of time. Any player ejected from a game is subject to a one game suspension at the tournament director's discretion.

Managers are responsible for the conduct of his players and fans at all times. Managers are subject to ejection if his players or fans are out of control.

Any team forfeiting a game may not advance to playoff round if it is determined that it is beneficial to that team with regards to runs allowed/differential etc. A forfeit will result in a 6-0 loss for the forfeiting team.

Tie Breaker:

1. Head to head
2. Total runs allowed (all games)
3. Total runs scored (all games)
4. Coin flip

We offer a full operation of concessions and ask that there is NO carry-ins since there is no gate fee. There is absolutely NO gum or sunflower seeds allowed on Treyton's Field of Dreams. NO metal cleats for any age on any field.

In the event that you would need to pull your team from the tournament, it needs to be done 14 days prior to the start of the tournament for a 100% refund. If the withdraw is made within 14 days, there will be a \$100 penalty.