

SEMINOLE SPORTS BASEBALL TOURNAMENT RULES

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GAMES:

- All 8U-14U games will be 6 innings and have a 1 hour and 45 minute time limit;
- All 15U-17U games will be 7 innings and have a 1 hour and 45 minute time limit;

The above rules are in effect for all games excluding the championship game-no time limit. An inning may be finished, but a new inning cannot be started after the time limit expires. If the time limit expires while the home team is batting and they are winning the game will be called. Any runs scored before the time limit expires by the home team will count towards the final score. Any pool play game still tied after 1 hour and 45 minutes will be listed as a tie in the tournament standings. If a pool play game is still tied after the regulation innings and there is still time left extra innings will be played. See tie-breaker section for procedure when a playoff/bracket game is still tied after the time limit has expired or a score is tied at the end of regulation.

- In the event of inclement weather, adverse field conditions, or scheduling issues the tournament director reserves the right to modify the number of games, shorten time limits or alter the format of the tournament. This includes modifying the time limit if games get backed up. Teams are responsible to be ready to play at the designated schedule time provided by the tournament director. If bad weather occurs managers are responsible to check for tournament alterations via tourney machine or the Seminole Sports hotline (see bottom of page 1 for #). The tournament director holds the right to make any modifications to the rules, schedule, etc. Any interpretation and decision of the tournament director will be final. Everything possible will be done to complete the tournament in the case of inclement weather.

- Teams shall arrive on site at least 40 minutes prior to their scheduled start time, as games may start prior to scheduled times. Any team playing a doubleheader will have no more than 8 minutes in between games. A game will be forfeited if a team does not have 8 players present in uniform ready to play by their designated start time. If a team must play with 8 players, the ninth spot in the batting lineup will be an out each time around. If a ninth player arrives that player may be inserted in to ninth spot in the lineup. If a team has 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. A forfeit will be scored 7-0. Any team that forfeits multiple games or a single game that a tournament official deems to challenge the integrity of the tournament will be disqualified from the tournament.

- The home team for pool play shall be determined by a coin flip and will keep the official scorebook. Before the game both teams shall exchange lineups. The higher seed (lower number) will be designated the home team for all playoff/seeding games. Seedings for the championship bracket are final and will not be flipped around regardless if teams already matched up in pool play.

- Each team is responsible to sign off on the umpire's score card for each ballgame played. Upon completion of each game the umpire will provide the tournament director with a Scorecard which will include the final score and initials of each team's coach. Scores will then be posted on tourney-machine.com. Teams show download the application on their phone as they are responsible to track and follow scores, and all updates accordingly. All schedules, scores, directions, and other pertinent tournament information will be available via Tourney Machine by searching the applicable tournament. In the event of an error with a score or standings the tournament director will work to correct the error as quickly as possible and communicate accordingly.

- ALL tournament updates as it relates to weather, weather delays, game changes, etc. will come through tourney machine notifications.

- There are no home and away dugouts. Dugouts are selected by a first come first serve basis. If a team has back to back games on the same field, they should remain in the same dugout.

- 8U-14U: 3 innings are considered an official game (2 ½ if the home team is ahead) if a game is called due to weather, darkness, or field conditions. If a game is suspended and not yet an official game the tournament director will schedule a time to make up the game *only* if the game is deemed pertinent to tournament standings. In the event of a suspended game it is the responsibility of both teams to huddle with the umpire to establish the exact amount of time left, the inning, and score and then report accordingly to the tournament director in order to ensure both teams are on the same page.

- 15U-17U: 4 innings are considered an official game (3 ½ if the home team is ahead) if a game is called due to weather, darkness, or field conditions. If a game is suspended and not yet an official game the tournament director will schedule a time to make up the game *only* if the game is deemed pertinent to tournament standings. In the event of a suspended game it is the responsibility of both teams to huddle with the umpire to establish the exact amount of time left, the inning, and score and then report accordingly to the tournament director in order to ensure both teams are on the same page.

**Lead-offs, infield fly, and drop third strike all apply at 10U-17U.

8U & 9U: No lead-offs (baserunners can leave the base once the ball crosses the plate), no infield fly, no balks, and no drop third strikes. Delayed steals of 2nd base and 3rd base are allowed. Once on 3B a runner must either be hit in, forced in via a bases loaded walk, or hit by pitch. The base runner cannot advance home from 3B on a wild pitch, passed ball, or straight steal. However, if a base-runner while at 3rd base is played on and the ball is thrown away he can advance home. The runner on third base can also advance home from 3rd base if the ball goes out of play and a dead ball is called as the runner would be entitled to any base(s) resulting from the dead ball. Otherwise there is a “wall” on the runner at 3rd. For example, on the first and third play if the catcher plays on the runner trying to steal second and the ball is thrown away the runner must remain at 3rd base since he was not played on. The only exception to If a runner is played on at 1B or 2B and the ball is overthrown he could advance as far as he’d like since he did not start on 3B.

PITCHING MOUND/BASE DISTANCES:

- Pitching mound distances: 8U (40’), 9U & 10U (46’), 11U & 12U (50’), 13U (54’), 14U-17U (60’6”)
- Base distances: 8U (60’) 9U & 10U (65’), 11U & 12U (70’), 13U (80’), 14U-17U (90’)

MERCY RULES:

- 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 or 6 innings. This is in effect for all games including the championship game.

PITCHING RULES:

•Seminole Sports tournament staff will not be involved in counting pitches or innings for pitchers. Seminole Sports endorses the Major League Baseball pitch smart program and recommends that manager's, coaches, parents, etc. avoid over usage of their pitchers. We highly encourage that manager's, coaches, parents, etc. take some time to review the following link and below chart.

<https://www.mlb.com/pitch-smart/pitching-guidelines>

Pitch Count Limits and Required Rest Recommendations

It is important for each league to set workload limits for their pitchers to limit the likelihood of pitching with fatigue. Research has shown that pitch counts are the most accurate and effective means of doing so. See required rest recommendations below.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest
7-8	50	1-20	21-35	36-50
9-10	75	1-20	21-35	36-50
11-12	85	1-20	21-35	36-50
13-14	95	1-20	21-35	36-50
15-16	95	1-30	31-45	46-60
17-18	105	1-30	31-45	46-60

• Any pitchers removed from the mound may not return to pitch again in that game.

• **NO METAL CLEATS WILL BE ALLOWED ON ANY PORTABLE MOUNDS OR TURF FIELDS—REGARDLESS OF AGE.** 13U-17U team managers will receive an email notification ahead of the tournament if their team will be playing on a non-turf field with a portable mound and it is their responsibility to pass along the information to their team.

• One trip to the pitcher's mound per pitcher. A second trip in an inning and the pitcher must be replaced.

• Per IHSA Rules pitchers will have one minute from the time the final out of the inning is recorded to warm-up. New pitchers will have one minute to warm-up when entering a game in progress. If a pitcher makes the last out of the previous inning he will be granted an extra minute to warm-up.

• No pitches need to be thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.

• No balks for 8U & 9U. One balk warning per pitcher at 10U,11U, and 12U. No balk warnings for 13U-17U.

BATTING RULES:

- Teams have (3) options for batting order and extra player's. Teams must abide by one of the below for each game on a per game basis.

1. Nine Hitters: Nine players in the batting order and listed on the lineup card. A DH is optional. All other players are substitutes, subject to the NFHS substitution rules (starter can re-enter once into his original spot once, etc.)
2. Extra Hitter: Ten players in the batting order and listed on the lineup card. No designated hitter. Free substitution among the 10 players listed on the batting order. All other players are substitutes and subject to the NFHS substitution rules (starter can re-enter once into his original spot once, etc.)
3. Continuous Batting Order: All players in uniform (unless injured) in the batting order and listed on the lineup card. If a player arrives after the game has started, he must be entered the last spot in the batting order (he can be entered the field immediately). Free defensive substitution for all players throughout the game.

**The Manager shall declare his choice to the opposing manager and umpire during ground rules when teams exchange lineups. It is not pertinent for both teams to follow the same batting option.

- Bat restrictions; 8U-14U Bats must be stamped 1.15 BPF 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.

- Bat restrictions; 15U-17U All bats must meet IHSA bat standards; wood bats may be used. BESR stamped bats are illegal and cannot be used

Illegal Bat Penalty for All Ages: It is the responsibility of the Head Coach to insure the bats used by players meet the requirements of the Seminole Sports bat rules. A batter is in violation of the rules when they step in to the batter's box with an illegal bat. An illegal bat must be pointed out to the umpire prior to the first pitch to the next batter, or before all defensive players leave fair territory. Penalty: The batter is out. All outs recorded during the time at bat count. Runner(s) will not be allowed to advance on a batted ball. If there are (2) infractions by the same team during the tournament, the team's Head Coach will be removed from the remainder of the tournament.

• ABSOLUTELY NO SLASHING IS ALLOWED. PENALTY FOR SLASHING ATTEMPT WILL RESULT IN AN AUTOMATIC STRIKE TO THE BATTER; IF THE BALL IS PUT IN PLAY, THE BATTER IS OUT AND A DEAD BALL WILL BE CALLED. IF A TEAM ATTEMPTS A SLASH PLAY FOR A SECOND TIME IN A GAME OR TOURNEY IT WILL RESULT IN AN AUTOMATIC EJECTION OF THE MANAGER AND PLAYER.

COURTESY RUNNERS:

- Courtesy runner for the pitcher and catcher is allowed at anytime. Teams must replace catcher when there are two outs. The courtesy runner must be the last batted out or a player not currently in the game assuming the team is not playing everyone and has bench players. The pitcher or catcher for this rule is the pitcher or catcher for the next inning except for the final inning of which it then is the pitcher or catcher from the previous inning.

CONDUCT/INJURY:

- A runner must avoid contact as the safety slide rule will be in effect. Any player who, in the judgment of the umpire illegally runs into a fielder rather than sliding or avoiding contact will be called out. If the umpire deems the play malicious the player will be ejected from the game.
- Any person ejected from a game will be subject to suspension of his team's next game. This decision will be made at the discretion of a tournament official. If a player is ejected during a game, he will be suspended for the remainder of the game.
- An automatic out is taken anytime an ejected player's spot comes up in the lineup if the team is batting the entire lineup and has no substitutions available.
- If a player is injured and can not finish the game, their spot in batting order will be skipped with no penalty if there are still at least 9 batters in the lineup. Once an injured player leaves the batting order, they are done for the remainder of the game.
- **ABSOLUTELY NO OPEN TOE SHOES OF ANY KIND CAN BE WORN ON TO THE PLAYING FIELD; THIS INCLUDES BUT IS NOT LIMITED TO FLIP FLOPS, SANDALS, ETC.**
- Team managers are responsible for the conduct of their players, coaches, parents, and fans. If any players, coaches, parents or fans are ejected or become abusive and are asked to leave by the umpire or tournament director, they will have two minutes to leave the complex. Failure to do so could result in a forfeit. Tournament officials will address any issues solely with the team's manager. If at any point players, coaches, parents, fans, etc. become unruly and will not abide, cooperate with Seminole Sports tournament representation or umpire(s) either the Seminole Sports representation or umpire(s) have the authority to stop and or cancel the game and any future games for the particular team.

TIE BREAKERS

- (1.) **Head to Head (only applicable when 2 teams are involved) (2.) Runs Against (allowed) (3.) Runs scored (4.) Run differential (5.) Coin toss to be done by tournament official
- When the time limit has expired for any playoff/bracket game (including championships) or the end of regulation has occurred and the score is still tied, the tie breaker procedure will begin. This involves the last batted out of the previous inning assuming a position on 2nd base with one out and a 1 ball and 1 strike count to the batter. This would be done at the beginning of each half inning; until, after a full inning, a winner is determined.
- * If a tournament is cancelled due to weather before the championship game is official, the higher seed will be awarded 1st place.
- ** Anytime more than 2 teams have the same record in pool play head to head is thrown out and the next tie-breaker (fewest runs allowed) is in effect.

This rule is in play regardless if there are common opponents or not. See example below.

Example: 3 teams finish with a 1-1 record. The Cubs allowed 7 runs, The Tigers and Cardinals both allowed 10 runs. The Tigers scored 16 runs and the Cardinals scored 14 runs. The Cardinals beat the Tigers head to head but since head to head was thrown out and they both allowed the same amount of runs the Tigers would be seeded ahead of the Cardinals because they scored more runs and that is the next tie-breaker. The Cubs

would be rewarded the highest seed among the 3 teams since they allowed the fewest runs among the teams tied.

ROSTERS/BIRTH CERTIFICATES/INSURANCE

- Managers are mandated to upload their roster as well as all Seminole Sports Return to Play Waivers for each individual player on to Tourney Machine at least 48 hours prior to their first tournament game. No player will be eligible without a signed waiver. Manager's are solely responsible for ensuring the waivers are completed by each player's parent's/guardians. All individuals are responsible for self-governing in accordance with all state, county, and local rules, regulations, recommendations and laws.

- All teams must have insurance for their respective team. No team will be able to participate without proper insurance.

- Teams must have their birth certificates and insurance present at the field at all times. Tournament officials reserve the right to request to review any of the items at all times. Any team that cannot produce any of the mentioned items when asked to by a tournament director is subject to forfeit of ball games.

- There is no rule against a team having mismatched jerseys in the case that a team does not all match if the player is on the team roster. Any concerns between teams regarding such should be discussed during ground rules prior to the start of the game so both teams and umpire(s) are on the same page.

- In the case of a roster protest only the manager listed on the roster form can initiate. The manager must protest at least one hour and fifteen minutes prior to the player in questions next ballgame. The protesting manager must also submit \$100 cash at the time of the protest. If the player is found to be in proper standing age wise the \$100 will not be returned to the manager. If the protest finds the player to have violated the age restrictions the protesting manager will receive his deposit back and all the games that the illegal player participated in will be forfeited.

- No 8U-14U team will be allowed more than 14 players on their roster without prior tournament consent;
- No 15U-17U team will be allowed more than 16 players on their roster without prior tournament consent;

A player may only be on one roster in any given tournament, regardless of age division. The exception to this rule would be if a 14U team has a mix of high school and non-high school players. Since high school players are often not eligible until near the end of May, 13U players may be listed on both a 13U and 14U roster in a tournament. This is only in effect for the 14U age group and will no longer be an applicable rule following June 1st.

- The birthday age cutoff is April 30th.

MISCELLANEOUS

- No infield practice or hitting on the infield prior to **ANY** of the tournament games is allowed. Time between games will be used to rake the field and alter field dimensions if necessary. Teams are to warm up in the outfield. Flip drills in to a fence are not allowed.
- **No metal cleats will be allowed for players ages 8U-12U. Absolutely no metal cleats will be allowed on any turf fields or any portable mounds regardless of age. Acceptable footwear for turf fields and portable mounds consists of: plastic cleats, molded cleats, gym shoes, or turf shoes.**
- Teams are EXPECTED to hustle on and off the field after each half inning.
- The tournament director will supply official Seminole Sports baseballs for each game. Teams are asked to shag foul balls on their side of the field and get them back to the umpire as soon as possible. Game Balls should be returned to the umpire after each game. All patrons should be alert for foul balls from other fields.
- No alcoholic beverages or smoking is allowed in any area of the baseball facility. Managers are responsible to ensure teams abide by all Seminole Sports Rules and Regulations as well as local park district policies.
- All patrons are responsible for parking at their own risk and abiding by all street signs.
- There is no rule against teams pro-actively cheering or chanting for their own team while at bat or in the field.
- There will be 1 umpire for every 8U-14U pool play game. Two umpires will be provided for 14U Semi-Final games and all championship games. All umpire decisions are final and based off their best discretion, no protests allowed. IHSA rules will apply, unless otherwise stated.
- There will be 2 umpires for every 15U-17U game. In the event of an umpire injury or no-show games would be played with 1 umpire. All umpire decisions are final and based off their best discretion, no protests allowed. IHSA rules will apply, unless otherwise stated.
- Individual awards (12 per team) will be awarded to 1st and 2nd place in each age bracket.
- Every effort will be made to make sure base distances, pitching distances, and field dimensions are accurate. If the field dimensions are reasonable and the same for both teams, play shall not be stopped to reinstall bases or pitching rubbers.

CREDIT POLICY

• If any scheduled tournament games are cancelled at any time due to weather, field conditions, darkness, Seminole Sports will issue credit per below: This is in affect for any cancelled games due to the above circumstances regardless of when the weather, field conditions, darkness took place during the weekend as often times earlier weekend cancelled games can lead to shortened format/games later on in the weekend.

0 games started: 100% credit toward a *2021 or 2022 Seminole Sports tournament

1 game played: 50% credit toward a *2021 or 2022 Seminole Sports tournament

2 games played: No credits due

***Pending availability; When teams are ready to use their credit they should email credit@seminole-sports.com and reference the team name/age, tournament they have a credit from, and the new tournament they would like to apply their credit to; Seminole Sports credit team will provide a promo code of the applicable credit amount so the team can complete the registration process. Credit holder can transfer over to another organization if they choose and will be responsible in communicating accordingly to Seminole Sports. No refunds will be provided-only above credit options.**

Disclaimer as of 10/12/20 (ALL Managers signed the below at time of tournament entry)

Your entry is not completed until receipt of payment. No spots will be reserved without receipt of payment. If paying by check please send along a copy of your registration form so we can allocate your payment accordingly. Credit card payment is the most efficient way to process payment and solidify your spot. Any team that registers for a tournament and does not complete payment in a timely manner is subject to applicable price increases and or removal of the tournament as spots are filled on a first come-first paid basis. In the event of registering less than 14 days before the first tournament game you must pay with a credit card-NO EXCEPTIONS. All teams must have their complete roster uploaded via tourney machine as well as all individual players must have the 2021 waivers (also submitted through tourney machine) completed at least 48 hours prior to their first tournament game. The schedule and all pertinent tournament information will be posted to tourney machine by 7:00PM the Tuesday before the tournament. No refunds or credits will be issued to any team that withdraws from a sold out event, once the schedule has been posted, or within 21 days of the first scheduled tournament game no matter the reason. Any team that decides to withdraw from a tournament more than 21 days before the first scheduled game must send a written request to info@seminole-sports.com more than 21 days before the first tournament game. Upon written confirmation of your request you will be entitled towards a 2021 tournament or their money back minus a \$125 admin fee. Credit card fees are non refundable. In the event that a tournament is not played due to low enrollment any registered and paid teams will receive a tournament credit towards a 2021 or 2022 tournament. In the event of a tournament being cancelled by Seminole Sports due to COVID, government shutdown or edicts, or force majeure teams will have the option of a 2021 or 2022 tournament credit or a refund less a \$75 administrative fee. Seminole Sports rain out policy can be found via our website in the tournament rules section. Each team's manager is responsible for being aware of and abiding by all Seminole Sports tournament rules, disclaimers, and policies during the registration process through the weekend tournament. Seminole Sports may use film, voice, or photographic records of Seminole Sports tournaments for promotional and or commercial purposes. Seminole Sports has a stay to play policy. If your team is requiring an overnight stay for our tournament, you must utilize our partner hotels. Failure to use a Seminole Sports hotel partner will result in a \$150 fee at the time of check in. Please direct further questions to info@seminole-sports.com

Rules last updated 5-3-21