



Chase A. Niemeier Memorial Tournament Rules

Check in Requirements

All managers must check in with their age group's director prior to the start of their first game. Please provide the following at check in:

- 1) Roster with player names, uniform numbers and date of birth.
- 2) Proof of Insurance.
- 3) Have copies of your players Birth Certificates with you at all times.
- 4) Managers will be responsible to track pitching logs and will have the opposing managers sign-off on pitching log and final score at conclusion of each game.
- 5) AFTER games are completed, the winning team needs to text 815-530-4414 with the final score and age.

Where not specifically addressed within this document, Pony Baseball Rules apply.

Tournament Weather Policy

Refund Policies in the event of rain. If a team plays no games due to rain, the team will receive a refund of their entry fee less a \$25 administration charge. If a team plays only one game due to rainout, the team will receive a refund of 50% of their entry fee less a \$25 administration charge. If a team plays two games in the event, no part of the entry fee will be refunded. We will make every effort to prepare fields and play games if it rains. Teams should not assume game is cancelled due to rain. They should report to the designated field at the scheduled game time.

Tournament Contact list

Tourney Director Nick Turton 815-530-4414

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The Field Procedures:

There are 43 teams playing in 6 different age groups the week of the tournament. Most of the 15 fields at the complex will have games going on. Pre-game warm up areas will be limited. Please be careful of the spectators around you while warming up. Teams should be ready to play at the scheduled game time, for weekend games please be at your game ready to play 30 minutes prior to the scheduled game time. If the game before yours ends early we will start the games earlier if possible. No soft toss into the fence.

The Game:

- Teams must bat their entire roster and can use free defensive substitutions.
- Players arriving late to the game must be inserted into the last spot of the batting order.
- Courtesy runner is allowed for the catcher at any time; this must be the catcher who will be catching in the next defensive inning. The courtesy runner must be the last recorded batted out. Running for the catcher is mandatory with 2 outs for speed of play.
- Intentional walks will be announced by the manager to the umpire and the batter will automatically take first base.
- For pool play; Home and Away teams will be determined by a coin flip. Dugouts during pool play are first come, first serve.
- For elimination bracket play; Home team is the higher seed (lower number seed). The Home team will have the 3rd base dugout.
- Any players warming up a pitcher on the field or off the field must wear a catcher's mask.

Tournament Format:

3 Game minimum with 2 Pool Play games, after which all teams will be seeded into a single elimination Championship Bracket. If the tournament is impacted negatively by the weather (i.e., rain), the tournament committee reserves the right to modify the tournament format. (Each Age Group may have a different format for play, however 3 games are always guaranteed).

Seeding for the Elimination Bracket will be as follows:

- 1) Wins
- 2) Head to head – Only if there are exactly 2 teams tied, if more than 2 teams are tied, Head to Head is thrown out
- 3) Fewest runs allowed
- 4) Run Differential (Runs scored less Runs allowed – max of 8 per game)
- 5) Total runs scored
- 6) Coin toss

For the first round of bracket play, no 2 teams that played each other in pool play will play each other in the first round. If the seeds are set such that this occurs, the lower seed will be moved down 1 slot and switch with the seed below them. If the seed that is affected is the last seed in the bracket, they will switch with the seed above them.

Age level specific rules:

	8U	9U	10U	11U	12U	13U	14U
Innings Played	6	6	6	6	7	7	7
Base Distance	50'	60'	65'	70'	70'	80'	90'
Mound Distance	38'	44'	44'	50'	50'	54'	60'6"
Infield Fly Rule	N	N	Y	Y	Y	Y	Y
Dropped Third	N	N	N	Y	Y	Y	Y
Base Stealing	N	Y	Y	Y	Y	Y	Y
Lead Offs	N	N	N	Y	Y	Y	Y
Bunting	N	Y	Y	Y	Y	Y	Y
Fake Bunt, Swing	N	N	N	N	N	N	N
Balks	N	N	N	Y	Y	Y	Y

- **Balks – 11U-14U pitchers will receive 1 warning per game per pitcher.**
- **Note that the fake to third base throw to first base pick-off move will be considered a balk for this tournament.**

8U specific rules

- **The play is not dead until an infielder has the ball and has one foot in the circle around the mound. What the circle around the mound is will be up to the umpire and should be discussed before every game so there is no confusion and once again it is up to the umpire to decide. The “half way” rule will apply. If a player is tagging up and tries to advance a base and the ball is thrown back to the pitcher before the runner gets past the halfway line, the runner must go back to the base he was on. If a runner is on third base and a ground ball was hit, he can advance to score the run even if he is not half way when the pitcher has the ball in the circle. For example, runner on third with less than 2 outs, the batter hits a ground ball to the first baseman, the first baseman touches first and immediately gets the ball back to the pitcher, the runner from 3rd base will be allowed to score even if he is not halfway.**
- **NO stealing bases at the 8u level.**

9U specific rules

- **Runners may only steal once the ball has crossed the plate. Should a runner be observed to have left early by the umpire, the ball will immediately become dead and a strike will be called against the hitter.**
- **Once the pitcher has possession of the ball in the vicinity of the pitching rubber, the play is over and the runners may not advance.**

14U specific rules

- **Player must slide into homeplate on any play that could result in a tag play by the**

receiving player (Pitcher/ Catcher)

- Bat Rule 1.15bps, 2 5/8 max -3 BBCOR

Bats:

Bats can be no bigger than 2 5/8 in barrel size. Everything else needs to follow USSSA rules.

Time limits:

- 6 inning game 1:45 minutes
- 7 inning game 1:50 minutes

The umpire at the beginning of the game should announce start time.

- No new inning shall start after the time limit has elapsed.
- No time limit for Semi-final and Final games.
- Pool play games can end in a tie if the time limit has elapsed.
- If during Bracket Play a game is tied after the 6th (9U/10U/11U) or 7th (/12U/13U/14U) extra innings will be played until a winner is determined.
- For 8U, California Rule will be utilized in any case of the time limit expiring with the game still tied. (New inning starts with the last out from the previous inning at 2B, 1 out)

Mercy rule: All age groups a team is ahead by 15 after 3 complete innings, 10 after 4 complete innings or 8 after 5 complete innings, the game is over.

Forfeit score will be 8-0

Slide Rule:

- Runners must avoid contact when approaching a base. It is strongly recommended to always slide, but not mandatory.
- If a collision occurs and the runner does not slide, it will be up to the judgment of the umpire if the runner did not have the opportunity to avoid contact. If the umpire determines that the runner did not avoid contact, the runner will be declared out.
- If runner intentionally runs into or through a defensive player, the runner will be declared out and will be ejected from the game.
- If there is no contact on a play at a base, then no foul has been committed.
- If there is any contact, which causes the ball to be dropped because the runner did not slide, the runner shall be called out.

Ejections:

- Any player, coach or parent ejected from a game will need to leave the field immediately and will be automatically suspended for the next game.
- Any player, coach or parent ejected from a second game will be suspended from the Remainder of the tournament and will not be allowed in the facility.
- The Manager/Coaches are responsible for the conduct of their players and families.

Pitching Rules:

Age Level	Max Innings per Game	Max Innings per Day	Innings for the Tournament
8U	2	4	10
9U	3	4	10
10U	3	6	10
11U	3	6	10
12U	4	6	10
13U	4	6	12

- **Once a pitch is thrown in an inning it constitutes an inning pitched.**
- **Once a pitcher is removed from the mound he can't return to the mound to pitch in that game.**
- **The Manager must remove a pitcher on the second trip to the mound in any one inning, except due to an injury.**

The coaches will complete pitching log, which needs to be signed off by both team managers after the game. Game marshals (Rebels Family Member) will be on hand should any issues arise.

General Rules:

- **All field conduct will be carried out in a sportsmanlike manner.**
- **The manager will be the only person allowed to discuss rules or judgment calls by the umpire or tournament committee.**
- **No Chanting!**
- **If a game is stopped because of poor weather conditions, it shall be called a suspended game and resumed from the point when it was halted at a date and time determined by the tournament directors.**
- **Any players warming up a pitcher must wear a catchers mask.**
- **No Grilling is allowed; a full concession stand is available.**
- **No alcohol or smoking is allowed. Our facility is owned by the New Lenox School District and we must abide by their rules and regulations.**
- **Metal Spikes are allowed only for 13U & 14U.**

Protests:

Protests of an umpires call are not allowed. The umpire and tournament director shall interpret game rules. Any disputes shall be settled immediately and are considered **final**