



Dalton Hinkle Memorial Day Tournament

May 23rd-May 27th

Tournament Rules

1. The tournament director and constituents will make every effort possible to treat all teams with fairness. If questions or disputes arise about policies and procedures, coaches shall bring them to the attention of the tournament director to be dealt with. Interpretation and decision(s) of the tournament director shall be final.
2. Professional umpires have been assigned to each game. Coaches, players, and spectators should treat them with respect. With regard to on-field calls, the decision of the umpires shall be final. Misconduct by coaches, players, or spectators can cause ejection from the game, tournament, or team forfeiture from the tournament without any monetary refunds.
3. Each team must provide proof of insurance. The certificate of insurance along with the team roster needs to be submitted to the tournament director prior to your first scheduled game.
4. Field Marshal's will be on the premises for most games and will hand out coach's bags prior to the first game of each team's tournament. Umpires will act as field marshals in cases where one is not available. MVP Medals for each pool play game will be in the coach's bags.
5. Teams shall have player birth certificates readily available upon request of the tournament director. Questions of age eligibility shall be brought to the attention of the tournament director. Such matters will be investigated and resolved as quickly as possible. A team found using an ineligible player will forfeit all games the ineligible player played. The forfeit score shall be 7-0 for tiebreaker purposes.
6. Teams shall arrive and be on site, ready to play, at least 30 minutes prior to the scheduled start time. If the previous game finishes early, teams may be asked to begin play earlier than scheduled. If a team fails to field 8 uniformed players at the time the team is asked to take the field, the tournament director may issue a forfeit victory. The team that wins the game by forfeit will be credited with a 7-0 victory for the tiebreaker purposes.

7. The home team for pool play shall be determined by a coin flip and will keep the official scorebook. 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 will be the home team throughout the playoffs. For example, Seed 1 would be the home team when facing Seed 4 in the semifinals. Dugouts are first come first serve throughout the entirety of the tournament.
8. There will be no infield practice. Teams are allowed to practice in the outfield area if time allows. Please do not hit balls into fences or step on foul lines.
9. The tournament director may modify the number or length of games when necessary due to, weather, field, or other such issues. This includes modifying the time limit if games get backed up. The tournament director has final say.
10. There will be a zero tolerance policy for alcohol within the confines of the tournament venues.

PLAYING RULES

The official playing rules for the tournament shall be the Illinois High School Athletic Rules (IHSA) rules with the following exceptions:

Time Limits & Weather

The start time shall begin with the first warm-up pitch. The home plate umpire or his designee shall monitor the official time. All games are a maximum of 6 innings long. No new inning can start after 1 hour and 45 minutes for all pool play and Non-Championship playoff games. New Pitchers will get 7 warm-ups while pitchers of record will get 5 warm-up pitches.

Pool Play Ties - If a game is tied in pool play the game will end in a tie.

Playoffs (Non Championship Game) Ties – If tied after 6 innings regardless of time remaining, the California Tie Breaker as defined below will be used.

California Tie- Breaker Rule: In this situation both teams will get their at-bats, starting with the away team. Each team will start with one out and a runner on second base. The runner on second is the last batted out from the previous inning. The batter will be the next batter up as if the game went into extra innings. All other rules remain the same. Pitcher will only have 5 pitches to warm up in between innings in this case. The game is then played to completion.

Weather: In the event of weather or other unavoidable scheduling issues/conflicts, an official game shall be considered complete after 4 complete innings, 3 ½ if the home team is ahead. If rain delays occur before games are considered an official game, these shall be designated as suspended. Tournament officials will make every effort to reschedule these games within the tournament weekend. These games will resume at the point of prior stoppage.

The tournament director reserves the right to modify the time limit for games in the event of weather or scheduling issues. There is no time limit for championship games (unless the tournament director deems it necessary due to weather or scheduling issues).

Thunder & Lightning – If there is thunder or lightning the field will be evacuated. If Thunder and/or lightning persists after 30 minutes the game will be stopped and will not be resumed until a later time or day.

Championship Games – All Championship games are played to completion.

Slow play: The umpire has sole discretion to enforce this rule. The umpire will typically give one warning and then disqualify a team for purposely slowing down, but does not have to give a warning.

Mercy Rules

15 runs after 3 innings

10 runs after 4 innings

8 runs after 5 innings

Playoff/Pool Play Tie-Breakers

If a tie breaker is needed to determine playoff teams and seedings (wildcards, etc) the following tie breakers shall be used:

- Overall won-lost record
- Least number of runs allowed throughout pool play
- Total Runs Scored throughout pool play
- Run differential
- # of Mercy Rules
- Coin Flip

Please Note: Head-To-Head is not used in our tournament because we do not have any round-robin style brackets. Given that teams only play two pool play games it is impossible to use Head-To-Head as a tie-breaker and that be a fair and proper assessment. Therefore, it is very possible that a team that beat you got a higher seed than you.

Players

Teams will use a continuous batting order. This means all players in uniform (unless injured) must be in the batting order. A player arriving late (after the game has started) must be inserted into the last spot in the batting order.

A Player can only be rostered on, and play for, one team that is playing in our tournament, inclusive of call-ups, unless authorization is given prior by the Tournament Director. If a player is caught playing for multiple teams the player will be ejected from the tournament.

Distances (Bases/Mound)

8's = 60/42

9's = 60/44

10's = 65/46

11's = 70/48

12's = 70/50

13's = 80/54

14's = 90/60

Pitching

There are no number of innings or pitch count rules per game or per tournament for any age group. The ultimate responsibility of managing the health of your player rests with the team coach/manager and parents. Please see below recommendations for youth players as endorsed by Major League Baseball:

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A

5 to 7 warm up pitches between innings, as defined prior.

Pitchers once removed from the mound may not pitch again in the same game.

One free trip to the mound per pitcher per inning. After the second non-injury trip to the mound in the same inning for the same pitcher, that pitcher must be removed.

Base-running. Drop 3rd Strikes & Infield Fly (U8-U10 Only)

U8 & U9B

No Drop 3rd strikes

No Infield Fly

No lead-offs

Stealing only when a pitch is thrown, after the ball has crossed the plate (2 bases are allowed)

Wall at third for base-runners that are stealing (Can't steal home or awarded home on an overthrow, but can be picked off)

If a batter is awarded 1st on anything other than a batted ball, they cannot advance to the next base until after a pitch has been thrown to the next batter.

U9A – Same as U8 & U9B but there the wall at 3rd is defined as follows: A baserunner on 3rd can only attempt a steal of home once per pitch unless a play is made on them. If a baserunner on 3rd starts returning (stopped is not returning) to 3rd, they must return to 3rd unless a play is made on them.

U10 – Full Baseball with the exception of No drop 3rd Strikes

Balks (U10B – U14 Only)

Two balk warnings for U10A and U10B

One balk warning per pitcher for U11 & U12

No balk warnings for U13 & U14

Metal Spikes

Metal spikes are allowed for U13 & U14 only. They can be used on the mound at all fields except Emmerich North, Woodland & Kilmer. Emmerich North & Woodland have a mound at U14. Kilmer has a movable mound. Rubber cleats or gym shoes must be used on the mounds at both Emmerich North and Kilmer for any age-group.

Bat Restrictions

All composite bats must be stamped with either a "BPF 1.15", "BBCOR stamp", or "Official Little League" or "USA Baseball"

Intentional Walks

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

Courtesy Runners

Courtesy runners are optional at any time for the pitcher and the catcher. The Catcher must be taken off the bases with two outs. The courtesy runner must be the last batted out. The pitcher or catcher for this rule are the pitcher or catcher of the upcoming inning. 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. If a player is substituted in this scenario and the player that was taken out does NOT take the field in the following ½ inning as either the pitcher or catcher for at least the first batter, the player will be disqualified from the game and an out taken in their spot for the remainder of the game.

If an injury occurs, a courtesy runner may be used; however, the injured player may not return to the game until the next inning and would be expected to run for themselves.

Code of conduct

Each manager will be responsible for the actions of his players, coaches, and fans. Any remarks made to an opposing team by any of the aforementioned will call for an immediate warning from the umpire. If the issue continues, the game may be forfeited. If the game is forfeited for this reason, the umpire shall notify the tournament director immediately.

No chanting, clapping, or other distracting noises of any kind are permitted once a pitcher comes set.

Subject to the umpire's discretion, runners will be called out if they fail to slide at second, third, or home plate where a close play is involved. Any player who maliciously runs into a fielder will automatically be ejected from the game.

Profanity, destruction of property/equipment, any physical acts or threats of physical acts against an umpire, player, coach or spectator will result in an automatic ejection of the offender. Such action will be immediately reported to the tournament director and Buffalo Grove Police officials.

Ejections

If a player is ejected during a game, the name of the player will remain in the batting order and count as an out when the batting order reaches that player. If a player or coach is ejected from a game, he will serve a suspension. The suspension must be for the game ejected from and the next game the team plays.