

2010 Summer Dawgfight

BASEBALL TOURNAMENT

TINLEY PARK YOUTH BASEBALL

BULLDOGS

BULLDOG



BASEBALL

Welcome to the BULLDOG Dawgfight Tourney Full-Time Teams. With your help, this tournament will be competitive & fun for the players, coaches & fans. With sportsmanship in mind, we look for you, your players & fans to respect and acknowledge positively the efforts of your opponents and the officials.

Ages will play at the following fields:

Age 11 = Guenzi • Age 13 = Vogt/Tholl • Age 14 = Vogt/Tholl

Portable toilets are located next to the Concession Stand at Guenzi and on the third base field side of Vogt/Tholl, in addition the field house will be open. There are bleachers at every field. The Concession Stand located behind Guenzi field is fully stocked with refreshments, snacks & hot food.

We ask that you respect the park & fields. Use the trash cans. Players should cleanup their dugout before leaving. Don't throw chewing gum on the playing fields. No coolers or BBQ grills allowed.

Soft toss hitting of baseballs into fencing anywhere is strictly prohibited.

Eligibility: Player cannot be older then tourney age by April 30.

Paperwork: the following is required at check-in. (1) Proof of Insurance document. (2) Birth Certificate for every rostered player. (3) Fully completed Team Roster Roster should be in alphabetical order with jersey number.

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.

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

Coaching Staffs: Teams may have a maximum of 5 adults on the confines of the field and dugout area, regardless of their "function". A maximum of 3 coaches (includes manager) may be outside the dugout during an inning. These coaches must be against the dugout fence and between the dugout openings. Dugouts with gates must have gates closed at all times. No buckets on the field.

T.P.Y.B - p 2

Tie Breaker:

- 1. Won - Loss record**
- 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.**

Once a 3 or 4 way tie has been broken we revert back to #1 for the remaining teams.

Home - Visitor A coin flip between managers or their designate before each game determines. Winners choice. Home team must occupy 3rd base dugout.

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

- 1. Tourney rules. (supercede...)**
- 2. Rules of Pony Baseball (which 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 by 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 - ALL players are required to wear them.

Metal Cleats - may not be worn. (Except ages 13 and older)

Other equipment requirements refer to Pony Baseball Rules. (Note catcher requirements & no jewelry). No buckets are allowed outside the dugouts.

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. You must bat a minimum of 9. If, for any reason your lose players which brings your order to less than 9 batters, an out will be declared at that spot in the order for each spot under 9. If your opponent has less batters than your order, you may chose to bat the same amount & use your other players as pinch-hitters/subs (This does not affect the defensive free sub rule)

If you anticipate a player being tardy, you must note him during the exchange of lineups with your opponent. When he arrives he must then be added to the last spot in the order. Un-noted additions may not be made after the game begins.

Defensive Substitutions: Free substitution at any time (note Pony Rule restriction on pitchers).

Catcher/Pitcher speed-up Rule: Running for the catcher or pitcher is optional at any time. The last batter making an out prior to the pitcher or catcher reaching base is the designated courtesy runner. The replaced catcher or pitcher must catch/pitch the next inning. If it is the last inning of a game, or an extra inning, the replaced catcher/pitcher must have also caught/pitched the previous inning.

TPYB - p3

10/15 Run Slaughter Rule:

Age: 10 (6 inning games)

If the home team leads by 10 or more runs at any time in the bottom of the 4th, or 5th, inning, or 15 in the bottom of the 3rd the game is over.

If the visiting team leads by 10 or more runs in the 4th or 5th inning or by 15 in the 3rd inning & the home team has batted in the bottom of that inning, the game is over.

Ages: 11 - 14 (7 inning games)

Same as above except substitute 5th or 6th inning for 10, and 4th inning for 15 runs.

Time Limits: 2 Hour Time Limits. A new inning may not begin after the limit. The bottom of an inning may be completed. Tie games will be completed.

	Age 11	Age 13	Age 14
Innings Played	7	7	7
Base Distances	70'	80'	90'
Mound Distance	48'	54'	60'6"
Infield Fly Rule	Yes	Yes	Yes
Drop 3rd Strike	Yes	Yes	Yes
Base Stealing	w/lead-offs	w/lead-offs	w/lead-offs
Balks	Yes	Yes	Yes

Base Stealing: All ages.....major league baseball rules.

Injury: Whenever a batting order has less than 9 batters for any reason, after a game has started, outs are declared for each spot less than 9. When batting more than 9, outs WILL be declared for missing batters in the order unless an obvious injury has occurred.

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 & equitable manner as possible.

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.

The Tourney Director will rule on any rule or situation not specifically covered by these rules, the Rules of Pony or Major League Baseball. His ruling is final.

Decisions Committee: (at least 1 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 is 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 not be protested)**

Conduct of Players, Managers, Coaches, Fans:

- Applauding fine play by your opponent is definitely encouraged!**
- In situations of illegal or ineligible players, the Rules of Pony Baseball apply.**
- Unsportsmanlike conduct (abusive language, derogatory activity, excessive arguing, etc) toward umpires, league officials, opponents players coaches and fans will not be tolerated.**
- Any ejection will be reviewed by the Decision Committee. The review may result in further penalty (additional or multiple game suspensions; or disqualification from the tournament) These penalties may be applied to players, coaching staff or fans. Ejected persons must leave the field and surrounding area Umpires determination). Suspended persons may not return to any premises of the park/complex until the suspension is over.**
- The Managers are responsible for the conduct of their players, staff and FANS.**
- Only the Manager may speak to an umpire about a rule application.**
- Managers must verify that their players are legally equipped by rule.**
- Tournament fees are not refundable.**
- Alcoholic beverages are not allowed on park district property.**
- Tobacco products are not allowed on the field or in dugout areas.**

TPYB – p5

Pitching Rules: (for each pitcher)	Age 11	Age 13	Age 14
Innings Allowed Per Day	7	7	7
Must Take Next Day Off if	5	5	5
Total Innings for Tourney <i>(includes pool play semi & champ)</i>	12	16	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. The tourney innings includes ALL games...pool play and finals.

Balks: Are an immediate dead ball in all instances. (no pitch, no action by the batter or any runner advance may occur).

No Warnings...major league enforcement.

Pitching Record: All pitching innings must be accurately recorded on your "Pitching Record" You MUST have this record available for inspection by an opponent or Tourney Directors at all times. Record Dates, each pitchers jersey # & name; total innings pitched each game; that games opponent; verification of the info by the opposing manager.

Slide Rule: -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 the 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!*

-No contact no foul. (this is not a "must slide" rule, but...)

-Any contact, even slight, which causes a ball to be dropped because the runner did not slide, results in the runner being called out.

-Slides must be directly into the base.....sliding away to avoid a tag is OK, but sliding into a fielder to break-up the play is illegal.

-Pop-up slides & hurdling is illegal.

-Malicious contact is called for rolling slides, leading with a shoulder , elbow, forearm, sliding with spikes at or above the fielders knee. The runner is out & ejected.

-Interference penalties are enforced on sliding infractions.

-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.....meaning the next incident by anyone on the team results in an out & possible ejection. (this does not preclude the umpire from making an immediate ejection for what he deems as serious unsportsmanlike conduct.)

Extra Innings/Tie Breaker: These rules apply to the start of the 7th inning in 6 inning games, and to the start of the 8th inning in 7 inning games.

Each extra inning: Last batter (completed at-bat) of previous inning is awarded 2nd base.

Inning begins with one out. Each batter begins his at-bat with a 2 ball, 1 strike count.

On Deck hitters will occupy the on-deck circle on their own dugout side of the field.