Geneseo Jr Leafs Memorial Day Classic

TOURNAMENT RULES

WEATHER UPDATES

Weather updates and schedule changes will be updated through USSSA and MDC Facebook page.

https://www.facebook.com/profile.php?id=100083181258493

TEAM CHECK-IN

Team managers must check in at the upstairs of the JFE Concessions building, at least 30 minutes prior to their 1st scheduled game.

Teams will provide **ONE NEW** game baseball and **ONE SOLID USED CONDITION**. Teams are expected to retrieve foul balls and homeruns. Please give to the umpire at the start of your **FIRST** tournament game **ONLY**.

ROSTERS

All rosters should be comprised of players in their team's respective age division, according to the USSSA by-laws for the 2022 season. Any violations found will lead to disqualification of the team from the event, without a refund in entry fee.

BRACKETS / SCHEDULES

USSSA Website for event https://ilbaseball.usssa.com/event/jr-leaf-memorial-day-classic-2/

GAME TIMES

Teams must be prepared 15 minutes prior to the scheduled start time. We will start games early at the Tournament Directors and/or Umpires discretion. Game length and time limits will be as follows:

8U: 6 innings, 1 hour 20-minute time limit

9U-14U: 6 innings, 1 hour 40-minute time limit

Expiration of time limit shall be ruled upon the moment the final out in a half inning is recorded. An inning maybe finished, but a new inning cannot be started after the time limit expires. If the home team is ahead when the time limit is reached, the game is over (a) immediately after the top half of the inning is finished or (b) at the moment the time limit is reached, and the home team is ahead in the bottom half of the inning.

Games may start early, so please have your team at the field and ready to play 30 minutes prior to game times. The tournament director reserves the right to modify the time limits in the event weather or other unforeseen circumstances.

The only exception will be for Championship Games, which will have no time limit.

The Umpires Game clock is OFFICIAL and will begin when home team takes the field.

Mercy rule will be as follows: 12 runs after 3 innings, 8 runs after 4 innings. This includes the Championship Games.

TIED GAMES

Pool Play Ties will count if game is tied after time has elapsed. Extra innings will be allowed if game is tied, and time has not elapsed.

For bracket play, **(excluding Championship game)** if game is tied after time limit has elapsed; teams will play additional inning(s) with the following rule: **Each team will place the last player who batted from the line-up the previous inning on 2nd base. The inning will start with one out. The game will continue with this format until a winner is declared. This rule is not in effect for the championship game.**

HOME TEAM

Home team will be determined by flip of coin in pool play. In bracket play, higher seed will be home team. Home team will be official scorekeeper and must record start time in book.

Warm Up Pitches

6 Warm up Pitches to start the game and for any new Pitcher, 4 between innings

BALKS

For 9U and 10U divisions, each pitcher will receive one warning per inning of work. With the warning, no bases will be awarded. After the one warning per inning, bases will be awarded.

For 11U-14U no warnings will be issued, balks will be called immediately, and bases awarded accordingly.

LINE-UP

Teams may bat 9, 9 with an EH or the entire line-up. Coaches must declare their line-up to the opposing score keeper before the start of the game. **Note: If you bat 10 players, you must finish the game batting 10 players (Using the EH, or batting all players). If you go down to less than the number you started with, your team will be charged with an OUT in batting order position of the player that cannot bat. (This is a USSSA National Rule)**

PLEASE MAKE SURE ON DECK BATTER STAYS ON YOUR SIDE OF THE DUGOUT

PLAYING RULES

8U No run limit per inning.

9U-14U No inning run rule

9U Home plate is open, **NO Drop 3RD Strike**

All other rulings, USSSA rules will apply

<u>*Please see clarification on USSSA rule 7.04.C:</u>

"Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire."

These slide/no slide judgement calls will be left to the Umpires judgement, and their decisions are final!

PITCHING GUIDELINES (No pitch tracking, Coaches take care of your players)

AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-20	31-45	46-60	61-75	76+
17-18	105	1-20	31-45	46-60	61-75	

TIE BREAKERS

The following criteria will be used to break any ties in the pool play standings:

1) Win-loss record in pool play
2) Head-to-head (only applies when two teams are involved)
3) Runs allowed
4) Run differential
5) Runs scored
6) Coin flip

EJECTIONS

Any player or coach ejected from a game due to unsportsmanlike conduct WILL NOT be allowed to participate in the next game of the event. Anyone ejected must leave the park for the remainder of the game ejected from and will not be allowed in the park for their team's next game in the event. Additional penalties may be assessed as deemed necessary by the Tournament Director.

REFUND POLICY

If tournament is cancelled due to inclement weather, refunds will be issued as follows:

0 Games Started: Entry fee refunded in full

1 Game Started: 50% of entry fee refunded

2 Games Started: No refunds

COMPLEX RULES

There will be a full concession stand available all weekend, we ask that outside food and drink not be brought in except for drinks for players and coaches.

No Pets, Bikes, Skateboard, Razors, Hoverboards allowed.

No smoking allowed (JFE Complex is on Geneseo School District property)

Soft toss batting practice against a backstop or fence is prohibited

Portable tents, umbrellas and hitting nets are permitted as long as consideration is given to other spectators.

8U Coach Pitch Rules

The offensive coach will pitch to his/her own team. Must have one foot in the pitching circle.
A pitcher circle will be drawn with an 8-foot radius from the pitching rubber (roughly 38 feet from home plate).
Player pitcher must have one foot inside pitching circle at the time the ball is hit.
PENALTY – BATTER WILL BE AWARDED FIRST BASE.

There will be no "called strikes," each player gets 6 pitches or 3 swings unless the last pitch/swing is fouled off.
A batter who fails to hit the ball after 6 pitches will be out. There will be no walks or intentional walks issued.
All coaches must pitch overhand. Pitching from a knee is permitted. Once a ball is batted the coach must move out of the way until all play is dead. The umpires will rule upon any delay, interference, or obstruction by a coach. (Coach must have 1 foot in contact with circle upon delivery of pitch)

A batted ball hitting the coach shall be considered "live" if the ball is in fair territory when touched by the defensive team. If the ball after contact rolls foul without being touched, it should be considered a foul ball. Coach should make every effort to avoid being hit by a batted ball.

OFFENSE
Batters
All players will bat for the entire game. All batters will bat in the same batting position for the duration of the game. In the event of an injury, and out will not be taken.
The designated hitter/extra player rule will not be used.

Only one (1) batter allowed in the on-deck circle. All other players must remain in the dugout. Runners must avoid contact on close plays when the fielder or catcher is waiting with the ball. If a runner knocks over a player with the ball in hand, he shall be called out and will be ejected from the game if such actions are considered flagrant.

This sliding rule is a judgment call and may not be protested. Please have your runners' slide if in doubt. Runners may leave the base after the ball is hit. The runner is out upon leaving the base early.

Runners missing a base will be called out when the ball is dead.
A courtesy runner is allowed for the catcher only (to speed up play). The last batter who made an out may run for your catcher at any time, but it is not mandatory.
There is no stealing of any base.
On an "inside the fence" overthrow, runners may advance as many bases as possible at their own risk. If a thrown ball leaves the normal field of play, runners are entitled to the "attempted" base plus one additional base.
A line will be drawn halfway between bases. Runners beyond this line when an infielder has control of the ball in the pitcher's circle will be awarded the next base. Runners not beyond this line when the infielder has control of the ball in the pitcher's circle shall return to the proceeding base.

DEFENSE
Teams will field a maximum of 10 players. Infielders must assume normal positions. Outfielders, including the 10th defensive player, must be positioned in the outfield grass or behind the white chalk line. Players must remain in position until the ball is hit.
Four (4) outfielders will be used and outfielders may not cover 2nd base for a put out.
There must be a player on the pitcher's mound, even though that player will not be pitching, and that player must have at least one foot in the pitching circle at the time the ball is hit.
There must also be a catcher in the proper position behind home plate. Catchers must use full catcher's equipment including mask, chest protector, and shin guards.
The play will be ruled dead by the umpire, and no runner may advance, when the infielder has control of the ball in the pitcher's circle when the ball is dead and the position of the base runners in relation to the halfway line is a judgment call by the umpire and should not be disputed!
There is no infield fly rule.
Coaches may stand in foul territory beyond the outfield line to help direct their team during defensive situations.