



Fishers/HSE Youth Baseball 2017 Tournament Rules



Policies and Procedures

1. Fishers/HSE Youth Baseball (FHSEYB) tournament management shall treat all teams with fairness. Playing rules not specifically covered herein shall be governed by the IHSAA High School Rules, modified for the use in FHSEYB tournaments. If questions or disputes arise about policies and procedures, coaches shall bring to the attention of the Tournament Director to be dealt with. *Any interpretation and decision of the Tournament Director shall be final and judgment calls by Tournament Director are final. Rule interpretation will be decided by the Tournament Director. On field calls by Umpires are final, no protests to on field calls.*
2. Professional umpires have been assigned to each game for age levels 9-12. Coaches should treat them with respect. With regard to on-field calls, the decision of the umpires shall be final.
3. All teams must check in upon arrival to receive an information packet.
4. The birthday cutoff is May 1. 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 that ineligible player played. The forfeit score shall be 7-0 for tiebreaker purposes.
5. Teams shall arrive on site 45 minutes prior to 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 9 uniformed players at game time, 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 tiebreaker purposes.
6. The home team for pool games 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, Red1 would be the home team when facing White2 in the semifinals. If the championship features equal seed (Red1 vs. White1), then a coin flip will once again be used to determine the home team.
7. There will be no infield practice. Teams are allowed to play catch in the outfield area if the time allows. Never do flip drills into fences or step on foul lines.
8. Both teams shall report the final score to the Tournament Director immediately following each game. Since tiebreakers often come into play, accurate score reporting is critical.



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9. If a tiebreaker is needed to determine playoff teams (wildcards, etc.), the following tiebreakers shall be used:

- a. Overall won-lost record
- b. Head-to-head (*only applies when two teams are involved*)
- c. Least number of runs allowed throughout the tournament
- d. Run differential
- e. Total runs scored
- f. Coin flip

10. The Tournament Director may modify the number or length of games when necessary due to weather, field, or scheduling issues. This includes modifying the time limit if games get backed up.

11. Coaches are responsible for the behavior of the team and fans. No arguing or poor sportsmanship from players, coaches, parent's, and fan's will be tolerated. Any team violating this rule will be given one (1) warning, the second, the individual guilty-coach, player, parent or fan, will be suspended from the current game and the next upcoming game. A suspended coach, player, parent or fan will be removed from the entire park. No players should throw any equipment (helmet, bat, glove etc.). Trash talking above and beyond normal baseball chatter talk or any verbal or physical abuse of the umpire by players, coaches or fans will NOT be tolerated. A team and/or a player may be forfeited from a game and/or tournament for repeated violations of conduct.

12. There will be a "zero tolerance" policy for any alcohol or tobacco anywhere within the confines of the tournament venues. The baseball fields reside within public town parks and all applicable town laws apply.

Playing Rules

The official playing rules for the tournament shall be the IHSAA (high school) rules with the following exceptions:

Length of Game

Ages 9-12 will play 6 innings



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Extra Players

Teams will use a continuous batting order. This means all players in uniform (unless injured) must be in the batting order. If a team has 12 or more players present, they bat 12. There is no penalty for having less than 12. If a team has less than 12 players present and an additional player arrives late, that player must be inserted into the last spot in the batting order.

If one of the teams has less than 12 batters to start the game, the other team has the option of matching the same number of batters. This “mirror rule” prevents teams with a larger roster from playing at a disadvantage.

If a team has more than 12 players present, they have the option of batting as many players as they want. If a team chooses to start a game batting more than 12, they must finish the game batting the same number of players they started the game batting.

The minimum number of players to start and finish a game is eight (8). There will be an automatic out in the 9th batting position.

Pitching Limitations

The ultimate responsibility of managing pitch counts and innings pitched rests with the team’s manager. Please see chart below for pitching limitations by age group.

AGE DIVISION	COLUMN A	COLUMN B	COLUMN C
7u – 12u	3	6	11
13u-14u	4	7	13

Column A: The maximum number of innings a player can pitch in one day and not require one days rest. Any inning count over 3 innings (Ages 7-12) or 4 innings (Ages 13-14) in one day will require a day of rest the following day.

Column B: The maximum number of innings a player can pitch in one day

Column C: The maximum number of innings a player can pitch in the tournament

For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

*Each manager should maintain a pitching log for his pitchers (provided by tournament management) and get it signed by the opposing managers at the completion of every game. Signed pitching logs must be turned into a tournament coordinator or the tournament director immediately following the game. **If a team is caught exceeding the pitching limitations, or cannot produce the pitching logs for their entire tournament games (those that have been validated and signed by opposing team’s managers), that team will be disqualified for the remainder of the tournament.***



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9U & 10U Levels Only

In the 9U & 10U divisions, the umpire will issue one balk warning per pitcher, per game prior to awarding any penalties.

Bat Restrictions

In age divisions 9-12, aluminum, graphite, ceramic, magnesium, wood, or composition bats are permitted. There are no bat restrictions for these age groups. The bat shall measure not more than 36 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle, and not more than 2-1/4 inches in diameter for small barrel bats and not more than 2 and 3/4 inches for big barrel bats at its largest part. Its weight shall not exceed 31-ounces, including tape or grip addition to the bat. The bat shall have a grip of tape or some other material to facilitate holding the bat during the batter's swing.

A batter throwing his/her bat or helmet will be given one (1) team warning. A second offense by any batter will be considered out.

Time Limits

The start time shall begin with the first pitch. The home plate umpire or his designee shall monitor the official time. All pool and consolation games shall have a 1 hour and 45 minute time limit. Once an inning starts, it must be completed. The official time is ended when the third out of the bottom of the inning is recorded. If the home team is ahead when the time limit is reached, the game is over and the bottom half of the last inning shall not be played.

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

A regulation game is six innings. If the game is called prior to the completion of six innings, it is considered an official game if four innings have been completed (three and a half, if the home team leads); otherwise, if at least one inning has been completed, it is a suspended game.

Mercy Rules (for all age groups)

- 15 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings

There are no runs per inning limitations in effect at the 9u-12u age groups.



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Base Distances and Field Dimensions

See Chart Below:

AGE DIVISION	BASE PATHS	PITCHING DISTANCE
7u – 8u	60'	40'
9u	65'	44'
10u	65'	46'
11u – 12u	70'	50'
13u (1)	80'	54'
13u (2)	90'	60' 6"
14u	90'	60' 6"

Every effort will be made to make sure base distances, pitching distances, and field dimensions are accurate. As with many different public and private facilities, dimensions are sometimes slightly off. So long as the field dimensions are reasonable and the same for both teams, play shall not be stopped to reinstall bases or pitching rubbers.

Metal Spikes

Metal spikes are not allowed in age groups 9-12.

Tie Games

Pool play games: Pool play games - tie breakers - Games will end in a tie at the completion of inning after time has expired.

Games that have completed their designated innings for the game prior to the expiration of time will play 1 inning of the tiebreaker as noted below. If after one inning of the tiebreaker results in a tie, game will end in a tie and no further tiebreaker innings will be played.

Elimination Rounds: If a game is tied after the time limit expires or when the regulation innings have been completed, we will use the following tiebreaker:



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Tiebreaker: Each team will start the inning with a man on second base and 0 outs. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count.

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

This rule applies to the player who will be playing the Catcher position in the very next defensive inning ONLY. If the Catcher is on base, with two (2) outs, he can be replaced with another runner. The runner, who substitutes for the catcher on base, will be the player who made the last batted out. The base runner that is replaced MUST catch the complete next inning.

Close Play Safety Rule:

- A. Defender cannot impede base runner in any base path.
- B. Defender must give the base runner access to all bases. He cannot block any base.
- C. Base runner must avoid contact with the defender
- D. A player not sliding when a slide is warranted and intentionally hitting another player will be ejected from the game.

If the defender has the ball in his possession, he may stand with his foot on the edge of the base for a force out or straddle the base in a position that allows the defender to place his glove between the base runner and the next base for a tag out, whichever is fundamentally appropriate for the play that is about to occur. He cannot block the plate with anything except his glove having the ball in it. If the defender has the ball in his possession in time, he may run up the line to tag the runner or force his retreat. The defender however cannot cause a collision. If the defender has the ball in his possession, the runner must slide, give himself up, attempt to avoid the tag without making contact, or retreat to the previous base. If he cannot / does not do one of the four, he will be out. If the runner collides with a defender with the ball in his possession, he will be out even if the defender drops the ball as a result.

If the defender does not have the ball in his possession, he cannot in anyway impede the runner's progress. He cannot stand on or around the base in a position that slows or stops the runner. He cannot be standing in the base path. If he does, the base runner can be awarded the base regardless. The base runner has the right to the base path in all cases except when the defender is making a play on the ball that is in the base path. The base runner must avoid a collision with a defender making a play on the ball in his path.



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The umpire(s) must determine if the base runner is out for not sliding when warranted or if the base runner is safe due to the defender being improperly positioned in the base runners path. Coaches must instruct all runners to slide anytime a play could be close.

Head First Slides

For 12 and under only: Head first slides are NOT allowed at any base and will result in an out unless the base runner is diving back (retreating) to the previous base.

Interference

- A. Base runners intentionally interfering with the defensive player will be called out.
- B. Defensive players must remain out of the base paths and not block bases or home plate. If a defensive player interferes with the base runner or intentionally blocks a base or home plate, the player is automatically awarded the base he/she was heading towards.
- C. No coach may touch or assist a player between the bases during a play. This IS an AUTOMATIC OUT.

Fake Bunts/"Slashing" – 10u age group & below only

There will be no fake bunts/"slashing" allowed in the 10u age group & below. This behavior poses a direct safety concern for the referenced age groups and is not allowed. Should a team or player attempt a fake bunt/"slashing" move, that player will immediately be called out and a warning will be issued to the coach for allowing this action. Each team may receive one (1) warning per tournament for this action. If a team attempts this action more than one (1) time during the course of the tournament, that team will be immediately disqualified for the remainder of the tournament.

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 one game suspension. The suspension must be for the next game the team plays.

Injuries and Early Departures

If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped with no penalty. Once the injured player leaves the batting order, he is done for the remainder of that game.



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FACILITY USE AND EQUIPMENT

Batting Cages during tournament hours

Batting cages are for team warm ups. Time limit for teams is 30 minutes during tournament hours. 1 cage per team please. All rules must be followed, see Park Rules for batting cage rules and use.

Scoreboards

FHSEYB has electronic scoreboards with remote control pads. These are available for your teams, players and fans further enjoyment of the game. (Home team first choice, Visitor team if Home team does not wish to check out control pad) At FHSEYB, control pads can be checked out at the concession stand located on the upper pod surrounded by fields 43-46. We offer these for your teams and fans further enjoyment and we need your assistance with returning these devices promptly. Thank you for our cooperation with the use of these devices.