



Presented by:



2018 Hopkinton Summer Sizzler
Baseball Tournament Rules

Tournament Directors

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Dates

The Tournament begins **Tuesday, June 12th, 2018** and runs through **Sunday, July 15th, 2018**, though rainouts may extend the end date.

Fields

All games are held in Hopkinton at EMC Park, Carrigan Park, and Pyne Field, with some games being played at neighboring town fields and at Hopkinton High School (HHS) when make-up games are required.

Player Age Eligibility Requirements

The Tournament follows Little League cutoff dates for age eligibility ([Little League Ages](#)):

Division	Players Born Between
8U	9/1/2009 - 8/31/2010
9U	9/1/2008 - 8/31/2009
10U	9/1/2007 - 8/31/2008
11U	9/1/2006 - 8/31/2007
12U	5/1/2005 - 8/31/2006*

** 16-month range adjusting for 2014 and 2015 Little League age definition rule changes*

Players may “play up” (i.e., a younger player may participate in the immediately older age division); however, players may **NOT** “play down” (i.e., an older player cannot participate in a younger age division).

Other Player Eligibility Requirements

The Tournament is open to players **who reside in the registered team’s community** (e.g., all Hopkinton teams are comprised entirely of residents of Hopkinton, all Nipmuc teams are comprised entirely of residents of Upton and Mendon, etc.) and who are **NOT** partaking in **ANY OTHER** tournament play during the Summer Sizzler season.

Exception: AAU players who played in their town’s spring Little League season may participate.

If the Sizzler Committee finds a team to have "elite" players and/or players participating in another tournament, that team will be removed from the tournament at the time of discovery without reimbursement.

Rosters

Rosters are limited to a **maximum** of fourteen (14) players and may be comprised of up to eight (8) players from the immediately younger age division. Each team is allowed one (1) head coach, two (2) assistant coaches, and one (1) scorekeeper.

Rosters **must** be submitted prior to the team’s first game. Once submitted, the roster is final.

Exception: If injury drops a team below the 8-player minimum, a Tournament Director will coordinate with the team to find a suitable replacement player, who **must** be of equal age or 1-year younger than the player being replaced.

Players are required to submit a signed Code of Conduct.

Call-Ups

Call-ups temporarily augment teams that fall below the minimum roster requirements and are permissible from registered Sizzler teams from the immediately younger age division (e.g., 10U players can be called up to an 11U team). For 8U teams and Sizzler teams unable to call up from their own immediately younger age division, call-ups can come from the general town playing pool for that team/town, provided they meet all of the [Player Eligibility Requirements](#).

Call-ups shall be noted on the team roster and brought to the attention of the opposing coach prior to commencing play **and** in the comments section of the team score entry by name and jersey number of call up (also noting the name and jersey number of the replaced player). **Failure to comply will result in immediate loss of call-up privileges.**

An individual call-up player shall be utilized a **maximum** of three (3) times.

Note: Call-ups **CANNOT** be used as pitchers and **CANNOT** be used during the playoffs.

Schedule

The regular season shall consist of nine (9) games and shall be followed by a single-elimination playoff consisting of up to four (4) games, depending on the number of teams in the division. Rainouts may reduce the number of regular season games. There will be no games scheduled from Wednesday, July 4th, through Sunday, July 8th. **All games must start promptly, as scheduled, without exception.**

Playoffs

All teams qualify for the single-elimination post-season playoff tournament. Regular season standings shall determine the seeding, based on the following system:

1. Number of Wins
2. Total Points (Win = 2 Points, Tie = 1 Point)
3. Head-to-Head Competition
4. Runs Allowed in Head-to-Head
5. Runs Allowed Per Game
6. Coin Flip

Seeds will determine playoff match-ups, with the higher seed (1 being the highest) designated the home team. The highest seed shall play the lowest seed in each round (e.g., in a 4-team division, 1v4 and 2v3). Higher-seeded teams may receive bye(s) in the playoffs, depending on the number of teams in the division.

Note: To be eligible for participation in the playoffs, players **must** participate in at least one-half of the respective team's regular season games.

Umpires

Hopkinton shall furnish umpires for all games scheduled at EMC Park, Carrigan Park, Pyne Field, and HHS. In the event that a game is suspended/rescheduled due to weather/darkness/other by the Umpire or Tournament Director and the resumption or make-up game is played on a field outside of Hopkinton, the towns involved shall work with a Director to arrange for Hopkinton Umpires to be provided or utilize local Umpires on a reimbursement basis (\$60/game). If a game is rescheduled for any reason other than an HLL-mandated weather cancellation or an on-site assessment during the attempt to play the scheduled game, the towns involved shall be responsible for furnishing the umpires and covering all associated fees.

Umpires must be a minimum of 13 years old. Most games are scheduled to have both a home plate and base umpire, but games can and will be played or continued with only a home plate umpire. All playoff and championship games will have at least two (2) umpires.

Awards

A first and second place team trophy, as well as individual player awards for all rostered players, shall be distributed immediately following the Championship Game in each age division, as determined by the single-elimination [Playoff](#).

Pre-Game Warm-Ups and Practice Area

There is no pre-game infield or pitching practice allowed. Pre-game warm-ups (stretching and light tossing) are limited to the park-like areas bordering the fields. Soft toss against any fence or backstop is prohibited, as these may be near spectator areas. At no time shall batting practice or batted balls be permitted in spectator areas.

Batting practice is permitted in batting cages only. There are three cages at EMC Park (one each for Egan, McIntyre, and Colella Fields), two at Carrigan Park (one each for Carrigan Fields 1 and 2), one at Pyne Field, and one next to HHS Field 4. Two people are allowed in the cage at any time, a helmeted Tournament player and an adult. Cages are reserved for the **home** team for 60-30 minutes before the game's scheduled start time and for the **away** team for the final 30 minutes before the start time.

Pitchers may warm up (throw to a catcher) in the batting cage or outfield of the scheduled field.

Note: Due to a noise ordinance, batting practice is **NOT** allowed in the EMC Park batting cages before 11:00 am on Sundays.

Dugout Personnel and Coach Restrictions

Besides rostered players and coaches, **NOBODY** is permitted in or around the dugouts during a game (e.g., **no** batboys, siblings, parents, or other fans).

Coaches are restricted to the dugout or immediate proximity to the dugout entrance, unless coaching first or third base in the assigned boxes. Base coaches must remain in the coaches' boxes unless an umpire allows a called time-out. Teams are permitted to use two (2) adult **or** one (1) adult and one (1) uniformed and helmeted player as base coaches.

Game Reports/Stories

Head coaches are required to report final scores (**home team**) and pitch counts (**both home and away teams in 9U/10U/11U/12U**) for their games **within 12 hours of the game's completion** to the Sizzler website (detailed instructions provided separately). Scores and pitch counts can also be reported directly to a tournament Director on-site before leaving the field or via e-mail (hopkintonsizzler@gmail.com) or text message (Joe Beauchemin cell – 508-801-9619) following the game. When reporting by any means other than via the web site, be sure to provide your team name and age division. **Failure to report scores and pitch counts within the 12-hour period from the game's conclusion will result in immediate forfeiture of the offending team's next scheduled game.**

Rain-Outs/Cancellations

All coaches must check the [Hopkinton Little League Website](#) for cancellation. If subscribed, coaches and player families will receive automated SMS notifications when the Sizzler Committee decides in advance to cancel all games for the day (by 3:30PM on weekdays and by 7:30AM on weekends). If this notification is not issued, teams must report to the field for their scheduled game's start time, even if the weather appears inclement, and determination of conditions will be made on-site. Once a game has begun, it is the decision of the on-site Director, in conjunction with the Umpire(s), to suspend the game because of weather or field conditions, with player safety always the deciding factor.

PLAYING RULES

The Little League Rule Book, not the Tournament Rules section, is the guide for all rules not specifically addressed in this document. Situations not covered by this document or the Little League Rule Book will be decided by the Sizzler Tournament Committee, with all decisions being final and not subject to appeal.

The following rules are **Exceptions/Clarifications** that are adopted in an attempt to enhance play in the Sizzler Tournament.

1. Official Game:

It is at the discretion of an on-site Tournament Official and/or the Umpire to suspend a game for any reason (e.g., weather, darkness, field conditions, etc.). If a game in progress is suspended for any reason, it is an official game when:

- four (4) full innings have been completed,
- the home team is leading after 3 1/2 innings have been completed, or
- the home team has tied the score during the uncompleted bottom of the 4th inning.

If a **regular season game** is called after the 4th inning has completed, the score as of the end of the last completed inning shall be submitted as the official score, which **CAN** be a tie.

If **any** game is called prior to one (1) full inning being completed, the game is unofficial and shall be replayed in its entirety, if the schedule permits, and no pitch counts are recorded.

If **any** game is called after one (1) or more innings have been played, but before it becomes an official game, it shall be resumed on another day exactly where it left off, if the schedule permits. Pitch counts are recorded, and rest rules must be respected even if the game is resumed within the window of rest for the active pitchers (e.g., if a pitcher has thrown 21+ pitches and the game is suspended after 1+ innings until the next day, that pitcher is ineligible for the resumed game and cannot be used).

Exception: **Playoff games** suspended during/after the 4th inning that otherwise might be deemed official shall be resumed following these rules and played to completion.

If the schedule is unable to accommodate continuation of a suspended regular season game, the game shall be declared "no game"; however, the recorded pitch counts for the innings played still count towards the [Rest Rules](#) for those pitchers.

2. Mercy Rule:

A twelve (12) run mercy rule shall be enforced for all [Official Games](#) during both the regular season and playoffs in all age divisions. Should a 12-run differential occur **before** the game is official, the two head coaches may agree to call the game early or play until the game becomes official.

Example 1: Home team is up 14-2 going into the bottom of the fourth inning. This is an official game, and the home team has won. Game Over.

Example 2: Visiting team is up 14-2 going into the bottom of the fourth inning. As this is not an official game, the home team takes its turn at bat. If they do not score, the visiting team wins, else the game proceeds to the 5th inning.

Example 3: Home team is up 13-2 going into the bottom of the fourth inning. If the home team scores a 14th run, the game is immediately over, and the home team wins.

3. **Game Duration:**

During the regular season, games are limited to six (6) innings or two (2) hours (including any rain delays or any other delays), whichever occurs first. Official regular season games **CAN** end in a tie and **shall not** go to extra innings, even if time permits.

No new inning shall begin after 1 hour and 45 minutes of play nor after 8:30PM on unlit fields. The plate Umpire is the official timekeeper and shall announce “**last batter**” to both teams as the time limit is reached, at which point the batter shall finish the at-bat. Should a game reach the 2-hour limit, it is subject to the [Official Game](#) rules.

Note: All playoff games shall be 6 innings in length, unless shortened due to the [Mercy Rule](#), with extra innings being played as needed until a winner is decided.

4. **Playing Time Requirements and Substitutions:**

Teams are allowed to substitute from the bench at inning breaks only (including pitchers), not during an inning, unless required to by injury/illness. Injured players may be temporarily removed from the game and later reinserted in the same spot in the lineup without penalty. When a pitcher is removed during an inning, she/he must remain in the game defensively (see [Pitching Rules](#)).

All attending players shall play defensively in each game for a **minimum** of three (3) innings.

All players must play a **minimum** of one (1) inning per game in the infield and one (1) inning per game in the outfield.

Teams shall follow the “free substitution” rule, meaning they may move players on the field at any time during an inning. **If a player is moved during an inning, that inning is counted towards the imposed maximums for a single game for ALL positions played in the inning, as follows:**

All players are limited to a **maximum** of three (3) innings defensively at any position.

Exception 1: The catcher may play a **maximum** of four (4) innings defensively.

Exception 2: The pitcher may play as many innings defensively as eligible to pitch. If removed prior to the game’s conclusion, the pitcher must be placed in the outfield or otherwise be scheduled to appear there by the 6th inning.

Note: Extra innings do **NOT** count towards these maximums.

Position requirements must be satisfied by the 6th inning, with the exception of the pitcher, who may pitch a full game. The position requirement shall be waived for games that end early as a result of the Mercy Rule, encountering the 2-hour time limit, or a mutual decision by the Umpire and on-site Sizzler Director to suspend/terminate the game.

Head coaches should document this participation. Should a violation of these playing time rules occur, a team must notify the Umpire **before** leaving the field, such that Tournament officials can be notified and a ruling on such violations can be made prior to the offending team’s next game. If a team is found in violation of the playing time rules, it will forfeit the game in question, and the head coach will be subject to suspension for the remainder of the Sizzler tournament.

5. **Batting Rules:**

Only wooden bats and non-wooden bats having the USA logo are permitted.

For all regular season and playoff games, teams shall use a continuous batting order. Players arriving after the game has begun shall be inserted last in the batting order, provided that spot in the batting order has not already passed. Once the lineup wraps, no additional players may be added.

Coaches **must** provide their batting order, with each player’s name and jersey number, to the opposing coach prior to the start of the game.

On-deck batters are **NOT** allowed. No player is allowed to handle a bat prior to his trip to the batter’s box. An offending team’s head coach may be removed from the game if this rule is violated, as **this is a major safety concern!!!**

Throwing of bats is forbidden. The Umpire will issue one team warning on the first occurrence of a thrown bat, after which any subsequent occurrence will result in the batter being called out.

Bunting is permitted, except during coach pitch in 8U. Slash bunting, where the batter draws the infielders in by showing bunt and then swings away, is **NOT** permitted. Any player who attempts or executes a slash-bunt shall be called out without a team warning.

5.1. **Maximum Scoring per Inning:**

There shall be a **maximum** of five (5) runs allowed to score per inning during the innings identified below for the various age divisions:

Division	5-Run Limit In Innings
8U	1 – 5
9U / 10U	1 – 4
11U / 12U	None

During the playoffs, all extra innings have unlimited scoring.

6. **Pitching Rules**

Any non-call-up player may pitch.

Any coach may visit an individual pitcher on the mound two (2) times per inning before being forced to remove that pitcher on the 3rd visit in that inning. Further, any coach may visit an individual pitcher three (3) times per game before being forced to remove that pitcher on the 4th visit.

If substituted during an inning, the removed pitcher shall remain in the game defensively at another position. Regardless of when the substitution occurs, the removed pitcher may not return as a pitcher later in the same game.

An ineligible pitcher violation shall only occur if the pitcher in question delivers a pitch to a batter. A pitcher can be announced, take warm-up tosses, and be withdrawn without penalty up to that point.

A pitcher who delivers **41** or more pitches in a game **cannot** subsequently play the position of catcher (from the Little League International rulebook). Similarly, if a player plays the position of catcher for four (4) innings, that player **cannot** subsequently pitch.

There is no breaking of the wrist allowed. If, at the Umpire's discretion, a pitch is deemed a breaking ball, the pitch shall be ruled a ball, and the Umpire will issue a warning on the first offense. The Umpire may then force a coach to remove a pitcher who continues to violate the rule.

Dropped 3rd strike is **ONLY** enforced in 12U. It does **NOT** apply to 8U/9U/10U/11U.

Balks shall not be called; however, coaches are encouraged to instruct players of what a balk is and what the penalty for it would be if the rule were enforced.

6.1. **Pitch-Limited Age Divisions (9U/10U/11U/12U)**

A pitcher shall be removed after striking two (2) batters in an inning **or** three (3) batters in a game. A pitcher shall also be removed when the age-based daily pitch limit is reached, as follows:

Age Division	Pitches Per Day
9U / 10U	75
11U / 12U	85

Note: These limits may be exceeded **ONLY** to complete the at-bat in progress.

All pitchers shall observe rest requirements, based on the number of pitches thrown in a given day:

Pitches Thrown	Days of Rest
> 65	4
51 – 65	3
36 – 50	2
21 – 35	1
< 21	0

Note: Rest requirements DO NOT reset entering the playoffs.

The pitch limit note to complete the at-bat in progress **does not apply** to rest requirements. For example, if a Tuesday pitcher reaches 35 pitches while facing a batter and continues to pitch to that batter, the number of rest days increases from 1 to 2 (the pitcher cannot pitch until Friday). If eligibility on Thursday is desired, the pitcher **must** be removed immediately after delivering the 35th pitch.

The scorekeeper is the team's official pitch counter. Head coaches must agree on pitch counts. It is strongly suggested that pitch counts be reconciled after each half inning. Pitch counts shall be logged on the HLL website or otherwise reported to a Sizzler Director within 12 hours of game completion. See the [Game Reports](#) section for further details.

The official pitch count recorder shall provide the current pitch count for any pitcher when requested by either head coach or any Umpire; however, the head coach is responsible for knowing when his/her pitcher must be removed. The official pitch count recorder should inform the plate Umpire when a pitcher has reached the daily pitch limit, at which point the Umpire shall inform the pitcher's head coach that the pitcher must be removed; however, the failure by the pitch count recorder to notify the Umpire and/or the failure of the Umpire to notify the head coach does not relieve the head coach of the responsibility to remove a pitcher when that pitcher is no longer eligible.

In suspended games resumed on another day, the pitchers of record when the game was halted may pitch in the resumed game to the extent of their eligibility that day, provided said pitcher has observed the required rest days since his/her last appearance, whether that was the start of the halted game or another game that occurred since the halted game was suspended. For example, Team A and Team B play one full inning before the game is suspended. Team A's pitcher has thrown 19 pitches, while Team B's pitcher has thrown 21. If the game were resumed the following day, Team A's pitcher **is eligible** to continue pitching (but not required to do so), as the 19 pitches the previous day require no rest. That pitcher can throw up to the daily pitch limit for his/her age in the resumed game, as it is a new day. If the pitcher does NOT resume the game on the mound, he/she is then also ineligible to pitch the remainder of the game, as this would be considered an elective pitching substitution within a single game, even though it spanned multiple days. Meanwhile, Team B's pitcher **is not eligible** to pitch in the resumed game, as the 21 pitches the previous day requires one (1) day of rest.

Note: Violation of any section of this regulation shall result in a forfeit.

6.2. Inning-Limited Age Divisions (8U Only)

The pitching distance is reduced from regulation 46' to 43'.

A pitcher must be removed immediately after striking two (2) batters in a single game.

No pitcher may be used for more than two (2) innings per day. One pitch thrown in an inning constitutes an inning pitched (i.e., if Pitcher A begins the 2nd inning and is replaced during the inning by Pitcher B, Pitcher B can finish the 2nd inning and also pitch the 3rd, no more).

No pitcher shall be allowed to walk home a run. If ball four is delivered to the batter with the bases loaded, the walk is not awarded; rather, the batting team's coach shall pitch to his batter to complete the at-bat. If the coach pitcher delivers a ball or hits the batter, it shall be considered a no-pitch.

Example: With the bases loaded, the batter takes ball 4 on a 3-1 count. The batting team's coach assumes the role of pitcher, and the batter has 2 strikes to put the ball in play or strike out (swinging or looking). If not the 3rd out of the inning, or if the batter reaches base, the coach returns to the dugout, and the pitcher faces the next batter.

The pitcher must stand in the mound area to the right or left of the coach pitcher and defend any batted ball. A batted ball that hits the coach pitcher is live (as if the coach pitcher were an umpire).

There is no bunting nor stealing of bases during coach pitch.

7. Base Running Rules:

Base runners shall not leave their bases until the pitched ball crosses the plate. If a runner leaves early, it is ruled a no-pitch, all runners are returned to their original bases, and a team warning is issued. Subsequent offenses result in a no-pitch, and the offending runner is declared out, while any other runners are returned to their respective bases.

The **Infield Fly Rule** is enforced in **ALL** age divisions **EXCEPT** for 8U.

7.1. Sliding and Contact

Sliding is required on close plays, which is any play, at the discretion of the Umpire, where a defender must be in position at any base to receive a potential throw that could reasonably get the runner out while attempting to advance or retreat to a base. Failure to slide on a close play shall result in the Umpire issuing a team warning on the first offense, and any subsequent offense shall result in the runner being declared out.

There is no headfirst sliding into any base, including home plate. The umpire shall call the player out without a warning. Base runners **can** dive headfirst back to a base that he/she has already made.

To avoid injury, all players **must** attempt to avoid collisions/contact:

- Defenders shall not block any base or base path when not actively trying to tag a runner out. Straddling the base/plate while awaiting a throw on a close play is allowed.
- Runners shall not interfere with a defender attempting to field a batted ball.

If contact is made between a runner and a defender, then it is the Umpire's discretion to call the runner out or safe based upon which player is found to be obstructing the other, whether the obstruction is deemed intentional or unintentional, and where to place the runner.

7.2. Stealing Bases:

A steal is any base advanced when the ball is not hit. If the ball is overthrown on a steal, the runner is entitled to attempt to take additional bases as long as the team is under the imposed steals per inning limit for its age division, as any additional bases taken on overthrows also count towards the number of steals allowed in an inning, as below:

- 8U – cap of three (3) steals per inning and one (1) per individual player in that inning (i.e., overthrows on steal attempts incur no risk of further advancement by the runner).
- 9U/10U – cap of five (5) steals per inning (no cap on individual players).
- 11U/12U – unlimited steals per inning.

Stealing of home is allowed in **ALL** age divisions **EXCEPT** for 8U.

Monitoring steals is **NOT** the responsibility of the Umpire(s). If a team is believed to have exceeded the inning limit, the team scorekeepers should compare books and discuss the advanced bases to determine if the limit was surpassed. If so, the Umpire shall return the runner(s) in excess of the steal limit to the previously occupied base(s). A protest of this nature can occur at any point before any runner next advances; it does **NOT** have to come before the next pitch.

7.3.A. Termination of Play and Overthrows (9U/10U/11U/12U):

Play terminates when the pitcher has control of the ball in the mound area. Runners must return to their bases if not already attempting to take the next base.

Overthrows that remain in play after a ball is put in play by the batter shall result in any runners on base being allowed to attempt as many bases as possible until play terminates.

Overthrows that remain in play when a ball is **NOT** put in play by the batter shall result in any runners on base being allowed to attempt additional bases, provided that team has not reached its per-inning or per-player steal limit, as applicable.

7.3.B. Termination of Play and Overthrows (8U Only):

Play terminates when the ball comes into the possession of **any** infielder in the infield (including foul territory around home plate and up the foul lines to where the outfield grass begins). If a runner is advancing to a base when the defensive player gains possession of the ball, the runner may continue advancing to the base but can be thrown out.

On a struck ball fielded by an infielder, one base will be allowed to be attempted by any baserunners on an overthrow. No additional bases will be allowed on that overthrow nor on any subsequent overthrows made on the same play, regardless of who collects the ball after the initial overthrow.

On a struck ball fielded by an outfielder, one base will be allowed to be attempted by any baserunners on an overthrow, only if the overthrown ball then comes into the possession of an infielder in the infield. If the overthrown ball is collected by any player that is **not** in the infield, then play is **not** terminated, and a subsequent overthrow can lead to another base being attempted by any baserunners on the same play.

Example: LF fields a ball and throws wildly trying to get a force at 2nd. On the overthrow, that runner heads to 3rd, and the batter heads to 2nd. The ball is collected in shallow right by the RF, who then throws wildly to 3rd trying to get the lead runner. The runners can attempt to advance to home and 3rd, respectively, because an **infielder** has yet to possess the ball **in the infield** to terminate the play.

8. Hidden Ball Trick:

Not allowed in any age division.

9. Injuries:

Injuries of any significance must be reported to the on-site Sizzler Director. Hopkinton Little League will always have at least one representative at the Tournament at all times.

10. Undermanned Teams (Forfeits):

At the official start time for each game, each team shall field a minimum of eight (8) players. If either team is below this minimum requirement, the game shall be deemed a forfeit by the undermanned team, and the official score shall be reported as 1-0, with the forfeit identified in the game notes.

In the event of a forfeit, the teams are encouraged to use the time allotted to practice and/or play baseball any way that they can arrange with the players that they have.

11. Baseballs:

One box of official Tournament baseballs shall be provided to each team at the coaches' meeting. The home team must provide a **minimum** of two (2) new game balls each game.

The Sizzler Committee will provide additional new baseballs for playoff games.

12. Rainouts/Cancellations/Rain Delays/Lightning:

There are no open dates set aside to accommodate makeup games; however, makeup games may be scheduled with a Sizzler Director on any available Hopkinton field, provided umpires can also be furnished. Alternatively, the participating teams may arrange to reschedule a game at a field local to either team at a mutually convenient date/time. Hopkinton may not be able to supply umpires for out-of-town games, but local umpires may be used on a reimbursement basis for approved makeup games (\$60/game). **The only games to be rescheduled are those which have been cancelled due to inclement weather or by the HLL/Sizzler Director.** Please advise a Sizzler Tournament Director prior to scheduling and playing a makeup game. To be considered official, rescheduled games must still fall within the Rules set forth here, including pitching weeks, etc. Makeup games shall follow the rules of the week that they are made up within, not the original week of play.

In the event of heavy rain, thunder, or lightning after a game has begun, a delay may be incurred. During such delays, coaches are responsible for their players and fans. Do not allow any players or family members to remain outside of their vehicles or the Pavilion. **Ensure that all parties understand that remaining outside of designated areas after being instructed to vacate the fields may result in a forfeit by the offending team.** Hopkinton requires twenty minutes without lightning/thunder to return to the playing field (twenty minutes since the last visible lightning or audible thunder). If more than thirty minutes have passed and frequent lightning or thunder persists, the Umpire and Tournament Official will jointly decide to suspend/cancel the game.

Please instruct your players not to leave until the game has officially been terminated, so as to avoid forfeit should weather improve. Should a game be suspended after at least one full inning has been completed, coaches must sign each other's scorebooks acknowledging the score, pitch counts, lineup, and game situation at the time the game was suspended such that it can be resumed, per the [Official Game](#) rules.

13. Appeals/Protests:

Protests shall only be allowed for violation of the participation rules, which must be brought to the Home Plate Umpire before the field is cleared. Hopkinton Little League wants every player on the team to play baseball. Every team manager should be prepared to document his team's compliance with the participation rules. **No other protests will be considered.**

No appeal of a missed base can be made if a player hits a home run over the fence.

14. Behavior

HLL has a "zero tolerance" policy regarding the Code of Conduct. Coaches who exhibit inappropriate behavior, question balls and strikes, or are verbally abusive to the Umpires shall be given one warning from the Head Umpire, and a 2nd infraction shall result in that coach being ejected from the game and subject to further action by the Sizzler Committee.

All tournament coaches, players, and parents must exhibit the best of sportsmanship at all times. For example, chanting is **forbidden** from both dugouts during the game.

All teams are expected to make every fair effort to win individual games and the tournament on the whole; but, more importantly, everyone in this tournament is expected to realize the impact of their behavior on the tournament, players, and fans.

Fans of participating teams/players disrupting play will be given one (1) warning, and the coaches of the team will be notified. A second occurrence will result in game forfeiture and possible removal of the team from the Sizzler Tournament without reimbursement. Keep it friendly on the field and in the stands. Any decisions will be at the discretion of the Tournament Director and/or Hopkinton Little League Director(s).

Coaches are responsible for their fans. We encourage you to either send a copy of this to all parents or print this and review it with them prior to the start of the tournament. Having specific knowledge of the Sizzler Rules can help avoid many conflicts. We realize some situations during games can raise emotions and tensions...please keep them in check.

15. Other

The use of tobacco or tobacco products and the consumption of alcohol are prohibited at the Sizzler Tournament on or near the fields. Local authorities will be called, and the offending team will forfeit the game.

No pets are allowed in EMC Park or Carrigan Park.

Parking

Carrigan Park: our designated lot is on Marshall Street, located just up the hill to the west of the field above the announcing booth. There is also a large lot behind the Dog House (snack shack), which is accessible via the road next to the Fire Department from Main St. When parking in this lot, please do not utilize the marked tenant spaces; rather, use the spots to the rear of the lot. **Please also do not park in the private 85 Main Street lot behind the Carrigan 1 3rd base bleachers, as these spots are reserved for tenants/customers of the businesses in the building, and you MAY be ticketed/towed.**

EMC Park: there are marked spots for about 115 vehicles in the town lot serving both the fields and playground. **PLEASE do not park in the NO PARKING areas, otherwise you MAY be ticketed/towed.** Overflow parking is on the other side of Route 85 at the high school (about a 5-minute walk). If the EMC Park lot is full (which is normal), have your parents and coaches drop off players/equipment, park at the High School, and walk back. **Please also DO NOT park in the HCA parking lot just outside the EMC entrance.**

Pyne Field: ample parking in the lot in front of the field.

Hopkinton Little League supports the Hopkinton Police Department in enforcing the no parking zones. If a player is hurt, emergency vehicles must have clear access to all areas of the park, so this is a MAJOR safety concern.

Let's all work together to continue to make this a fun, yet competitive, event for the players, parents and fans! On behalf of HLL, we thank you for your participation.

The Sizzler Tournament Committee

Joe Beauchemin
Scott Hatherley
Alex Scott
Jeff Striek