



The logo for Frankfort Baseball Force features a stylized baseball field with a building in the center, flanked by two crossed baseball bats. Below this is a blue banner with the word "FRANKFORT" in white, and "BASEBALL" in blue below it. The word "Force" is written in a large, bold, blue, italicized font with a black outline.

**2018 SPRING CLASSIC**

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**MAY 16-20, 2018**

**I. CHECK IN-REQUIREMENTS**

1. Prior to the start of the tournament load your roster (name and number) into Tourney Machine.
2. All managers must check in at the tournament tent 45-60 minutes prior to the start of their first game with the following:
  - a. Tourney machine roster with players name, uniform numbers, and a copy of the birth certificate (bring a second copy of your roster with name, number, and date of birth for our files).
  - b. Proof of Team/League Insurance

**II. CODE OF CONDUCT – MANAGERS, COACHES, FANS, PLAYERS**

Code of Conduct Rules and Other Miscellaneous Prohibitions:

- Unless specifically designated otherwise, tobacco and/or alcohol are prohibited at all Frankfort Baseball complexes.
- Weapons (including but not limited to firearms) and illegal drugs are prohibited at all Frankfort Baseball complexes.
- Use of demeaning, threatening or profane language to or directed at any player, coach, spectator, umpire or staff member is prohibited.
- Umpires are to be treated with respect and professional courtesy.
- Only registered coaches and players are permitted in the dugout and on the field.
- Use of noisemakers in the dugout is prohibited.

Frankfort Baseball seeks to provide a safe environment for all participants, avoiding physical or verbal harm requiring all teams to demonstrate fair play, sportsmanship, hustle, development above winning, self-control, respect and positive support of all players and opponents. Each team is required to maintain quality and cleanliness of The Frankfort Baseball complexes by cleaning up trash, caring for equipment and fixtures and not littering.

Further – Frankfort Baseball wishes all players, coaches and spectators have fun and enjoy the spirit of the game of baseball – and supports letting the players play, the coaches coach, and the umpires umpire.



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**Failure to abide by the Rules of the Frankfort Spring Classic will result in the indicated penalty. With specific reference to rules regulating code of conduct and on field sportsmanship of players, coaches, and spectators– please clearly note the following:**

Players and Managers/Coaches will receive 1 Verbal Warning on conduct in violation of the rules.

If a player is ejected from a game – that player will be suspended for the following game(including potential Championship Game)

If a Manager/Coach is ejected from a game – that Manager/Coach will be suspended for the remainder of the tournament and will not be allowed back in the Frankfort Complex in any capacity (including as a spectator).

Managers are responsible for their fans. After 1 Verbal Warning on conduct in violation of the rules to the Manager of the Team - Any fan that requires removal from the field will also result in forfeiture of game for their team.

### **III. READINESS FOR GAMES:**

Besides the first games on Thursday, Friday, Saturday, and Sundays please be at your games ready to play *one* hour before the start of your game. In the event that we can start games early, Frankfort Baseball, will start games early to keep the entire schedule on track.

### **IV. WEATHER RELATED / CANCELLATION POLICY:**

1. If lightning is seen a 20 minute waiting period is put into play. ALL individuals should report to their vehicles and stay off the fields until the Umpire in Charge and/or Tournament Director give an all clear to resume normal baseball playing.
2. Once an entry fee is paid for the tournament, no refunds (cash, check, charge) will be given for any reason, unless Frankfort Baseball cancels the event in advance of the start of the tournament. If a team registers and is unable to participate please notify the tournament director ASAP via email.



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3. If the event is cancelled due to inclement weather, field conditions, unforeseen circumstances, etc. Frankfort Baseball will issue the following refunds within 60 days of this cancellation (refunds will be issued to the issuing agency that original check/credit card was given):
  - a. 0 games – 100% refund
  - b. 1 game – 50% refund
  - c. 2<sup>nd</sup> games – no refund.\*\*\*Pool Play, Bracket Play and Tournament format can be changed at any time due to weather delays in an effort to complete the Championship round.

#### **V. FIELD LOCATIONS:**

##### **Main Park**

155 S. Locust, Frankfort, Illinois 60423

(cross streets of Nebraska & LaGrange)

<https://goo.gl/maps/37ntL4B3a6y>

##### **Commissioner's Park**

22265 S. 80<sup>th</sup> Avenue, Frankfort, Illinois 60423

(cross streets of 80<sup>th</sup> Avenue & Laraway)

<https://goo.gl/maps/dsBQufwVeNH2>

#### **VI. ADDITIONAL INFORMATION ABOUT BOTH PARKS:**

- Concession Stand
- Bathrooms
- AED (in the event of an emergency please call 9-1-1 and then find a tournament official)
- Batting cages may be available prior to games (Commissioner's Park only).
- There will be NO infield practice before games.
- Teams are allowed to warm-up in the outfield area if the time allows.



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- No flip drills allowed into fence.
- All teams should be ready to play 60 minutes prior to the start of their scheduled game.

### **VII. CONTACTS:**

Tournament Director, Ryan Crabtree

[tournamentdirector@frankfortbaseball.org](mailto:tournamentdirector@frankfortbaseball.org)

708/822-0113 text messages are acceptable

### **VIII. GAME RULES / SPEED UP RULES**

1. Teams must bat all rostered players in uniform (unless injured).
2. Teams must bat a minimum of nine.
  - a. If for any reason a team cannot bat nine an automatic out will be declared at the time where this batter was supposed to bat.
  - b. If a team starts with more than nine but a player is removed because of an obvious injury, that spot in the line-up will not be an automatic out. An injured player cannot return to the line-up if he has been removed from that game.
  - c. If a player arrives late, that player will be added to the end of the line-up.
3. Free defensive substitutions are allowed.
4. Courtesy runner for the catcher is allowed at any time. This must be the catcher who will be catching the next defensive inning. The courtesy runner must be the last batted out. Running for the catcher is mandatory with 2 outs for speed of play.
5. Courtesy runner for the pitcher is optional at any point. The last batted out will be the runner.
6. For pool play; Home and Away will be determined by a coin flip. Either team can occupy either dugout.
7. For elimination bracket play; Home team is the higher seed (lower number seed) and will occupy the third base dugout.
8. The home team is asked to score the game using the score board.



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9. Any player warming up a pitcher, either on or off the field, must wear a catcher's mask.

### **IX. TOURNAMENT FORMAT:**

1. 3 game format with 2 pool play games, after which all teams will be seeded into a single elimination Championship Bracket. If the tournament is impacted negatively by the weather, the tournament director reserves the right to modify the tournament format (each age group may have a different format for play, however 3 games are always guaranteed).
2. See notes on cancellation above.
3. Official brackets and game times are posted on the tourney machine app.

### **X. SEEDING FOR THE ELIMINATION BRACKET WILL BE AS FOLLOWS:**

1. Overall record
2. Head-to-Head – If there are exactly 2 teams tied, if more than 2 teams are tied, head-to-head is thrown out.
3. Run Differential – runs scored less runs allowed-max of 8 per game.
4. Runs Allowed – If three teams tied for one spot, the team with the least amount of runs allowed will advance. If three teams tied for two spots, the teams with the least and 2<sup>nd</sup> least amount of runs will advance.
5. Coin Toss
6. Tournament director reserves the right to alter bracket play seeding to ensure two teams that played in pool play don't play their first elimination game versus each other.

### **XI. SCORECARDS**

The home team for each game will be in charge of texting the final score to the tournament officials using the WhatsApp.

Example:

8U Division Illinois 10 – Wisconsin 0 – Field Main E



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For purposes of scoring each game an electronic scoring system such as Game Changer may be used and/or a written score book can be used.

### XII. EQUIPMENT

#### 1. Baseball Bats

- Wooden allowed with NO restrictions.
- Either USA Bat or USSSA bats are allowed as long as they are properly labeled by either organization. No drop or barrel size restriction.
- Must be stamped with BPF 1.15 stamp on the handle/Barrel
- Illegal Bat Penalty for All Ages: It is the responsibility of the Team Manager to insure bats used by players meet the requirements of the published bat rules. A batter is in violation of the rule when said batter steps into the batter's box with an illegal bat. The bat must be removed from the game.
  - See the addendum for a listing of all illegal bats

2. Helmets must cover both ears and be worn while batting and on the base paths.
3. All players must be properly equipped with boys protective gear.

### XIII. AWARDS

8U	1 <sup>st</sup> , 2 <sup>nd</sup> Place Trophy, 3 <sup>rd</sup> Place Medal	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> Place Plaque
9U	1 <sup>st</sup> , 2 <sup>nd</sup> Place Trophy, 3 <sup>rd</sup> & 4 <sup>th</sup> Place Medal	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> Place Plaque
10U	1 <sup>st</sup> , 2 <sup>nd</sup> Place Trophy, 3 <sup>rd</sup> & 4 <sup>th</sup> Place Medal	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> Place Plaque
11U	1 <sup>st</sup> , 2 <sup>nd</sup> Place Trophy, 3 <sup>rd</sup> & 4 <sup>th</sup> Place Medal	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> Place Plaque
12U	1 <sup>st</sup> , 2 <sup>nd</sup> Place Trophy, 3 <sup>rd</sup> & 4 <sup>th</sup> Place Medal	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> Place Plaque
13U	1 <sup>st</sup> , 2 <sup>nd</sup> Place Trophy, 3 <sup>rd</sup> & 4 <sup>th</sup> Place Medal	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> Place Plaque
14U	1 <sup>st</sup> , 2 <sup>nd</sup> Place Trophy, 3 <sup>rd</sup> & 4 <sup>th</sup> Place Medal	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> Place Plaque

### XIV. MVP AWARDS

At check-in you will be given MVP lapel pins. You will be given the equivalent of pins for your pool play games and the first bracket play game. Once you start making





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bracket play more pins will be dropped off for distribution. The intent of this MVP Award is to recognize the players that are working the hardest throughout the entire game. This award should be selected by the opposite manager. Both teams line up on first and third base lines for this presentation.

### XV. DIVISION SPECIFIC RULES

#### 8U

- Base Distance – 50’
- Mound – 40’
- Infield Fly – No
- Dropped 3<sup>rd</sup> Strike – No
- Metal Spikes - No
- Base Stealing – Yes – once the catcher catches it on a “clean” catch. If the ball is dropped by the catcher the runner must return to the previous base.
  - The runner only gets one base on a steal. If there is an overthrow the player needs to stay on that base (this applies to second and third base).
  - There is no stealing home.
  - No fake or delayed stealing. If a runner starts to steal and then stops anytime on his way to the base he must return to the base he came from. If he is thrown out, he is out. He can get into a run down and be safe, however he must return to the base he started at after the play is ruled dead. A player stealing may only advance one base at a time. For example, if the runner is on 2<sup>nd</sup> base and he steals 3<sup>rd</sup> and the catcher throws the ball into left field, the runners cannot advance another base.
- Balks – NO
- Kill Play – is in effect. We will use the “Half the Distance” between the base paths to determine if a runner shall advance or return to the previous base before the ball is deemed “dead” near the pitcher’s mound (approximately 10-12 feet in diameter – inside the circle).
  - Any player can “kill” the ball on the mound
  - It is the umpire’s discretion whether a player is more than ½ way and shall return to the previous base.



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- A player can not advance on attempt by the defense when the ball is “killed” on the pitcher’s mound.

### 9U

- Base Distance – 60’
- Mound – 44’
- Infield Fly – Yes
- Dropped 3<sup>rd</sup> Strike – No
- No slash bunting – A player showing bunt at any time after entering the batter’s box cannot pull back and swing away at the pitch.
- Metal Spikes - No
- Base Stealing – Yes –
  - After the ball crosses the plate.
  - Secondary lead offs are allowed after the ball crosses the plate.
  - Stealing on passed balls is allowed.
  - A base runner stealing a base can advance on an overthrow by catcher.
  - Stealing Home is allowed.
- Balks – NO

### 10U

- Base Distance – 65’
- Mound – 46’
- Infield Fly – Yes
- Dropped 3<sup>rd</sup> Strike – Yes
- No slash bunting – A player showing bunt at any time after entering the batter’s box cannot pull back and swing away at the pitch.
- Metal Spikes – No
- Stealing/Lead-offs – MLB rules
- Balks – one warning





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### 11U

- Base Distance – 70’
- Mound – 50’
- Infield Fly – Yes
- Dropped 3<sup>rd</sup> Strike – Yes
- No slash bunting – A player showing bunt at any time after entering the batter’s box cannot pull back and swing away at the pitch.
- Metal Spikes – No
- Stealing/Lead-offs – MLB rules
- Balks – one warning

### 12U

- Base Distance – 70’
- Mound – 50’
- Infield Fly – Yes
- Dropped 3<sup>rd</sup> Strike – Yes
- No slash bunting – A player showing bunt at any time after entering the batter’s box cannot pull back and swing away at the pitch.
- Metal Spikes – No
- Stealing/Lead-offs – MLB rules
- Balks – NO warning

### 13U

- Base Distance – 80’
- Mound – 54’
- Infield Fly – Yes
- Dropped 3<sup>rd</sup> Strike – Yes
- No slash bunting – A player showing bunt at any time after entering the batter’s box cannot pull back and swing away at the pitch.



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- Both Rubber and Metal spikes allowed.
- Stealing/Lead-offs – MLB rules
- Balks – NO warning

### 14U

- Base Distance – 90’
- Mound – 60’ 6”
- Infield Fly – Yes
- Dropped 3<sup>rd</sup> Strike – Yes
- No slash bunting – A player showing bunt at any time after entering the batter’s box cannot pull back and swing away at the pitch.
- Metal spikes allowed.
- Stealing/Lead-offs – MLB rules
- Balks – NO warning

### XVI. GAME LENGTH

1. Games are 6 innings (7 innings for 13U and 14U)
2. NO new inning starts after 1 hour and 40 minutes after the start of the game.
3. Pool play games can end in a tie.
4. All innings started will be completed.
5. No time limit for championship.
6. A game will be completed if 3 innings have been completed or 2 ½ if home team is winning.
7. All games that have not reached this point, due to weather problems, will be considered suspended.
8. Mercy rules:
  - a. 15 runs after 2
  - b. 12 runs after 3
  - c. 10 runs after 4
  - d. 8 runs after 5.

### XVII. NO CONTACT RULE



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- a.) There is a “No Contact” rule in effect at all bases if a play is being made on the runner.
- b.) The base runner will NOT be ruled out for not sliding, if in the Umpire’s judgment the runner made the effort to avoid the tag and or contact.
- c.) If in the Umpire’s judgment, a base runner intends to injure, makes malicious contact or whose actions are considered to endanger any player on the field, the runner will be called OUT and EJECTED from the game.

### XVIII. CHANTING RULE

A team can cheer on their teammates but it must stop when the pitcher comes to a set pitching position.

### XIX. PITCHING

At the 8U level a pitcher must be removed after hitting a batter two times.

A pitcher must be removed on the second visit to the mound in an inning or third visit to the mound in a game. Visits to the mound will count whether from a manager or a coach. This does not apply if a pitcher is injured.

One pitch will constitute an inning.

No restrictions on innings for the tournament. Re-entry in the pitcher position is not allowed in a game if he/she is removed.

### XX. GENERAL RULES:

Where not specified under the Frankfort Baseball Rules all Pony Baseball Rules will apply.



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### ADDENDUM

#### **WITHDRAWN AND/OR NON-COMPLIANT BASEBALL BAT MODELS**

Effective April 6, 2017 – Updated May 4, 2018

The following baseball bats were properly marked by an authorized USSSA Bat Manufacturer to indicate that they would be allowed in USSSA play, but were subsequently withdrawn by the manufacturer or found by USSSA to be disallowed.

Manufacturer	Model	Comments/SKU
Marucci	Cat5 MCB2 33/30 BBCOR	
Nike	BT0636 CX2	light grey
DeMarini	2017 CF Zen Balanced (-8) 29"/21 oz	WTDXCBR 2129-17
DeMarini	2017 CF Zen Balanced (-8) 30"/22 oz	WTDXCBR 2230-17
DeMarini	2017 CF Zen Balanced (-8) 31"/23 oz	WTDXCBR 2331-17
DeMarini	2017 CF Zen Balanced (-8) 32"/24 oz	WTDXCBR 2432-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 28" /18 oz	WTDXCBZ 1828-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 29" /19 oz	WTDXCBZ 1929-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 30"/20 oz	WTDXCBZ 2030-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 31"/21 oz	WTDXCBZ 2131-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 32"/22 oz	WTDXCBZ 2232-17
DeMarini	2017 CF Zen Zero Dark 2 3/4" (-10) 29"/19 oz	WTDXCBZ 1929-17F1
DeMarini	2017 CF Zen Zero Dark 2 3/4" (-10) 30"/20 oz	WTDXCBZ 2030-17F1
DeMarini	Custom 2017 CF Zen 2 3/4" (-10)	WTDCCBZ17V
DeMarini	Custom 2017 CF Zen Balanced (-8)	WTDCCBR17V
DeMarini	2018 CF Zen CBZ 2 3/4" (-10)	ALL BAT LENGTHS
Dirty South	Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)	
Easton	Ghost X (30/20 only) – (USA BASEBALL MARKED)	YBB18GX10 30/20 LL18GHX 30/20 Japanese

### **USSSA BASEBALL | DISALLOWED BATS UPDATE**

May 4, 2018

USSSA has completed a round of BPF testing at the USSSA approved lab. The 2018 DeMarini CF Zen CBZ 2 3/4" -10 model bat, 28", 29" and 30" will be disallowed for play immediately. The 28" bat at has been placed on the USSSA Disallowed List. While the 29" and 30" bats have been provisionally placed to the



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USSSA Disallowed List, subject to further consideration. Based on this testing, the entire 2018 DeMarini CF Zen CBZ 2 ¾" -10 model bat is currently disallowed for USSSA Play. Further, as a result of the Easton Ghost X, 30" -10 USA Baseball bat (LL18GHX 30/20 Japan model & YBB18GX10 30/20) being decertified by USA Baseball, USSSA has disallowed those bats. Those bats are therefore not permitted in USSSA Play effective immediately.