



2018 MCPB Memorial Day Tournament
Ages 10U, 12U, 13U/14U, 14U
May 25-28, 2018

Tournament Policies & Rules

1. The Tournament Coordinator reserves the right to alter the tournament format in the event of inclement weather or other unplayable conditions or other events that may arise.
2. Management reserves the right to alter Tournament Rules with advance notice to teams.
3. Tournament game schedules will be posted and printable on the McLean County PONY website prior to the start of the tournament, unless otherwise notified.
4. **Check-In with the Tournament Director/tent one (1) hour prior to your first game. A roster form will not be required, however, please make sure that you have birth certificates on hand for all players throughout the tournament.**
5. No team shall be permitted to start tournament play without all information being completed at check-in. If your team fails to comply with our check-in procedures prior to the start of the first game, your game may be a forfeit.
6. **Rainout Info:** Each team must show-up and be ready to play at your scheduled game time. Updates will be made on the McLean County PONY weather hotline (309-823-0402), as well as the [McLean County PONY website](#). Tournament Director will also attempt to call/text head coaches using the cell number provided on the entry form for updates regarding rainouts and resumption of play.
7. **Game Scores and Current Standings** will be posted on the [McLean County PONY website](#) at the end of each day. Tournament wins, losses and runs allowed will be updated every few hours and posted on game schedule at/near The Patio (concession stand) or other designated area.

8. Please support our concession stand/food vendors.
9. No dogs or pets are allowed inside the McLean County PONY Complex.
10. Use of tobacco and alcoholic products is prohibited at the complex, including on all fields and in dugouts. Failure to comply will result in dismissal from the complex and possible team suspension from tournament with no refund.
11. **PLEASE BE WARNED -- Our tournament has "zero tolerance" for any physical confrontations by players, coaches, fans or anyone else. Upon the first violation, the violating party shall be removed from the facility for the remainder of the tournament.**
12. **Communication:** If there is an emergency or problem, please contact the Tournament Coordinator immediately.
13. **Insufficient Funds:** A \$30 fee will be charged for all returned checks.

Tournament Rules

1. **Age Cutoff: April 30th.** Teams will consist of no more than 15 players that meet the maximum age requirement in your age group.
2. The following base length and pitching distance will be used for each age group below:
 - a. 10U – 44/60
 - b. 12U – 50/70
 - c. 13U/14U – 54/80
 - d. 14U – 60/90
3. **Coin Flip:** In Pool Play home team is determined by a coin flip. After pool play, pool winners will be seeded based on tie-breaker rules. The home team will be the official book and will record game start time when announced by umpire and compare score each inning with opponent scorekeeper and give score to umpire to write on the official scorecard.
4. **Scorecards:** Umpire will keep a scorecard during each game and will write in the final score at the end of each game and obtain a signature from both coaches. Upon approval/signature, this becomes the official score. Be sure you are signing a correct scorecard.
5. **Bat Restrictions:** 2 $\frac{3}{4}$ Bats are prohibited in all age groups. Any bats with a barrel greater than 2 $\frac{1}{4}$ ", must have the current USSSA or BBCOR stamp. Final discretion will be that of the plate umpire working the game and their decision is final.
6. **Metal spikes:** allowed for the 13/14u and 14u bracket.
7. **Intentional walks:** no pitches need be thrown.
8. **Lead Offs:** No Lead Offs for 10u.
9. **Game time is forfeit time.** Forfeit score: 6 inning game = 6-0 score. 7-inning game = 7-0 score.
10. **Pool Play:** Advancing to the finals can change with each tournament based on number of teams entered in each age group and games guaranteed. Seeding in pool play could be done after 1, 2, or 3 games. **Tournament Game Schedule posted on McLean County PONY website will prevail.**
11. **Tie-Breakers:** Seeding in pool play are determined by best record first, then head to head only if two teams have same record & played each other, then fewest runs allowed, then run differential with a +8/-8 run limit per game & coin flip last. (if 3 teams w/same record & played each other - then fewest runs). Once advanced to the next tie breaker criteria, do not return to a previous criteria.

12. Pitching Restrictions: None. Coaches should always keep their players health & safety in mind as their number one priority and not over-pitch their players. There will be Pitch Smart charts posted in every dugout just in case.

13. Balks: One balk warning per pitcher per game for 10u only. All other age divisions – no warnings.

14. Game length: 10U/12U = 6 innings , 13U/14U = 7 innings

Time limit of 1 hr and 45 minutes or run rule. **No time limit for Championship game.** An inning can be finished, but a new inning cannot be started after the time limit. When the last out is completed determines time limit. Time limits may be changed by Tournament Coordinator in order to get the Tournament concluded. During pool play, if the time limit is reached and a game is tied, the game will be recorded as a tie. During bracket play, no ties will be allowed to occur.

15. Run Rule: 6 inning game: 15 - run rule after 2 1/2 or 3 innings and 10 - run rule after 3 1/2 or 4 innings. 7 inning game: 15 - run rule after 2 1/2 or 3 innings; 10-run rule after 3 1/2 or 4 innings and 8 - run rule after 4 1/2 or 5 innings. **Run rule includes the Championship game.**

16. Game called because of weather or unplayable field conditions: 6 - inning game = 3 innings or 2 1/2 if home team is ahead. 7 - inning game = 4 innings or 3 1/2 if home team is ahead, will determine a completed game. Games suspended will begin where it left off if not an official game as described above.

17. Extra innings: In the first extra inning and every 1/2 inning thereafter, each team will start with a runner on second base and 1 out and a 2 -1 count on the batter. Each batter thereafter will start with a 2-1 count. The runner on second will be the last official hitter from the previous inning.

18. Courtesy runner: At any time, the offensive team may use a courtesy runner for the catcher of record the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out. The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement (if available) will be used without penalty.

19. DH, EH and Continuous Batting Order & Player Injury: DH is not allowed at any age level.

For All Age Groups: Teams may bat a nine (9) player line-up, a ten (10) player line-up using an Extra Hitter (EH) or a continuous line-up of all present uniformed players. Such line-up must be declared before start of the game and used entire game. Teams using a ten player line-up (EH) or continuous line-up are allowed free defensive substitution among all hitters. For continuous line-up, one team may bat 12 and opponent bat 14 if that is the number of players available for that game. If a player arrives late to the game, then player must be entered into last spot in the batting order. If player must leave game for any reason it is not automatic out unless team falls below 9 hitters. Player cannot return to game after missing at bat.

20. Re-entry rule for nine (9) player line-up and ten player (10) line-up: Starters may reenter the game once in their original batting order. A pitcher may not reenter to pitch again in the same game at any age level.

21. Slide rule does apply and runners must slide or attempt to avoid contact on close plays where a tag may occur. A collision between runner & fielder will be the umpire's decision on ejection and umpire's ruling is final. A player ejection based on the slide rule is for that game only.

22. Unsportsmanlike conduct will not be tolerated: any player or coach ejected from a game for unsportsmanlike conduct will serve the remainder of that game, plus the next game. Managers and coaches are responsible for the behavior of the entire team, parents included. At the umpire and Tournament Coordinator's discretion, unruly fans will be warned once. A 2nd offense will result in removal from the complex for the remainder of the tournament.

23. Infield warm-up/Soft-toss into fences: will not be permitted. If time allows, teams will be able to stretch and warm up, on their side of the field, in the outfield and foul territory areas. Coaches hitting fly balls are asked to please hit from foul territory. Any hitting into a net or the use of low flight balls needs to be done in the common/out of play areas by field. Batting cages are available for use, for 30 minute intervals, when other teams are waiting.

24. Coach Mound Visits: The number of visits a manager or a coach may make to any pitcher in any one (1) inning is one visit. A second visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position. A coach is prohibited from making a second visit to the mound while the same batter is at bat, but if a pinch-hitter is substituted for this batter, the coach may make a second visit to the mound, but must remove the pitcher. A manager or a coach is considered to have concluded his visit to the mound when he leaves the circle surrounding the pitcher's rubber.

25. Protests: Protests will not be allowed. The umpire's decision is final.

26. Unplayable games, bad weather or other field related acts out of our control:

- 0 games played – 100% refund minus \$50 Administration Fee
- 1 game played - 50% refund
- 2nd game started – 25% refund
- 2nd game completed – no refund

27. Disrespect for the Game: A team caught intentionally giving up runs, losing on purpose or otherwise playing the game to change the outcome of pool play or the finals in favor of another team will be dismissed from the Tournament and reported to their League and other appropriate sanctioning bodies. The dismissed team's won/loss record shall stand and teams seeded below them will all move up and play, if qualified, based on tournament seeding rules and tie-breakers.

Any rules not governed here will follow IESA and IHSA rulebook.

If you have questions, please contact: Keith Eichensehr Cell: (309) 706-5679.