

Grand Chute Summer Classic Tournament Rules

7U/8U

*****PLEASE DO NOT PARK on the grass or along the road with your tires off the pavement. The county will ticket those on the grass. *****

***** Concessions will be available for purchase so PLEASE no carry-ins *****

***** Coach and fan behavior: Sportsmanship is a primary value of Grand Chute Baseball. The head coach is responsible for the conduct of himself, assistant coaches, players and fans. The umpires will not tolerate any arguing on the field. Only the head coach can discuss a call made by an umpire. Umpires have the discretion of ejecting coaches, players and fans from the game without any warning. Misconduct will require action by tournament staff. Let's enjoy the weekend and set good examples for our young players! *****

***These rules are subject to change prior to the first tournament game. Notification will be made to each coach if a change is made. Thank you.**

1. Team rosters with uniform number and birth dates must be turned in to the tournament director a half hour prior to the first game. Age is determined as of May 1st. Proof of age should be available upon request. If a concern arises, the player will not be able to play until proof of age is furnished.

2. Team rosters are limited to a maximum of 15 players.

3. All games will be 6 innings. No new inning will be started after 1 hour and 10 minutes. It is the coach's responsibility to request and document game start time. Championship games will be 6 innings with no time limit.

4. All teams should be at their scheduled diamond 30 minutes before game time. If previous game gets done early, the game will start early. Line-up with batting order will be given to opposing team 15 minutes prior to the game.

6. A coin flip will determine the home team in pool play. Higher seed will be the home team for bracket play.

7. NO GAME WILL END AS A TIE. Should the game be tied after 6 innings or playing time has expired, the next inning, and all subsequent innings, shall be played under "California rule" (The last out from the previous inning will be placed on 2nd, 1 out, no count on 2nd batter) to expedite pace of play.

8. Tie breakers for bracket seeding will be as follows:

- 1. Win-Loss Record**
- 2. Head-to-Head**
- 3. Total Runs Scored**
- 4. Least Number of Runs Allowed**

5. Coin Flip

9. 5 run limit per inning. No run limit for the last inning of ANY GAME.

10. 15 run rule after 3 innings, 12 run rule after 4 innings, and 10 after 5 innings.

11. 60' bases

12. Reflective, shiny, or mirror-like batting and/or catching helmets are prohibited for safety purposes.

13. USA and USSSA bats are allowed so long as the bat weight vs length does not exceed -12. Decertified bats are not allowed. Use of decertified bats will result in forfeiture of the game. Continued use will result in forfeiture of tournament.

14. All teams must roster bat. Teams playing with 10 players in the field must play with 4 outfielders. Outfielders must start on the grass before every pitch (No Rovers).

15. If a player is injured during the game or is unable to participate, the team will not be charged with an out when his spot in the line-up comes up again – you will simply skip over that spot in the lineup provided you are still batting a minimum of 8 players. Game time will stop during the care/attention to the injury.

16. Players arriving late may be added to the bottom of the lineup only if their team has not already batted through the order.

17. Any forfeited game will be scored 6-0

18. Infield fly, and intentional walks are NOT in effect for this tournament.

19. NO leading off until the ball has crossed the plate. Runners leaving early will result in a dead ball and the runner being called out –no warning.

20. Players MUST slide into all bases if a play is being made, except 1st base. Sliding feet first is required with the exception of sliding back into a base on a pickoff attempt. It is the umpire's decision to rule the runner out if the player should have slid. Base runners also may not hurdle a fielder or catcher (umpire's discretion).

21. On overthrows, the base runners and batter can advance at their own risk. If the ball goes over the fence, out of the confines of the playing area, or any equipment interference the runner will be awarded the base they are headed for plus one.

22. Free substitution will be used throughout the game.

23. Batters will receive 5 pitches unless player strikes out swinging. If after 5 pitches the batter does not hit the ball, player will be considered out.

24. If the batter fouls off the 5th pitch it will be considered a foul ball and player will get another pitch and will continue to get another pitch if they keep fouling.

25. A coach from the batting team will operate the pitching machine. The machine will be placed on the pitching rubber.

26. A defensive player acting as the pitcher must stay even with the pitching machine and within 5 ft. to the left or right of the machine.

27. If the pitching coach or the pitching machine/sandbags are hit by a batted ball, the ball is dead but all players will advance one base with the batter being awarded first base. Pitching coaches must make a reasonable effort to avoid being hit by a batted ball.

28. A halfway mark will be placed at the midpoint between each base. If the runner has not reached that mark when time is called the runner must go back to the previous base. Time can be called by any infielder that possesses the ball inside the baselines. Time must be called by the player. It will not be assumed by the umpires, and it cannot be called by the coaches.

29. Bunting is not allowed.

30. Courtesy runner can be used with 2 outs for catchers to enhance pace of play. Courtesy runner would be last out recorded in that inning.

31. Up to two (2) coaches will be allowed in the outfield for defense. A 3rd coach can be near the backstop area on the infield.

32. Please have your team clean the dugout after each game (i.e., water bottles, gum wrappers, etc.).

33. Our umpires are paid for their service, however, be respectful of their efforts. Coaches are responsible for player, parent, and fan behavior.

34. Player/Coach unsportsmanlike conduct is subject to ejection from the game by the umpire and future games upon the tournament director's discretion. Parent unsportsmanlike conduct is subject to ejection from the park. The use of noise makers (air horns, cow bells, etc.) are prohibited and the fan will be asked to leave if used.

35. All participants and spectators will abide AT ALL TIMES by The Parks rules and regulations regarding behavior and conduct.

36. The use of alcohol is prohibited on the playing field or bench area.

37. Changes to tournament. "The tournament committee reserves the right to make changes to game times, fields, pairing and length of games based upon weather, or other mitigating circumstances or conditions. Four (4) innings (3 1/2 if the home team is ahead at the time) MAY be considered a full game if weather conditions do not permit the continuation of play, OR if such continuation would impede the ability to conclude that day's games and/or the tournament, in a safe and/or timely manner."

38. Trophies will be awarded for 1st and 2nd place and medals for 3rd place. Awards will be provided for up to 15 players.

