

TOURNAMENT RULES

MFLL COMPLEX N64W15020 MILL RD, MENOMONEE FALLS, WI 53051

Fields 1-4 are the southern cloverleaf of fields as you enter the Complex

Fields 5-8 are as far North as you can drive beyond the tree line

Menomonee Falls Little League welcomes you to The Complex!

Complex Rules: No weapons of any kind (Possession of a Conceal-Carry permit does not exclude you from this rule.). No pets allowed at any time, even in cars – except for service animals. No tobacco products or e-cigarettes, even in the parking lots or in cars.

Field Dimensions:

- Fields 1 - 3 have 60' bases with a 46' mound and 200' fence.
- Field 4 has 60' bases with a 43' mound and 200' fence.
- Field 5 has 90' bases with a 60'6" mound and 300' fence.
- Field 6 has 90' bases with a 60'6" mound and 325-390' fence.
- Fields 7 & 8 have 70' bases with a 50' mound and 200' fence.
- Portable or permanent mounds are used on all fields.

Incident Weather:

- If one field goes under weather delay for lightning or thunder, ALL fields go under weather delay. An air horn blast will sound all weather delays.
- Automatic 20 minute delay for lightning or thunder
 - ◆ Every new lightning or thunder spotted by the Tournament Director will start the 20 min over. Three air horn blasts signal it is OK to resume play. Another air horn blast indicates all games are off and the Complex must be evacuated. Updates will be available via Tourney Machine or email.

EJECTIONS (NO EXCEPTIONS):

All Ejections are subject for review by the Field Umpire, Tournament Chief Umpire and Tournament Director for the severity of the ejection. Depending on the severity of the ejection, some or all of the following may apply.

- All Ejections will result in the Player or Coach sitting out the rest of the game and being suspended the next game. Player may stay at the Complex but NOT be allowed in the dugout. Coach must leave the Complex for all suspended games.
- If a Parent or fan is ejected he/she will be suspended for the next game and asked to leave the entire Complex. A parent(s)/fan(s) may be suspended for the rest of the tournament.
- Ejected coaches, players, parents or fans must leave the field/dugout and/or complex grounds immediately. If they delay departing the field/dugout and/or complex grounds and the game cannot be resumed within 10 minutes of the ejection the game will end and the offending team will forfeit. The score will be 15-0 for seeding purposes. If both teams have players/coaches and/or parent(s)/fan(s) who have been ejected and both delay departing the field/dugout and/or complex grounds the game will end in a 15-15 tie.
- The Tournament Director(s) and/or Umpire in Chief may assess additional penalties to an offending team, coach and/or player at their discretion.
- Field Umpires will notify the Tournament Director(s) and Umpire in Chief of all ejections immediately. Tournament Director(s) and/or Umpire in Chief will ensure all penalties resulting from an ejection are enforced throughout the tournament.

All tournaments follow NFHS rules unless noted below. The philosophy of our tournaments is to 1) have fun, 2) get ahead early and maintain a lead late, and 3) play at a quick pace. Please help us accomplish this goal.

General Rules:

- 1. Please be respectful of the game and to opposing teams, coaches, fans and umpires.**
- 2. All on the field calls by an umpire are final.**
- 3. In the rare event there is a non-umpire/game issue or question, please have the Manager consult with the Tournament Director. All decisions made by the Tournament Director and/or Tournament Chief Umpire are final.**
- 4. During games, only the Manager is allowed to approach umpires or any staff involved with the tournament.**
- 5. Please do not arrive more than 60 minutes before your game time. This will help us control the number of people on the grounds.**
- 6. Please have your team enter onto the playing field through the outfield gate, traveling to the outfield on your respective baseline, allowing the teams from the previous game to exit the dugout/field without coming into contact with your team.**
- 7. CLEAN YOUR DUGOUT BEFORE LEAVING IT.**
- 8. During pool play, home teams will be determined by a coin flip. The team that traveled the furthest will call the coin flip. During bracket play, the higher seed will be the home team. Teams will occupy dugouts on a first come, first serve basis.**
- 9. No pre-game infield practice will be permitted. Teams may play catch and hit whiffles in the outfield if time allows. Do not hit or throw balls into the fences.**
- 10. Only 4 coaches/adults are allowed in the dugout at once; the scorekeeper counts as a coach.**
- 11. 2 MINUTES BETWEEN INNINGS – This will be enforced!**
- 12. The Tournament Director reserves the right to modify the number of games, length of games, or time limit on games as necessary due to weather, field conditions or any other scheduling issues.**
- 13. Courtesy runners are allowed at any time for the pitcher and catcher of record. The courtesy runner shall be the last batted out. If a pitcher or catcher reaches base in the first inning and no outs have been recorded, the pitcher/catcher will remain on base until an out is recorded.**
- 14. Games can start up to 30 minutes early depending on how the tournament is going. All teams should be onsite and ready to play up to 30 minutes before their scheduled game time.**
- 15. We will use Sports Engine Tourney for scoring, communicating seedings and bracket play game times with coaches.**
- 16. Umpires will report all scores directly to the Tournament Director. Coaches are advised to verify scores at the end of the game. Once scores are reported to the Tournament Director, the score is final.**
- 17. If any manager, coach, player, or fan is involved in any fighting or disorderly conduct, they will be ejected from the game, the team will not be allowed to participate in the rest of the tournament and no refunds will be given. See rule #1 and the Ejections section above for further guidance.**
- 18. Any team(s) that connives with another to decide the result of a game, or any team trying to lose a game or limit the score to influence the standings, will be disqualified from the tournament immediately with no refunds given. See rule #1 above for further guidance.**
- 19. One way electronic communication systems between a coach in the dugout and the catcher may be employed during the tournament. No electronic communication system between the catcher and pitcher or coach and pitcher is permitted. Should the communication device malfunction a single timeout per game is permitted to adjust/repair the equipment. This timeout is limited to 2 minutes. If the equipment cannot be repaired the equipment must be removed and game play continued. The communication equipment if repaired between innings can be utilized the following inning. Should the equipment malfunction a second time it will be removed and the game will continue. The equipment will not be permitted to be used the remainder of the game.**

Safety Rules:

- 1. If a player suffers a head injury and is removed from the game, he/she is not allowed to re-enter the game at any point.**

2. If a player is injured and blood is visible, that player must be attended to by the manager/coach to stop bleeding and the visibility of blood; time may be stopped for up to 3 minutes - Teams have 3 minutes to get bleeding under control before the team must replace player(s).
3. On-deck batter can warm up in either on-deck circle. On-deck must face the action and not have back turned to batter.
4. Sliding - There are two main points of our sliding rule for player safety:
 - a. The Force Play Slide Rule: Any runner who is in a force play, must either slide directly into the base or run himself out of the play avoiding contact with the fielder. If this is not done, this is considered interference and the runner is out and the batter/runner is automatically out for a double play, and all other runners must go back to the base they occupied at the time of the pitch.
 - b. Plays at the plate: When there is a potential play at the plate, and the catcher has the ball, the runner must either make a legal slide or avoid contact. The catcher has the right to be in the base-path when he has the ball in his possession. If the catcher does not have possession of the ball and denies the runner access to the plate, then the catcher has committed obstruction and the runner may be awarded home. The runner has the right to reestablish his base path by running no more than 3 feet to either side of the base path to avoid contact. If the runner does attempt to avoid contact and there is incidental contact then this is a judgment call by the umpire. If the runner commits malicious contact, the runner is out and ejected. Remember, malicious contact supersedes obstruction.

5. Cleats - NO metal cleats are allowed for any age group for safety and pitching mound integrity.

Player Eligibility, Rosters, and Lineups:

1. Managers need to have available team rosters and proof of age for all players in case of questioning. When requested, acceptable Proof of Age for all participants shall be presented to the Tournament Director as being in the form of original or certified copies of Birth Certificates or current Passports.
2. Rosters are due to the Tournament Director 24 hours before the tournament begins and cannot change once a team's first game in a tournament has begun.
3. Roster size is limited to no more than 15 total players. Players cannot play on more than one team in the same age division.
4. Age division cut off is May 1st of the current calendar year. Ex.: U12 players must be 12 or younger as of 5/1.
5. If a player is found ineligible before a game or tournament, that player will not be able to participate in that event unless it is with a team with the correct age. If a player is found ineligible during or after a game, his team will forfeit all games that have been completed, and that player will not be able to participate further in the tournament.
6. Teams must start a game with at least 8 players in uniform and on their roster.
7. If a team plays with less than 9 players, the ninth spot will be recorded as an automatic out. If a team is down to 7 players or less, they will forfeit and the score will be 7-0 for seeding purposes.
8. If a player arrives late, they may be added to the order in the last spot provided they were listed on the line-up card submitted (see next rule).
9. The manager shall prepare 3 copies of their line-up with individual player last names, individual player jersey number, field position playing, and any substitutes or late arrivals before the start of the game. Copies shall be given to the umpire and opposing manager. If a player is omitted from the line-up card, they shall not be permitted to play for that game only.
10. Multiples of the same number are not allowed on the roster.
11. Names and numbers must match the original roster for the entire tournament. Each line-up card must match names and numbers submitted on the roster. If jerseys are changed, for any reason, names and numbers must match the original roster.
12. If a Manager would like to challenge the eligibility of an opposing player, they will need to make a written request to the Tournament Director along with a \$75 cash challenge deposit at least 60 minutes prior to the player's next game. The Tournament Director will then review the challenge and if a player is ruled eligible, the deposit will be forfeited. If the player is ruled ineligible, the deposit will be returned.

Game Length:

1. For 8U-14U there will be a drop dead at 1 hour 30 minutes for pool play (if applicable) and bracket games, with no new inning after 1 hour 15 minutes (the "time limit").
 - a. IN POOL PLAY, THE RECORDED SCORE WILL BE WHATEVER THE SCORE IS AT THE END OF PLAY (whether by drop dead time or time limit). If the home team is ahead and batting when the time limit is reached, the game will end immediately.
 - b. IN BRACKET PLAY, THE GAME ENDS IMMEDIATELY WHEN THE DROP DEAD TIME LIMIT IS REACHED. If the home team is ahead, the final score is the score at the moment the limit is reached. If the two teams are tied or the home team is behind at the moment the drop dead time limit is reached, the final score will revert to the score at the time of the last completed inning in which one team held a lead. If no winner can be determined by this method, a coin flip will determine the winner.
 - c. If a championship game ends in a tie, after 6 innings (8U-12U) or 7 innings (13U-14U) are completed, then the "California rule" will apply. The team on offense will start each extra inning with a runner on second base. This runner will be the player who recorded the last out during the previous inning. Every batter will begin with a standard 0-0 count.
 - d. There is no time limit for championship games. In the event that darkness becomes a safety issue requiring the game to be called early, and the game is in a tie, a coin flip will determine the winner.
2. 8U-12U game length is 6 innings, run rule, or drop dead time limit.
3. 13U-14U game length is 7 innings, run rule, or drop dead time limit.
4. Run Rules for all games - 15 runs after 3 offensive chances, 10 runs after 4 chances, 8 runs after 5 chances. In the event that a game does not get through one inning due to time limit, the team leading will win the game.
5. Any team that does not take the field within ten (10) minutes of the scheduled start time shall forfeit the game upon the opposing team taking the field. Losing team will be penalized with ten (10) runs allowed. Tournament Director may allow late starts only when playing in back-to-back games.
6. Any team that is not ready to play after 2 MINUTES between innings shall forfeit the game upon the opposing team taking the field and throwing the first pitch or entering the batter's box. Losing team will be penalized with ten (10) runs allowed.
7. A game can be considered complete after 3 innings (2-1/2 if the home team is ahead), or at any time if the umpire or Tournament Director calls it due to bad weather or other uncontrollable conditions. Final decisions as to the resumption or completion of suspended games shall be the responsibility of the Tournament Director.
8. If pool play has been completed, bracket play has NOT been completed, and the tournament is canceled for any reason, prizes will be awarded to the top team(s) in each pool.

Bracket Seeding (if applicable)

1. Pool play games will be used to determine bracket seeding.
2. Tie Breakers - If a tie breaker is needed, the following tie breakers will be used in this order:
 - Overall Record
 - Head to Head (2 teams only)
 - Fewest runs allowed
 - Run differential
 - Coin flip

NOTE - For purposes of computing runs allowed and run differential, teams will be capped at 15 runs (scored or allowed) in any single game.

Batting Order and Subs

1. There are three options for consideration:
 - a. Continuous Batting Order - All players bat, free defensive substitutions for all players. A player arriving late must be listed as a sub on the lineup card and can be entered at the bottom of order when they arrive.
 - b. EH - 10 players are listed in the batting order and these 10 players can be substituted freely on defense. DH and EH is allowed. All other players are subs.
 - c. Straight 9 - 9 players are listed in the batting order. DH is allowed. All other players are subs.
2. Once removed, subs cannot re-enter a game, starters can re-enter a game one time. This rule does not apply to courtesy runners for pitchers/catchers.

3. **Injury situations:** If a player becomes injured (umpire has final decision as to whether or not a player sustained an injury) and is not able to play, their spot in the batting may be skipped and will not result in an out. Once a player misses an at bat due to injury, they must be done for the remainder of that game.

Bat Restrictions:

1. **No barrel size larger than 2 3/4"**
2. **All ages: Wood, USSSA 1.15 BPF Stamp or USA Baseball Stamp**
3. **U13-U14: Wood, BBCOR, USSSA 1.15 BPF Stamp or USA Baseball Stamp; USA bats are minimum drop 10; All USSSA 1.15 BPF bats are minimum drop 8 for 13U and minimum drop 5 for 14U.**
4. **Bat violations result in the batter being called out if the illegal bat was used during the at-bat. If the bat is found to be illegal prior to stepping into the batter's box, the bat must be removed from the field of play.**

Offensive Rules

1. **No fake bunt then swing or slashing at any age.**
2. **Dropped third strikes are legal and in play for U10-U14. No dropped third strikes for 8U-9U.**
3. **No infield fly rule for 8U-9U.**
4. **No lead offs for 8U-10U. Base stealing is allowed after the pitch crosses the plate for 8U-9U. Base stealing is allowed when the ball leaves the pitcher's hand for 10U. If the runner leaves early the runner is sent back and the team is warned, 2nd time it happens regardless of which player on the team leaves early, they are called out. Only one warning per team per game. For 8U, no stealing of home unless the catcher makes a play on a base runner.**
5. **Lead offs, base stealing are in play for 11U and above.**
6. **Runner may score on a passed ball, wild pitch, or a ball returned to the pitcher.**

Pitching Rules/Restrictions:

1. **Mound Visits - One free visit per pitcher per inning; the pitcher is removed upon the second visit. No delaying games with mound visits or multiple pitching changes. Violations are up to umpire and/or Tournament Director's discretion and result in a 10-0 forfeit loss.**
2. **Pitchers get 5 pitches between innings - use batting cages or green space to warm up pitchers**
3. **Pitchers may not feint a throw to third base and then either feint or throw to first base; a balk is called**
4. **No balk warnings for ages U13 and up; one warning per pitcher for 11U-12U. No balks called 8U-10U.**
5. **Intentional walk---don't have to pitch to batter, notify umpire.**
6. **Pitcher Limits:**
 - 8U-10U: A player may pitch a maximum of 6 consecutive outs per game. No re-entry allowed.**
 - 11U-12U: A player may pitch a maximum of 9 outs per game.**
 - Re-entry allowed, however the player cannot exceed pitching beyond 9 outs in one game and cannot be removed from the game between mound appearances.**
 - Pitchers used in excess of the limit will result in a 10-0 forfeiture loss.**
 - 13U-14U: A player may pitch a maximum of 12 outs per game.**
 - Re-entry allowed, however the player cannot exceed pitching beyond 12 outs in one game and cannot be removed from the game between mound appearances.**
 - Pitchers used in excess of the limit will result in a 10-0 forfeiture loss.**