

2019 Portland St. Patrick Summer Fest 10U Baseball Tournament

Dates: Friday, June 21, Saturday, June 22 and Sunday, June 23, 2019

*Birth Certificates are recommended

*Division is decided by age of player by May 1st 2019

Locations: 2 Fields at Father Flohe Field

1FF (Girls Varsity Softball Field at back corner)

2FF (Grand River Avenue Field)

Address: 122 N. West Street, Portland, MI 48875

2 Fields at Wagon Wheel American Grill

3WW (Front Field)

4WW (Back Field)

Address: 7888 E. Grand River Ave. Portland, MI 48875

(.6 miles west of Father Flohe Field)

Format: A two game round-robin pool play to determine single elimination seeded playoffs

*Each Team is guaranteed 3 Games

*Individual Trophies awarded for Champions and Finalist

Divisions: 10U: Up to 10 teams

Cost: \$400.00 per team

***CONCESSIONS OPEN ALL WEEKEND**

*Please visit the concession stand for food and drink to support our fund-raising efforts.

*All proceeds will go directly to Portland St. Patrick

Contact: Ken Cook: email: kenwcook@wowway.com
Cell: 517.927.1579

Tournament Rules

General youth baseball rules apply. Here are tournament specific rules.

1. CONDUCT

- a. **All players, coaches, and fans** should practice sportsmanship at all times. The Head Coach is the only team representative allowed to consult with the umpires.
- b. **Coaches, players and spectators** will be warned 1 time for inappropriate behavior. A second offense as determined by the home umpire could result in a removal from the field of play and all tournament parks for the remainder of the tournament. Any ejection from a game after the first warning is at the discretion of the home umpire and will be reported to the tournament director by the home umpire. A determination of an ejection for the complete tournament will then be made by the tournament director. **WE WILL NOT TOLERATE ANY ABUSE OF UMPIRES!**

2. FIELD DIMENSIONS

- a. **Pitcher's Mound**
10U – 46'
- b. **Bases**
10U – 60'

3. GENERAL

- a. **Round Robin Game Schedule** to be determined by random draw.
- b. **Home Team** during pool play is determined by coin flip. The higher seed is the home team during the single elimination tourney.
- c. **Games will be 6 innings.** No new inning will start after 1 hour & 40 minutes for all games other than the Championship game. An official game is 3 ½ innings. In the case of a tie after 6 innings or the expiration of the time limit in pool play, one extra inning will be played to break the tie. If score is still tied after the extra inning, it will be counted as a tie. The last batter of the previous inning will start on second base and the inning will start with 1 out.
- d. **No infield practice** is allowed prior to games.
- e. All coaches are asked to have their players hustle in and out of the field to maximize playing time.
- f. **Only bats manufactured specifically for youth baseball will be allowed.** USA bats with 1.15 BPF stamp and are 2 5/8 barrel diameter or smaller are allowed. USSSA bats with 1.15 BPF stamp are also allowed.
- g. **Cleats and Jewelry:** Non-metal spikes only. No jewelry will be allowed unless used for medical identification.
- h. **Mercy Rule:** 15 runs after 3 innings, 12 runs after 4 innings and 10 runs after 5 innings.
- i. **Inning Run Rule:** No more than 8 runs per inning (excluding last inning of game) can be scored. If the time limit is sure to happen in an inning prior to the 6th the umpire can declare it the last inning at the top of the inning and allow unlimited scoring.
- j. **Rain out policy / refund** – in the event of rain or other severe weather that affects safety, every effort will be made to play as many games as possible. Normal thunder and lightning rules apply. If necessary, the tournament will be shortened or the game time limits will be shortened. All adjustment decisions are at the discretion of the tournament director. In the event no games are played, each team will be entitled to a 90% refund. In the event only one

game is played, each team will be entitled to a 50% refund. No refunds will be paid to any team that plays at least 2 games.

4. PLAYING GROUP

- a. **All players in attendance at the start of the game will be in the starting batting order.** Any player arriving after the start of the game will be placed at the end of the batting order. The batting order will not change during the game unless a player leaves early. If a player leaves the lineup for any reason other than injury or sickness (please see section c.) it will be counted as an out the first time only. If any player is ejected or voluntarily pulls themselves from the game without injury or illness, this will also count as an out for the first time only.
- b. **Free field substitutions** will be allowed throughout the game, with the exception of the pitcher (once a pitcher is removed, that player cannot pitch again in that game).
- c. **If a player is injured during the game** and leave they will be skipped over in the line-up and **are not counted** as an out. The umpire must approve the player leaving the game and they will not be able to return to the field for the rest of that game.
- d. Teams will use **9 defensive players**. Eight players are required for a legal game.

5. PITCHING

- a. **Pitchers may pitch in a maximum of 3 innings per game.** All innings must be consecutive. (Even if a pitcher throws one pitch in an inning, it will count as an inning pitched.) There is no overall tournament cap on innings pitched.
- b. The pitcher must begin every pitch with one foot touching the pitching rubber.
- c. **Balks:** There is no leading off prior to ball crossing the plate. If a pitcher balks to deceive a runner or batter, pitcher will receive one warning and then all other balks will be enforced.

6. BATTING

- a. **Every player on the team roster must be in the batting order.**
- b. **Strike zone** will be from the letters to the knees and any part of the inside or outside of the plate. Our goal is to reduce walks and have the kids swing the bat.
- c. **Bunting** is allowed.
- d. **All players must wear a helmet** when in the on-deck circle, batting and running the bases. Any player on deck must stand to the back side of the batter in the box for safety.
- e. **If a player throws his bat** after swinging, the player will be warned. After the warning, the player will be called out for each bat-throwing offense.
- f. **Infield Fly Rule:** If the ball is a catchable fair ball in the infield (discretion of the umpire) and there are less than 2 outs with runners on at least first and second bases, the batter is automatically out. If the umpire does not call the rule while the ball is in the air, the Infield Fly Rule will NOT apply.

7. BASERUNNING

- a. **Stealing and leading off** is permitted only after pitch crosses the plate. One leaving early warning per team per game and runner returns to original base. 2nd occurrence will result in an out being called.
- b. The ball is live and playable until a time-out is called by an infield player

- c. When the catcher throws the ball back to the pitcher, the ball is live and runners may advance at their own risk.....excluding runners at third base.
- d. **Runner on 3rd base:** Can advance home on a maximum of 2 passed balls per inning. Runner at third cannot advance on a steal attempt and catcher throw from 1st to 2nd, including an overthrow.
- e. **A dropped 3rd strike is a live ball and runners can advance. Batter is automatically out.**
- f. **If the ball is thrown out of play,** the runner will be awarded next base. Runner(s) is/are awarded two (2) bases if ball is thrown from the outfield. (normal baseball rules apply)

8. UMPIRES

- a. The home plate umpire will settle all disputes at the time of play. If needed, a tournament director will help in a final decision.
- b. Questioning an umpire's call or asking for clarification is fine but once the ruling is made arguing of any kind will not be tolerated.
- c. The home plate umpire will announce the official game time to both coaches prior to the start. Game time is when the home team takes the field.

9. TOURNAMENT PLAY, SEEDING AND TIEBREAKERS

- a. The tiebreakers to determine the seeding for championship play will be determined by the following format:
 - 1. Overall Record
 - 2. Head-to-head competition
 - 3. Total Runs Allowed
 - 4. Total Run differential (max 10 runs per game)
 - 5. Total runs scored (max 10 per game)
 - 6. Coin flip

Championship game will have no time limit. Mercy rules still apply. If tied after 6 innings, previous noted tie breaker rules apply.

- b. The higher seed is the home team for single elimination tournament play.

Thank you for playing in our tournament!

Good Luck!

