



13u Memorial Day Classic Rules

Check in Requirements

All managers must check in with a director prior to the start of their first game. Please bring a roster with names and uniform numbers, proof of insurance, and copies of birth certificates for the duration of the tournament.

Team Rosters

Team size shall be ten (10) to fourteen (14) players become official 30 minutes before the start of your first game.

Tournament Weather Policy

Every reasonable effort will be made to keep the tournament going. However, in the event of inclement weather, the Tournament Director reserves the right to do one of the following:

1. Move games to other days, times, or locations
2. Reduce the length or number of games
3. Cancel games.

If no games are played, we will refund all money EXCEPT a \$75 tournament fee. No refund will be issued once your team has played a game.

Forfeit score will be 7-0

Pitching Rules

No balk warnings. The pitching distance is 54'

Maximum number of innings a player can pitch in any one game is five (5).

Maximum number of innings a player can pitch in any one day is eight (8).

One pitch constitutes a full inning pitched.

Criteria to Single Elimination Playoff Round

Top 6 make Championship round, and are seeded after pool play. Seeding is determined by:

1. Best record
2. Least runs allowed
3. Coin flip for tie

Tournament Rules

IHSA Rules shall apply except as modified in these tournament rules.

Failure to field a team within fifteen (15) minutes of scheduled starting time is a forfeit. The team present and ready to play shall be declared the winner. Discretion should be used if the delay is due to back-to-back games with the first game running longer than expected.

Protests of an umpire's call are not allowed

Home team is determined by coin toss for preliminary games (Team that has traveled the farthest calls the coin toss). In the Championship Round, the highest seeded team for the scheduled game will be the home team. In all games, the home team shall keep the official scorebook.

Games are scheduled for 7 innings. No new inning shall begin after 1 hour 50 minutes. A new inning starts after the last out is made in the preceding inning. There is no time limit for games in the Championship Round. Fifteen (15) run rule after four (4) innings, Ten (10) after five (5) innings.

If the score is tied after seven full innings, extra innings may be played using the following conditions: California tie breaker rules apply; Both teams start with one out and a runner on second base (the last batted out in the previous inning should be the runner at second base); A one and one count for every batter; Play to completion.

In instances of rain, darkness or time constraints, a game shall be considered complete after five (5) innings, 4½ if the home team is ahead. If rain delays occur before games are considered "complete", these shall be designated as suspended. Tournament officials will make every effort to reschedule these games within the tournament weekend. These games will resume at the point of prior stoppage.

**Continuous batting order will be used, with all players present at the game.

- 1) If a player shows up late to the game, he/she must be put at the bottom of the batting order and the manager must notify the opposing team's manager that they have a late arriving player. There is no penalty for a player showing up late.
- 2) **If a player is ejected during a game, the name of the player will remain in the batting order and count as an out when the batting order reaches that player.**
- 3) If a player leaves during the game, the manager must notify the opposing team's manager. There is no penalty for a player that leaves early. Free substitution allowed during the game.

Additionally, no fake bunts / swing-away will be allowed.

Courtesy runners are mandatory for the catcher after two (2) outs only. No runner for the pitcher.

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