

Chicagoland Sunday Baseball 2022 Fall Ball tournament rules

Play is governed by Pony League Baseball rules, unless superseded by these tournament rules.

All scores played on October 8th and 9th should be text messaged to 708-216-9116 as soon as the game is over. Please include your level and team number.

If a team forfeits either of their games, they will not be allowed to advance to the next round. You must play both games the weekend of October 8th / 9th.

The semi-final games and championship games will be on Saturday October 15th. In the event of rain, we will use Sunday October 16th as a rain out date.

1. ROSTERS

Teams shall roster a minimum of 9 players and a maximum of 15 players. Teams may be selected in any manner according to your league guidelines.

2. BIRTH CERTIFICATES

Birth Certificates should be with each manager at all times during the tournament. For the games played on October 8th / 9th, each team is responsible to check the other teams birth certificates prior to the start of the game. **No birth certificate challenges can be made after the first pitch on October 8th and 9th.** A Chicago Sunday Baseball official will check all birth certificates and the roster for the semi-final games and championship played on October 15th. The cutoff for the league is April 30th as the cut-off for the 2022 fall ball tournament. The best way to determine a players is to ask the player how old they will be on April 30th, 2023. The players age on April 30th, 2023 is the age for the 2022 fall ball tournament.

If a team is unable to provide birth certificates for either weekend, your team will not advance to the next round and your game is a forfeit loss.

3. LENGTH OF GAMES

Pinto (8 year olds)	6 innings
Mustang (9 &10)	6 innings
Bronco (11 &12)	7 innings
Pony (13)	7 innings

4. SLAUGHTER RULE

Although there is no limit to the number of runs a team can score in an inning, if at the end of the below mentioned inning that team is ten (10) runs ahead, the game is complete.

Pinto	After 4 innings (3 ½ if the home team is ahead)
Mustang	After 4 innings (3 ½ if the home team is ahead)
Bronco	After 5 innings (4 ½ if the home team is ahead)
Pony	After 5 innings (4 ½ if the home team is ahead)

5. RAIN

Games that are completed due to rain shall be considered complete games after the below designated inning.

Rain shortened games are complete if:

Pinto	After 4 innings (3 ½ if the home team is ahead)
Mustang	After 4 innings (3 ½ if the home team is ahead)
Bronco	After 5 innings (4 ½ if the home team is ahead)
Pony	After 5 innings (4 ½ if the home team is ahead)

If the visiting team takes the lead after the 4th inning (Pinto and Mustang) or 5th inning (Bronco and Pony) and the game is **suspended** due to rain, the game is not cancelled and the continuation make-up game shall resume at the point of play stoppage. For suspended games, the score remains in place as of the exact moment of the game being stopped. Suspended games will be continued from the point of stoppage the following day.

A suspended game and a game shortened due to rain (a completed game cancelled for rain) ARE NOT THE SAME THING. A completed game stopped short due to rain is an official game and will not be continued. A game that is suspended is a game that has not met the minimum innings played (see above). The score **DOES NOT** revert back to the score at the top of the inning for any games that are stopped due to rain. The visiting team would not be penalized after they have gained a lead and there is rain.

6. DIMENSIONS

All playoff games MUST be played on the dimensions below. **If your field dimensions do not meet the dimensions below, you will need to play an away game for your home game.** You will be responsible for paying for the ump's, even though you are away. You still get to play as the home team, but at your opponent's field. **For the playoffs, if you home field does not meet the below dimensions, you will need to play your home game away.**

	<u>Pitching mound</u>	<u>Bases</u>
Pinto	40'	60'
Mustang	44' or 46'	60'
Bronco	48' or 50'	70'
Pony	54'	80'

7. FIELD PROCEDURE

All field conduct will be sportsmanlike and gentlemanly at the risk of ejection from the tournament.

One manager, two coaches and one scorekeeper may occupy the dugouts or playing area. The base coaches may not change position during an inning. No more than 4 adults are allowed on the field at one time.

Courtesy runners are allowed for **catchers only** if there are 2 outs. If a catcher has a substitute runner, the player (catcher) who had a substitute runner must catch one full inning immediately following the substitute runner. The only exception to this rule is if there is a pitching change or an injury. This rule is in place to speed up the game and is not intended to provide the batting team an opportunity to use faster players for slower players.

Base coaches that are under 15 years old must wear a protective helmet.

ONLY MANAGERS may discuss rules with umpires and or tournament officials.

Managers, coaches and spectators should direct their comments to their own players. Each manager must make every effort to control the action of the teams' fans.

Only one on deck batter is allowed on the field at a time.

8. EQUIPMENT

- All on deck batters must wear protective helmets.
- Only rubber spikes and gym shoes are allowed for Pinto, Mustang and Bronco

Bats – 2022 season

Bat Rules2022

- In conjunction with USA Baseball and its other participating organizations (Little League, Pony League, Cal Ripken and others), effective January 1, 2018, Chicagoland Sunday Baseball will be adopting the new USA Baseball standard (USABat). All 2 1/4" and 2 5/8" barrel bats with a minus factor of (-5,-7,-9,etc) must be USA Bat certified with the USABat licensing stamp on the bat.
- 2 5/8" barrel bats are legal in all divisions of CLSB baseball. If a 2 5/8" is -3, it must be a BBCOR certified (stamped on bat).
- No 2 3/4 ' barrels are allowed at any level in CLSB.

Chicagoland Sunday Baseball expects all managers to adhere to the rule, but in the event of an infraction, both teams are to respectfully honor the rule.

Violations of the bat size rule will result in an out for the batter caught using an illegal bat. The out will be at the time of the infraction (either in the batter's box or after a ball is put in play). If a batter puts the ball in play, a protest on a bat must be made before the next batter has faced a pitch, or else the at bat counts and the game continues. If a batter that put the ball in play is caught using an illegal bat, the runners will return to the bases they previous occupied, the batter is given an out and the next batter is allowed to bat. It does not matter when the violation of this rule occurs. If a batter has received one pitch during his at bat and still has not put the ball in play and an illegal bat is discovered, the batter is still out (note this is a stricter rule than the rules we use during our regular season)

Absolutely no players with soft or hard casts are allowed to play.

9. TOURNAMENT PITCHING

Only one player per game is allowed to pitch 3 innings. All other pitchers may only pitch a maximum of 2 innings.

One pitch constitutes an inning.

Balks: Pony & Bronco only. The umpire shall give each pitcher one warning before the balk rule will be enforced. (No balks in Pinto or Mustang Division)

If a pitcher hits three batters in a game he must be removed. The pitcher may still remain in the game even if they hit two batters in one inning.

Any player warming up a pitcher must wear a protective mask.

A pitching change must occur on a manager or coach's second trip to the mound, except in the case of an injury.

10. SUBSTITUTIONS

In any Chicago Sunday Baseball Tournament, a player removed from the game may return to the game in any position except the pitching position. The batting order may not change and roster batting is in effect. All players must play a minimum of three defensive innings in the field. No late arriving player is allowed to enter a game after the 2nd inning. A player arriving late to a game must enter the game before the first pitch of the third inning. The late player is placed in the last position in the batting order regardless of where the batting order is at from the previous at bat. A player who leaves a game early is an out each time they would have batted.

11. MISCELLANEOUS RULES

Stealing, lead-offs and batting order:

	<u>Stealing</u>	<u>Lead-offs</u>	<u>Batting Order</u>
Pinto	Not allowed	Not allowed	Continuous
Mustang	Allowed*	Not allowed	Continuous
Bronco	Allowed	Allowed	Continuous
Pony	Allowed	Allowed	Continuous

- Pinto and Mustang players cannot leave a base they occupy until the pitched ball has passed home plate. Once a pitcher has stepped on the rubber, runners who leave bases before the pitched ball passes home plate shall be called out and the pitch shall be considered a dead ball.

Bunting is allowed at all levels.

Fake Bunts are not allowed at the Pinto or Mustang level.

The stealing of home base is allowed at all levels that allow stealing

Infield fly rule shall be in effect in the Bronco & Pony Division only.

Dropped third strike applies in the Bronco & Pony Division only.

Kill play – Pinto & Mustang level – play is considered dead, and runners may not advance when the pitcher or any other player has possession of the ball on the pitching mound. The mound is considered the part of the field that is within a 3 foot radius of the pitching rubber. The judgment of the umpire is final on the kill play.

12. GROUND RULES

A discussion of the ground rules between the managers and umpires should take place before each game.

All players on the batting team, except the on deck batter must remain in the dugout except for retrieving bats or warming up pitchers.

Bats, helmets, and equipment must be kept in the dugout during games.

Contact with equipment on the field of play shall be considered a dead ball and runners may advance one base (same rule as if ball were to go out of play)

No Smoking on the field.

No alcoholic beverages in the baseball park area.

The host league may also invoke other ground rules related to their field.

13. FORFEITURE

The umpire may declare a forfeiture under the following conditions:

Failure to complete a game not officially called by an umpire.

Failure to comply with an umpire's directive to remove a fan, coach, manager or player previously ejected from the area. The term area shall be defined as the umpire's field of vision from his position on the field. Each manager is responsible for the action of his players, coaches, and fans.

Should a player, coach, fan or manager direct remarks to other than their own team the following procedure will be used:

A warning will be given to the manager. The umpire will designate the disruptive person(s). The manager should then attempt to correct the problem.

If the person designated by the umpire fails to comply with the warning, the umpire shall inform the manager that the offending person has 5 minutes to leave the area or the game shall be forfeited. In the event of a forfeit the umpire shall immediately notify a Chicago Sunday Baseball official.

14. FIELD SAFETY

The primary concern of Chicago Sunday Baseball is the safety of players. Dangerous play will not be tolerated.

Play shall be immediately halted in the event any player is injured. The umpire shall have the final say on where the base runners are positioned.

A runner is automatically out, if he intentionally or un-intentionally, runs into or interferes with a fielder who is attempting to play a hit or thrown ball.

A runner who fails to slide or fails to attempt to avoid a fielder who has the ball and is waiting to make a tag is out. Head slides are allowed.

A fielder may not block the path of a runner attempting to reach a base unless the fielder has possession of the ball or is in the process of fielding the ball.

15. UMPIRE CONTROL

The home team must provide two umpires for each playoff game.

Umpires are in complete control of all games from the game's scheduled start time. The following is a guide to the control an umpire may exert in officiating a game:

The umpire will offer a warning to players, coaches or managers for but not limited to:

Throwing of equipment
Improper or unsportsmanlike conduct
Harassment of an umpire

An Umpire will eject players, coaches or managers for but not limited to:

A second infraction of a previously warned issue
Profanity
Destruction of property or equipment
Any act of physical violence

16. PROTESTS

There are no protest allowed for the tournament. All issues must be resolved before the next pitch is thrown.

17. TIES in standings and seeding after first two games

Seeding for the semi-finals will be based on the records from the two game first round playoffs.

In the event of a tie in the final standings after the first two playoff games , the tie breakers will be as follows:

1. Head to head competition, if applicable (applies to only a 2 team tie)
2. If three teams are tied, the head to head tie breaker does not apply.
3. Least amount of runs allowed
4. Run differential
5. Runs scored
6. If a tie still exists, then there will be a coin toss to determine who advances to the next level.

If a team forfeits any of their two seeding round games, that team will not be allowed to advance to the semifinals.

18. OFFICIAL SCORING

Lineups must be turned in fifteen (15) minutes prior to game time to the other manager. The home team will be the official scorekeeper and they must verify the score with the opposing team after each inning. A game is not allowed to proceed if there is a scoring discrepancy. It must be immediately resolved.

No inning may start after 2 hours from the start of the game. The next inning begins AS SOON AS THE THIRD OUT IS MADE BY THE HOME TEAM. Innings started before the time limit that go beyond the 2 hour limit will continue until that inning is over. No new inning can start beyond the designated time limit. It is imperative that the official scorekeeper mark down the exact start time of each game. For any games played on October 8th and October 9th, a **game that is tied** can continue to be played (extra innings) as long as the 2 hour time limit has not been reached. Games CAN end in ties if time has expired.

19. Rain or cancellation of tournament

In the event of rain the tournament will finished the following weekend.

20 Other Tournament Rules

- **Forfeit will be a 7 to 0 victory for the winning team.**
- Any players that are not on the roster will constitute an illegal player and the team using the illegal player will receive a forfeit loss.
- If an inning is not completed due to darkness the score reverts back to the score at the start of the inning. It is dark by 6:15 pm this time of year, so be sure to start your game allowing for the shorter days. If you agree on a time that does not allow the game to finish due to darkness, the game is official no matter the number of innings played.

21. Tournament Rules

- Game rules default to the official Pony league rules if a rule is not addressed in the Chicagoland Sunday Baseball rules above.
- If a rule is not specifically mentioned in the official Pony League rules or Chicagoland Sunday Baseball, Major League Baseball Rules are to be followed.

Thank you for reviewing these rules and have a terrific tournament.