

2015 INDIANA SUMMER GAMES BASEBALL RULES

Section 1: General, Sportsmanship, Conduct, Safety Rules

A) Sportsmanship, Conduct, Safety

Manager and Coaches actions must be above reproach. Any profanity, use of alcoholic beverages, tobacco, or unsportsmanlike conduct shall result in strict disciplinary action by officials which may result in ejection from the tournament.

Any player or coach caught throwing equipment will be given one warning. Any further incident will result in the player/coach being ejected from the game. Any player or coach ejected from a game will be suspended for at least their next played game. No appeal allowed.

No noise makers are allowed.

Indiana Summer Games prohibits the use of any tobacco product on the venue property.

No alcoholic beverages or illegal substances are allowed on the premises.

All catchers must wear face masks, protective throat guard, and protective cups when in a game, practice, or warm ups.

All 2 ¼" Composite bats are allowed. **Big barrel bats are not allowed.** Tournament Directors reserve the right to inspect all bats before, during or after the game. Illegal bats will be confiscated and returned at the conclusion of tournament play. Penalties for the use of illegal bats will follow Little League rules.

B) Other Administrative & General Rules

Any rule not specifically covered herein will go under the official Major/Little League Regulations as presented by Little League Baseball.

It is the Manager's responsibility to have the team clean out the dugout and bleacher area after each game.

Only Managers shall have the right to protest a game. No game may be played under protest. Protests are only valid for RULE only (not judgment calls). Protests will be resolved before play continues.

Copies of birth certificates for all players must be in the possession of the team manager and available for review by tournament directors. All challenges must be made before the game only.

7U - No player can turn age 8 before May 1, 2015

8U - No player can turn age 9 before May 1, 2015

(same cutoff date for all divisions)

Section 2: Players, Playing Time, Substitutions, Pitching

A) Players

-Teams will consist of a minimum of:

8U: 10 able players

9-13U: 9 able players

A team can finish a game with one less than the required "able" players...if necessary in case of illness or injury.

Players arriving late for a game can enter at the bottom of the batting order at the *Manager's discretion*.

B) Playing Time

- 13U – Each player must play at least (3) THREE defensive outs. Each player is required to bat at least once.
12U – Each player must play at least (3) THREE defensive outs. Each player is required to bat at least once.
11U - Each player must play at least (3) THREE defensive outs. Each player is required to bat at least once.
10U – Each player must play at least (6) SIX defensive outs. Each player is required to bat at least once.
9U - Each player must play at least (6) SIX defensive outs. Each player is required to bat at least once.
Note: Manager may choose to (and are encouraged to) bat the entire lineup in 9-13U.
8U – Each player must play at least (6) SIX defensive outs. Teams will bat the entire lineup.
7U - Each player must play at least (6) SIX defensive outs. Teams will bat the entire lineup.

C) Substitutions

-Free Substitution Rules Apply.

Clarification: Pitchers may not re-enter the game after being replaced on the mound.

D) Pitching

-Any player may pitch.

-A pitcher can pitch a maximum of 3 innings per game.

-There are no partial innings for a pitcher. One warm-up pitch in an inning will count as a full inning for that pitcher. If a coach makes second trip to the mound in one inning, the pitcher must be replaced.

- E)** 13U will be played on 50/70 Modified high school rules
9-12U 46/60 modified little league rules

Section 3: Run Rule, Other Basic Game Rules

A) Run Rule:

9U - 13U: 15 Run Rule after 3 complete innings (2 ½ if Home Team is ahead). 10 Run Rule after 4 complete innings (3 ½ if Home Team is ahead).

7U - 8U: 20 run rule after 4 innings and 15 run rule for every inning after the 4th inning.

B) LENGTH OF GAMES

6 Innings for all Divisions. In the situation of adverse weather, a game may be stopped. If a game is stopped for any length of time due to adverse weather, a complete game shall be four (4) innings or 3.5 if the home team is ahead. If the game is not complete (ie: less than 3.5 or 4 innings if home team is ahead), the game shall be suspended and picked up at the point of where the game was left. Any game less than one full inning shall start again as a new game.

C) Basic Game Rules

BEFORE GAME

Managers will meet with umpire at home plate 5 minutes before game to discuss ground rules.

Managers will exchange rosters showing batting order and position with opposing manager.

Each Manager should provide a scorekeeper. The Home team will keep the official book and the away team will control the scoreboard.

Due to time constraints, teams will not be allowed to take infield practice between games. Managers are encouraged to warm up their team outside of the fields before game time. Also, once the game has concluded, teams need to leave the field/dugout immediately to help keep the games on time.

During Pool Play games, a coin toss will determine home and visiting teams. During the bracket or elimination rounds, the higher seeded team will be home team.

Dugouts and batting cages are not predetermined. First come, first serve. If all cages are full, teams occupying the batting cages must vacate the cage within 30 minutes upon request of another team. **Only one batting cage per team at a time.**

DURING GAMES

Two adult base coaches are allowed during a game. Players are allowed to coach bases, but must wear a batting helmet.

Coaches are expected to keep the game moving. 6 warm-up pitches between innings max.

There will be steals but no player can leave any base until the ball reaches home plate. (9U – 13U only)

Dropped 3rd Strike rule will be in effect for 12-13U division only.

Infield fly rule is in effect, to be called by the umpire, at his judgment. (9U – 13U)

All players must be in full uniform.

No fake bunt/Swing (automatic out)

All umpire calls are final.

There is **no mandatory slide rule**. However, players must make an attempt to avoid contact when there is a play at the base. Players are only allowed to slide head first when returning to a base. Any head first slide in to an “attempted” base will result in an out.

All batters must back out of batter's box during a play at home.

GAME TIME INFORMATION

All games are to be played as scheduled, weather and grounds permitting, or game will be forfeited by team refusing to play.

All rainout and postponements will be scheduled the next possible open date.

If, due to weather or grounds conditions, a game cannot start within 30 minutes of scheduled game time, it shall be called a rainout, next game to start as scheduled. Exceptions can be made only by the Tournament Committee.

No new inning can start after 1 HOUR 40 MINUTES from the start of the game. Any inning started before 1 HOUR 40 MINUTES must be completed.

PLEASE BE AT YOUR SCHEDULED FIELD 30 MINUTES PRIOR TO THE SCHEDULED START TIME. To keep games on schedule, tournament administrator reserves the right to start games up to 15 minutes before scheduled start time.

RAIN-OUT POLICY

This is a three game guarantee tournament. Every attempt will be made to play games as scheduled. However, if adverse weather conditions occur, the following refunds will be given for cancelled games.

If you only play:

One game - \$150.00 refund Two games - \$75.00 refund Three games – No refund

TIE GAME INFORMATION

Pool Play games may end in a tie game.

Assuming time limit allows, in the event of a tie game after 6 complete innings, each team will place the last batter with an official at bat on second base, with one out, and then continue with the batting order of the game. If the game is not completed in the additional inning, pool games will be called a tie. The same rule applies to additional innings for tournament play excluding the championship game which will be played by regular baseball rules.

TOURNAMENT SEEDING

Teams will be seeded in a single elimination tournament after two games of pool play. Seeding will be determined by the following priority:

- 1) Winning Percentage
- 2) Head-to-Head Results
- 3) Runs Allowed Ratio - The total number of runs given up in all pool play games played by that team, divided by the number of half-innings played on defense in pool play games by that team. This provides the number of runs given up per half-inning by that team.
- 4) Runs Scored Ratio - The total number of runs scored in all pool play games played by that team, divided by the number of half-innings played on offense in pool play games by that team. This provides the number of runs scored per half-inning by that team.

Section 4: SPECIAL 7U - 8U (COACH PITCH) RULES

The batter will have five (5) pitches to hit a fair ball. However, three strikes prior to the five (5) pitches will be an out. There will be no walks, intentional or otherwise. Batters hit by a pitch will not be awarded bases. The batter cannot be out on a fifth pitch foul ball, unless the ball is caught.

A team's time at bat will end with the third (3rd) out.

No base runner may leave a base until the ball is hit. No stealing or advancing on passed ball is allowed.

The defensive team will have ten (10) position/players. They shall be distributed as follows: four (4) outfielders, four (4) infielders, and one (1) pitcher, (who will stand to either side of the coach pitcher with one foot on the pitcher's mound dirt), and one catcher.

The Pitcher (player) must wear a batting helmet in the field.

The infield fly rule will not be in effect. **NO BUNTING ALLOWED**

The pitching distance will be approximately 40 feet and will be designated by a white line. The pitching coach will pitch overhand. Pitching Coach must start with at least one foot on the white line.

The play is dead when the defense **STOPS THE LEAD RUNNER**, preceding runners having advanced beyond the half ($\frac{1}{2}$) way point will be awarded the next base, providing this does not force the lead runner beyond the base he/she is occupying. At no point will a defensive player be able to call "time out" to stop the play.

Run Rule: 6 runs per inning. The last inning will be unlimited. The last inning will not always be the 6th inning due to time limit. It is the coaches responsibility to recognize the speed of the game and agree on the last inning before the game goes past the time limit. If a decision can not be reached by the coaches, then the umpire will have the final say.

If a batter's ball hits the pitching coach, the batter will be awarded first base and the runners will advance one base if forced.

If pitching coach intentionally makes contact with the batter's ball or a thrown ball, the runner nearest home will be called out; the umpire will determine the call.