



2020 Grant CBS Memorial Day Tournament

9U and 10U Rules

General Rules

1. Players must be a full-time member of their respective in-house baseball organization with the team roster comprised of only players from that organization. Each team must submit a final roster (maximum of 15 players) by the Monday before the start of the tournament. Players may not be added after the tournament has started.
2. Rostered players must be no older than their age division on April 30 of the tournament year.
3. A copy of a birth certificate needs to be in the possession of the coach at each game to answer any challenge to a player's eligibility. If a birth certificate cannot be produced the player would be ineligible for that game.
4. Each team must submit a Certificate of Insurance to the Tournament Director prior to the start of the tournament. Grant CBS does not carry insurance for individual teams or players. It is the responsibility of each teams' manager to maintain adequate insurance coverage.
5. The tournament will provide two (2) new baseballs per game.
6. A minimum of 8 players are needed to start a game. If a team does not have 8 players on-site by game-time, the short-handed team will be the visiting team and the team will forfeit their first inning. If an 8th player does not arrive within 10 minutes, the game will be forfeited with a score of 6-0. The official start time of a game delayed will be the originally scheduled game time.
7. Game(s) may be shortened or eliminated if necessary in order to complete the tournament. No refunds will be given for any shortened or un-played games.
8. Home team keeps the official score. Both teams are required to keep a book. Both teams must record their results at the tournament table within 15 minutes of game completion.
9. A team shall have no more than 4 coaches on the field/in the dugout at any time.
10. For dugout assignments, the team listed first, or at the top of the bracket will be assigned the bench along the third base line. The second team will be assigned the bench along the first base line or in the dugout closest to home plate.
11. For the game, home team will be decided by a coin flip during the managers meeting with the umpire. The team traveling the greatest distance will be given the option to call the flip.
12. The team in the third base dugout will have the left and left center field during-the warm-up period. The 2nd team will be allowed to use right and right center field during that time
13. Teams may officially begin practice on the field as soon as the field becomes available and if time allows. Do not expect to have infield practice on the game fields before the games. Any time remaining after the fields have been prepped and before the official start time will be divided evenly with the home team getting the infield first.
14. The tournament reserves the right to start games early if required to insure games are completed in a timely manner.
15. No live batting practice will be permitted on the field, with the exception of whiffle balls. There will be no "soft toss" batting practice into any fences with the exception of whiffle balls. Teams may use an instant fence or hitting screen in the outfield.
16. Both teams are responsible for the cleanliness of the Field, Dugouts, and Bleachers after the game.
17. Players will not be permitted to swing bats outside of the batter's box, on-deck cages or practice batting cages.
18. Fields distances are to be 60-foot bases and 46 foot pitching distance. Some field dimensions may vary slightly and fields may or may not include outfield fences.
19. Bats require a USA Baseball or USSSA stamp. USA Baseball bat limited to a 2 5/8" barrel & USSSA 2 1/4". Wood bats are legal up to 2 5/8" barrel. Managers are responsible for ensuring their players' bats are legal. A second instance (in the tournament) of an illegal bat will result in the manager being ejected.
20. Any player coaching a base must wear a helmet. All male players must wear a protective cup. No jewelry on players. Metal spikes are not allowed.
21. The tournament director has the authority to modify these rules, if necessary, in the best interests of the tournament.

Game completion

1. GAME TIME LIMITS: No new inning may start after 1 hour and 45 minutes (If a game is starting more than 15 minutes late, the game time will be 1:40.). Game time starts at the conclusion of the pre-game managers' meeting. A new inning begins the moment the previous one ends. Once an inning has been started, it will be completed. All games are official after three (3) innings (2 ½ innings if the home team is in the lead). Pool play games tied after the time limit is expired will be recorded as a tie. 9U/10U will play 6 inning games.
2. If the time limit is exceeded in a game that must determine a winner (playoff or bracket game), the last batter from the previous inning will be placed at 2nd base and one out will be given to the offensive team. In the event of a tie and after the start of an inning after 1 hour 45 minutes, the last batter from the previous inning will be placed at 2nd base and one out will be given to the offensive team. Play will continue until one team has a lead after the completion of a full inning.
3. All games started that are stopped for any reason by the umpire are considered to be suspended games unless the game has progressed to the point of being considered a complete game (i.e. 2½ innings completed with the home team ahead, or 3 innings with the visiting team ahead)
4. If an inning is started it must be completed. i.e., if the visiting team takes the lead in what would be considered a complete game but then is halted for any reason, rain, darkness, etc., the inning will be completed as soon as possible from the exact point of suspension.
5. Under no circumstance will a tie game score revert back to the last completed inning to determine the final outcome.
6. In the event of a game being halted due to lightning or rain, a period of at least 15 minutes will be given to determine if conditions can be made safe to resume and complete the game. This decision is left to the attending umpire and the tournament staff once the 15 minutes have elapsed.
7. Slaughter rule is fifteen (15) runs after three (3) innings, twelve (12) runs after four (4) innings, 10 runs after (5) innings.
8. TEAMS ARE REQUIRED TO log the pitchers for both teams and report the pitchers and the score after each game.
9. Championship game will be played without a time limit, unless otherwise indicated by the tournament director.

Playing Rules

1. Games will be played in accordance with the current published IHSA Rules and rules of this document.
2. A continuous line-up with free substitution will be used. (Exception - Once a player has pitched and been removed from pitching, he cannot re-enter as the pitcher)
3. If a player arrives after the first pitch is thrown, he must be placed at the end of the batting order.
4. When a position in the batting order is vacated by a player who becomes ill or injured and is not able to take their scheduled turn at bat, an out will only be recorded for that position in the batting order if the total number of batters for that team drops to less than nine players. In the event that the injured/ill player is able to continue the game they may be entered back into the game only in their original position in the batting order. If a player is removed from the game for any other reason, an out will be recorded for that batting position for the remainder of the game.
5. There is NO run limit per inning.
6. Bunting is allowed. Batters who show bunt must either bunt or take the pitch. Any batter who fakes a bunt and swings away will be automatically out, with all baserunners returning to their starting point at the beginning of the play.
7. Each player will be given one warning for bat throwing; (inadvertently having the bat slip out of their hand while swinging or throwing the bat after contact) second offense is an out. Intentional throwing of a bat or a helmet is cause for the immediate ejection of the player from the game.
8. Leadoffs are not allowed for 9U and 10U players.
9. Stealing is permitted once the ball crosses home plate. Teams will receive one (1) warning for a runner leaving the base early and the runner will be sent back to the base occupied prior to the pitch. A second (2nd) and any additional offenses are an automatic out.
10. Stealing of home **is not** permitted for 9U and 10U Games (Wall at third base rule). There is no stealing of home, even if the defense puts the ball in play with an overthrown pick-off, wild pitch or passed ball. A runner on base can only score as a result of a ball being batted into play, a base on balls, by a hit batsman or as the result any

award that would allow a runner at 3rd to advance to home. Example: bases loaded, catcher's interference results in the batter being awarded first, thus forcing the runner at 3rd to be awarded home; bases loaded and a walk is issued, etc.

11. A runner who causes contact with a fielder when going into a base standing up will be called out. A sliding baserunner will not be called out for contact unless the contact is ruled intentional or unnecessary.
12. Head first slides are only allowed if going back to a base. If not going back to a base, runner is out for sliding head first.
13. All batters are expected to run the bases.
14. A courtesy runner (last batted out) is allowed for the catcher and/or the pitcher after there are two (2) outs only. A courtesy runner may replace only the pitcher and catcher of record.
15. A pinch runner is allowed only in the case of injury to a player, and must be the last batted out. The pinch runner must be reported to umpire and opposing team coach.
16. Infield fly rule is in effect.
17. Fielders cannot "fake" a tag on a runner. If the result of a fake tag causes a player to slide or otherwise alters his effort to continue his play, the umpire has the option to eject the player(s) from the game.
18. A defensive player shall not obstruct or interfere with a runner (i.e., fake tag) or stand on a base or baseline if the defensive player does not have the ball in his possession. If, in the judgment of the umpire, this has occurred, the runner will be awarded the base deemed appropriate by the umpire.
19. Dropped third strike rule is not in effect in 9U and 10U games.

Pitching Rules for 9U and 10U

1. 9U and 10U players may pitch a maximum of 2 innings per game with a maximum 5 innings per day if more than one game played in a day. Pitchers are limited to 8 innings for the tournament
2. An inning is defined as when a pitcher records a pitch in an inning.
3. Players may not return in the current game as a pitcher once removed from pitcher.
4. There will be no "quick pitch." The batter will be allowed to get set in the batter's box and the pitcher will come to a set position before he pitches the ball.
5. The manager may make two (2) visits to the mound per pitcher per inning. On the 2nd visit, the pitcher must be removed. There is a maximum of 3 manager visits per pitcher in game. On the 3rd visit by the manager to the same pitcher, the pitcher must be replaced. (Visits due to injury do not count toward the 3 visit maximum).
6. A visit constitutes any person from the defensive team stepping across the foul lines onto the playing field during the defensive teams half inning. Note: For the purposes of a coach's visit, the defensive team's half inning starts after warm-ups are completed and play has started for the half inning.
7. Balks will not be called in 9U and 10U games.
8. A pitcher must be removed after hitting two (2) batters in an inning, 3 in a game.
9. A pitcher entering the game shall be allowed a maximum of 8 warm up pitches, or a number determined at the umpire's discretion. 5 warm-ups pitches are allowed between innings.

Sportsmanship

1. Only team managers may discuss a call with an umpire. The team's Manager must be identified at the time of the coin flip. All judgment calls are final.
2. Balls and strikes may not be disputed.
3. Each teams' manager is responsible for the control of the teams players and fans.
4. Managers, coaches, players and spectators may be ejected for unsportsmanlike conduct without warning.
5. Managers, coaches, players or spectators thrown out of a game will be suspended for the team's next scheduled tournament game as well. Any Manager, coach, player or spectator thrown out of two games will be suspended from the remainder of the tournament.
6. No protests of judgment calls are allowed.

Local Ground Rules

1. Field of Dreams #2, #3 & #4 have no fences – outfielders are required to raise their hands to indicate when a ball has entered or passed beyond the walkway behind field #2 or into the trees on field #3. The umpire will declare a dead ball once the player's hands are raised and they have confirmed the ball has passed the threshold. At that

time all runners will be awarded the base that they are approaching + 1 additional base. Under no circumstances will this award be less than a ground rule double. A runner on first on the play may be placed at 3rd or score based upon the umpire's judgment. There are no automatic home runs for hitting these areas "on the fly".

Playoffs (non pool-play games)

1. Team with the higher (better) seed will be the home team. In a case where the seeds are equal (Seed #1 from Pool A is playing Seed #1 from Pool B), a coin flip will determine the home team.
2. Slaughter rules will apply.
3. Time limits will still be in effect except in the circumstances explicitly detailed in this section.
4. Games which determine future games (bracket) or awards must continue past the time limit in order to break a tie using the rules for extra innings past the time limit. See 'Game Completion' section, Rule #2.
5. Championship game will be played without a time limit, unless otherwise indicated by the tournament director.
6. Semi-final games or 3rd place games will be played will be subject to a time limit, unless otherwise indicated by the tournament director.

Tiebreakers

The sequencing of the tiebreakers for pools is below. Please see the Tiebreaking document for additional details. Please note that the standings page on the tournament web site are sequenced in order of the tiebreakers and the standings page has the option to enumerate the methodology used to break the ties.

- a. Winning percentage (in case of a tie game, a tie counts as a ½ win and a ½ loss in the calculation of winning percentage)
- b. Head to head play
- c. Record vs. common opponents
- d. Highest average run differential – maximum run differential is 8 runs in a game
- e. Lowest runs against average
- f. Highest average runs scored – maximum is 10 runs per game.
- g. Most recent victory (if Team A won their last game and team B lost their last game, team A wins the tiebreaker)
- h. Coin flip

Note: Rules were updated on 5/23/16 to clarify an inconsistency in Rules #1 & 3. A game is considered an official game after 3 innings (2 ½ if the home team is leading).