

GAME 7 BASEBALL

Tournament Rules - 2017

All Teams must sanction their team online at www.game7baseball.com by creating a Game 7 / Tourney Machine account.

All Teams **must** submit an online Game 7 Official Team Roster & Waiver and bring a copy of the roster to tournament check-in prior to the start of a tournament. ***All Game 7 Baseball Tournaments will follow the National Federation of High School Rulebook (except as noted).***

Game 7 Baseball has the right to refuse entry of any team for any reason.

Notice of withdrawal from any tournament must be received in writing at least 3 weeks prior to the start of the tournament to be eligible for a refund (minus \$30 administrative fee). If you withdraw from a tournament within 3 weeks of the start of the tournament, you will forfeit the entire entry fee.

PAID Entries secure your spot in a tournament

****There is a \$50 fee for any returned checks****

All Entry Fees must be paid in full 2 weeks prior to the start of the tournament if paying by check. All entries received within 2 weeks of the start of the tournament, must be paid online with a credit card (processing fees apply).

SCHEDULE REQUESTS: Tournament scheduling requests are considered, but not guaranteed. We will make every effort to honor your request. All requests **MUST** be emailed to us 2 weeks prior to the scheduled start of the tournament. Any requests within 2 weeks of the start of the tournament will not be honored.

TEAM CHECK IN: **ALL Teams MUST check in at least 30 minutes prior to their first game with a copy of their Game 7 Team Roster and to pick up Pitching Charts.**

ROSTERS:

Players may be listed on multiple rosters. However, players cannot play for multiple teams in a Game 7 event on the same weekend. Note: Having a AAA player listed on a AA roster moves that team to AAA status for that particular tournament.

Age eligibility date is April 30th.

PROOF OF AGE: It is the Managers responsibility to have his players birth certificates or accepted proof of age in the case of any question regarding the age of his players. If questioned, failure to produce birth certificates or an accepted proof of age will result in a forfeit.

PROTESTS: Any PROTEST requires a \$100 cash protest fee at the time of the protest.

What can be protested? Roster Challenges and misinterpretations of the rules. Judgment calls cannot be protested.

At the time of protest, the game will be stopped and a tournament official and/or UIC will be notified to make a decision on the protest. All decisions will be final.

If protest is upheld, the \$100 fee will be refunded.

Roster Challenges: When a team roster is challenged, teams must provide birth certificates or approved identification to determine if a player is eligible. If the Manager can't provide birth certificates or accepted proof of age or if a player is determined to be an illegal player, that player is ejected from the protested game and becomes ineligible to participate for the remainder of the tournament. The protested game becomes a forfeit and that team becomes ineligible to participate in Bracket play.

RAIN OUT / REFUND POLICY:

0 games completed = 100% refund (minus \$30 administrative fee)

1 game completed = 50% refund (minus \$30 administrative fee)

2 games completed = No Refund

*Note: \$30 administrative fee will be waived if you choose to play in another Game 7 tournament that you haven't already registered for. *

All Refund checks are issued within 10-14 business days from the last day of the scheduled tournament.

GAME TIME LIMITS:

7U/8U Machine Pitch = 6 innings or 1 hour 20 minutes, whichever comes first.

9U – 12U = 6 innings or 1 hour 40 minutes, whichever comes first.

13U -18U = 7 innings or 1 hour 45 minutes, whichever comes first.

No new inning may start after the time limit has elapsed. A new inning automatically begins after the 3rd out is recorded in the bottom half of the previous inning.

The official game clock starts at the conclusion of ground rules.

All teams must be prepared to start 15 minutes prior to their scheduled game time.

Pool Play games can end in a tie.

Championship game – 2 hours (9U-18U), 1 hour 30 minutes (7U/8U machine Pitch).

In Championship/Bracket play games, if the score is tied after all regulation innings have been played or time has expired, the game will proceed as follows until there is a winner. The last out will be put on 2nd base to start each inning, with 0 outs.

Game 7 Baseball reserves the right to alter, change or abbreviate tournament formats, when necessary, in order to complete the tournament.

RUN RULES:

12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.

HOME TEAM: In pool play, the Home Team will be determined by coin toss. The highest seeded team will be the Home Team during Bracket Play and the Championship Game.

LINE-UPS: Each team **MUST** prepare a written line-up, listing first and last names and numbers of all players/subs that are available prior to each game. Line-ups must be given to the home plate umpire at ground rules. **Note: Once the line-up is submitted at ground rules, no additions/changes can be made.**

Batting Order Options:

- 1) Nine (9) batters
- 2) Nine (9) batters with a (DH), batting 9
- 3) Ten (10) batters with an (EH), batting 10
- 4) Continuous batting order, with free defensive substitution

Note: When batting a continuous batting order, if a player has to leave the game due to an injury/illness and cannot return to the game, he will not be penalized by taking an out in his spot in the batting order. Once that player leaves the game, the player is not eligible to return to the game in any capacity. If the line-up drops below nine (9) players, teams will take an out for the ninth player each time he is scheduled to bat.

Teams may start and finish a game with eight (8) players, but will take an out for the ninth spot in the line-up.

If the line-up drops below 8 players, the game will be considered a forfeit.

RE-ENTRY Rule: Starters may re-enter one time in their original spot in the batting order. Players listed as substitutes removed from the game are ineligible to return to that game.

Forfeits: 6 inning game = recorded as 6-0. 7 inning game = 7-0.

TIE BREAKERS: In Pool Play, if all regulation innings have been played or the imposed time limit has expired and the score is tied, the game will end in a tie.

Pool Play - Tie Breaker Criteria:

- Head to Head (only when 2 teams are tied)
Note: When 3 or more teams are tied, the tie breaker becomes Runs Allowed, and cannot revert back to the previous criteria of Head to Head
- Runs Allowed
- Runs Scored
- Game 7 Points
- Coin Toss

BASEBALLS: Game 7 will provide up to 4 baseballs for each game. Teams are responsible for retrieving foul balls. Teams should have tournament quality baseballs on hand to throw in if the original game balls are lost or not returned to the umpire.

PITCHING AND BASE DISTANCES:

Age Division	Base Distance	Pitching
7U/8U Machine Pitch	60 feet	40 feet
9U – 10U	65 feet	46 feet
11U – 12U	70 feet	50 feet
13U	80 feet	54 feet
14U – 18U	90 feet	60'6"

PITCHING LIMITATIONS:

Coaches will need to turn in a completed pitching chart with signatures after each game. Teams will track their own pitching and will verify/sign the opposing teams pitching chart. Once the pitching chart is signed, it will be considered official.

Age Division	1 day maximum to pitch next day	1 day maximum	3 day maximum
8U – 12U	4 innings	6 innings	8 innings
13U – 18U	5 innings	7 innings	10 innings

Pitching Limits 8U – 12U

- One (1) day maximum to pitch the next day = 4 innings. The maximum number of innings a player can legally pitch and be available to pitch the next day.
- One (1) day maximum = 6 innings. The maximum number of innings a player can legally pitch in one (1) day.
- Three (3) day maximum = 8 innings. The maximum number of innings a player can legally pitch in three (3) consecutive days.

Days of Rest:

- A player that pitches more than four (4) innings in one (1) day **MUST** rest the next day.
- A player that pitches eight (8) innings in two (2) consecutive days **MUST** rest the next day.
- A player that pitches three (3) consecutive days, regardless of total number of innings pitched, **MUST** rest the next day.

Once the pitcher is removed from the pitching position, he cannot return to pitch in the same game.

Pitching Limits 13U and older

- One (1) day maximum to pitch the next day = 5 innings. The maximum number of innings a player can legally pitch and be available to pitch the next day.
- One (1) day maximum = 7 innings. The maximum number of innings a player can legally pitch in one (1) day.

- Three (3) day maximum = 10 innings. The maximum number of innings a player can legally pitch in three (3) consecutive days.

Days of Rest:

- A player that pitches more than five (5) innings in one (1) day **MUST** rest the next day.
- A player that pitches ten (10) innings in two (2) consecutive days **MUST** rest the next day.
- A player that pitches three (3) consecutive days, regardless of total number of innings pitched, **MUST** rest the next day.

Once the pitcher is removed from the pitching position, he cannot return to pitch in the same game.

****One (1) pitch will count as one (1) inning pitched****

Once a pitcher throws a warm-up pitch, he becomes the pitcher of record.

Penalty: The pitching limit rule is in place to protect pitchers. If a coach violates the rule, there will be NO forfeit. The coach will have to remove the pitcher at that time and the coach will be ejected from the rest of the current game and serve a one (1) game suspension. We will not punish the players for coaches inability to protect the player's arm.

BAT RESTRICTIONS:

Ages 7U – 13U: No restriction on weight/length. Bat must be a baseball bat (small or big barrel) with a BPF 1.15. Wood bats are allowed.

14U Division: -5 weight/length ratio. Wood bats are allowed.

Ages 15U and above: MUST use BBCOR. -3 weight/length ratio only.

All -3 bats must be stamped BBCOR.

Illegal Bat (Penalty): If discovered by the defensive team upon appeal during the at bat, the batter will be declared out. Any subsequent outs made on a play will stand. All other actions caused by the use of the illegal bat shall be nullified. (Runners return to their last legally occupied base at the time of the pitch). The appeal must occur before the next pitch or attempted play. If improperly appealed, bat will be removed from play with no penalty assessed.

METAL CLEATS:

Metal cleats are allowed in the 13U -18U age divisions. **NO metal cleats on portable pitching mounds.**

INTENTIONAL WALKS:

Any defensive manager/coach or player may instruct the umpire to issue a batter an intentional walk and award the batter first base. This may be done before pitching to the batter or on any ball/strike count. The ball shall be declared dead before making the award.

COURTESY RUNNERS:

Courtesy runners may be used for the pitcher or catcher of record at anytime. It is recommended to use the courtesy runner to keep the game moving. The courtesy runner must be a player not presently in the line-up. When using a continuous batting order, the courtesy runner will be the last out. If at any time, a courtesy runner is determined to be ineligible, the proper replacement (if available) shall be used without penalty.

Pre-game infield practice will not be allowed in an effort to keep on schedule. NO pre-game pitching practice on the portable pitching mound. There will be space available beyond the outfield fence to warm up prior to your game.

9U RULES:

6 innings or 1 hour 40 minute time limit.

Pool play games can end in a tie.

Pitching Distance = 46'

Base Distance = 65'

Stealing – Yes, base runners may steal second and third.

No Stealing Home - Base Runners may advance Home on any attempt to any base by the defensive team. They cannot advance Home on a wild pitch, passed ball or an overthrow back to the pitcher.

Dropped third strike - No

Infield fly rule – Yes

Balks enforced, 1 warning per pitcher

Maximum runs scored per half inning = 7 runs. **Sixth (6th) inning = unlimited runs.** Mercy rule still in effect.

Intentional Walks: Any defensive manager/coach or player may instruct the umpire to issue a batter an intentional walk and award the batter first base. This may be done before pitching to the batter or on any ball/strike count. The ball shall be declared dead before making the award.

7U/8U MACHINE PITCH RULES:

6 innings or 1 hour 20 minute time limit.

Pool play games can end in a tie.

Machine Distance = 40'

Base Distance = 60'

Machine Speed – 7U (37-39 mph) 8U (39-42 mph)

Maximum of 7 runs scored per half inning. **Sixth (6th) inning = unlimited runs.** Mercy rule still in effect.

Ten (10) defensive players shall play in the field with four (4) outfielders

-Outfielders (4) must stay in the outfield until the ball is hit.

-The batter will get six (6) pitches or three (3) swinging strikes. If the sixth (6th) pitch is a foul ball, the batter shall receive an additional pitch or pitches until the ball is hit fair or the batter's

turn at bat is completed.

– No intentional walks allowed.

- No Bunting or half-swings at the pitch. PENALTY: Ball is declared a foul ball and counts as a pitch

- Batters may not indicate a “fake bunt” then pull back and swing. PENALTY: A strike will be called and if it’s the third (3rd) strike, the batter will be declared out.

- No infield fly rule

- No lead-offs or stealing, runners must hold their base until the ball is hit. PENALTY: Runner(s) will be called out for leaving the base early. Teams will get 1 warning.

- Umpire will operate the pitching machine at all times.

- During play, the umpire will call “Time” and declare the ball dead when the ball is controlled by an infielder on the infield within the base paths. Runners will be sent back to last touched base if the umpire determines the runners were not more than halfway to the next base. This is a judgment call by the umpire.

-The defensive player listed as the pitcher shall not leave the pitching circle until the ball is hit. PENALTY: The play continues and after the play has ended, the offensive team has the option of taking the result of the play or no pitch. Note: The pitcher must have one foot within the circle and positioned in line with or anywhere behind the front of the machine until the ball is hit.

-Whenever a batted ball hits any part of the pitching machine or the umpire operating the pitching machine, the ball is dead, the batter is awarded first base (1st) base and all runners shall advance one (1) base.

Batting Order Options:

1) Ten (10) batters

2) Continuous batting order, with free defensive substitution

Note: When batting a continuous batting order, if a player has to leave the game due to an injury/illness and cannot return to the game, he will not be penalized by taking an out in his spot in the batting order. Once that player leaves the game, the player is not eligible to return to the game in any capacity.

If only 9 players are available, teams may start and finish a game with nine (9) players, without taking an out for the 10th spot in the line-up.

If the line-up drops below 9 players, the game will be considered a forfeit.

Each team **MUST** prepare a written line-up, listing first and last names and numbers of all players/subs that are available prior to each game. Line-ups must be given to the home plate umpire at ground rules. **Note: Once the line-up is submitted at ground rules, no additions/changes can be made.**

RE-ENTRY Rule: Starters may re-enter one time in their original spot in the batting order.

Players listed as substitutes removed from the game are ineligible to return to that game.

EJECTIONS:

All player ejections will be reviewed by the tournament director to determine eligibility for the remainder of the tournament.

Coaches, parents, or spectators ejected from a game **may be** suspended for 1 game or for the remainder of the tournament. Any coach, parent or spectator ejected from a game must leave the area and cannot be within 300 feet of your game. It is the sole discretion of the tournament director or UIC.

SPORTSMANSHIP:

All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Remember, rule interpretations may be disputed. Judgment calls, especially balls and strikes may NOT be disputed. All ejections will result in banishment from that game and may also result in banishment of the tournament. This is youth baseball, bad sportsmanship will not be tolerated.

Thank You for choosing Game 7 Baseball.

Dave Schmidt & Dave Penning
Game 7 Baseball