

Niles “All American City” House Classic

10U and 12U House All-Star Tournament, July 9th-14th, 2019

Rules and Information Packet

Tournament Rules:

- 3 game guarantee, weather permitting.
 - In the event of inclement weather, the tournament directors have the right to eliminate and/or reschedule games in an effort to get as many games as possible played.
- ASA rules will apply, except as modified for the girls. IHSA rules will apply except as modified for the boys.
- Game balls will be provided at the start of each game.
- In pool play, the home team will be decided by a coin flip. In elimination play, the home team will be the higher seeded team.
- In pool play, the team listed first will occupy the 3rd base dugout. In elimination play, the higher seeded team will occupy the 3rd base dugout. If a team occupies a dugout from the previous game, the newly arriving team will enter the other.
- Forfeited games will be scored as 10-0. Forfeited games do count towards your 3 game guarantee.
- Warm-up space at both locations is limited in between games.
- Teams will not be permitted to take infield prior to the game. Teams may use the foul territory along the 1st and 3rd base lines to warm up players, as well as the outfield.
- Infield and outfield balls will not be allowed on the field after the 1st inning.
- A continuous lineup will be used throughout the tournament. Teams may freely substitute players at all positions at any time, as long as the batting order remains the same. If a player shows up late to the game, they will be inserted into the last spot of the batting order, regardless of where the team is at in the batting order at that time.
- An injured player can be removed from the game. An out will not be charged for their spot in the lineup. Players leaving for other reasons may be charged as an out if they miss their spot in the lineup.
- New pitchers will be permitted 5 warm-up pitches. Returning pitchers will be allowed 3.
- Courtesy runners are allowed for pitchers and catchers when there are 2 outs in the inning. The last non-pitcher or non-catcher who made the last out will be used as the courtesy runner.
- Uniform jerseys must remain tucked in at all times. In order to be on the field, players must be equipped in proper uniform. Jewelry is not allowed and must be removed prior to game. Hair accessories with hard parts must be smaller than 2 inches.
- Metal cleats are not allowed.
- It is the home team's responsibility to keep official score for the game. Please verify with opposing team and umpire in between each inning to ensure the score is correct.

Special Rules/Clarifications:

- GIRLS:
 - 10U will pitch from 35' mound.
 - 12U will pitch from 40' mound.
 - 10u and 12u play at 60' bases.
 - 3 outs or 7 runs ends an inning.
 - Unlimited scoring in last inning.
 - Stealing is allowed for 2nd and 3rd base only after the ball crosses the plate.
 - Leadoffs are allowed from all bases after the ball crosses the plate.

- Runners can only advance home on a batted ball, or bases loaded BB or HBP.
- Dropped 3rd strikes- NO for 10U, YES for 12U.
- Infield Fly- No for 10U, YES for 12U.
- Bunting and fake bunting is allowed. A fake bunt swing “slap bunt” is not allowed. Batter will be called out.
- 10 players on the field for 10U. The 10th player must be in the outfield. Once the pitch is released, the player may move wherever. 12U will be playing with 9 players on the field.
- One pitch = one inning pitched. Pitchers are limited to 4 innings per game (NOT per day). Innings pitched do not need to be consecutive. If a pitcher hits 2 batters in an inning, they must be pulled. If a pitcher hits 3 players in a game, they must be pulled and are not allowed to pitch the rest of the game. All pitchers must wear a pitching mask.
- **BOYS:**
 - 10U will pitch from 46’ mound, 60’ bases.
 - 12U will pitch from 48’ mound, 70’ bases.
 - 10U - 3 outs or 7 runs ends an inning. Unlimited scoring in last inning.
 - 12U – 3 outs ends an inning.
 - Balks- 10U no, 12U yes.
 - Leadoffs/advancing/stealing after the ball crosses the plate at 10U level. No stealing home.
 - Leadoffs/advancing/stealing home is allowed at 12U level at any time.
 - Dropped 3rd strikes- 10U no, 12U yes.
 - Bunting and fake bunting is allowed. A fake bunt swing is not allowed. Batter will be called out.
 - Runners can advance as many bases at their own risk on overthrows. Runners will advance one base for balls thrown out of play.
 - Legal bats- All bats must comply with new USA Baseball guidelines and have a stamp on them.
 - One pitch = one inning pitched. A pitcher taken out during that inning may NOT return in that same inning. Pitchers are limited to 3 innings per game (NOT per day). Innings pitched do not need to be consecutive. If a pitcher hits 2 batters in an inning, they must be pulled. If a pitcher hits 3 players in a game, they must be pulled and are not allowed to pitch the rest of the game.

Tie-Breakers:

If two or more teams are tied with the same record after pool play the following tie-breakers will be used to break the tie.

- **Head to Head**
- **Total Run Differential**
- **Total Runs Against**
- **Total Runs for**
- **Coin flip**

Umpires:

- Umpire decisions are final. Protests are not allowed.
- The umpire will be responsible for reporting results to the tournament director. It is the winning coach’s responsibility to verify the results posted at the check-in table.
- Umpires are encouraged to move the game along. Teams should be ready to start their game on time and should promptly hustle on and off the field in between innings.
- It is the umpire’s responsibility to keep the official game time. In the event of an injury, the umpire has the option to pause the game clock. If a team is perceived to be stalling, the umpire has the authority to adjust the game clock accordingly.

Sportsmanship:

- Sportsmanship is stressed.
- Team chants and cheering are allowed but they must only be positive, towards your own team or player and must end as soon as the ball is on the mound. Failure to follow the rules will result in a warning to the coach. A second violation will result in the coach being ejected and a third violation will result in the offending team given an out.
- Any player, parent, or coach ejected from a game will face an additional one game suspension. This individual is not allowed to be on the field, the dugout, the stands, parking lot, or anywhere near the team while suspended.

Mercy Rule:

- 10 runs after 4 innings (Losing team must get 4 at-bats).

Time Limits:

- **Pool Play and Bracket Games:**
 - Full games or until time expires.
 - No new inning after 1 hour and 45 minutes. Drop dead 2 hours.
 - Last inning will be unlimited runs scored. Both coaches and umpire must state which is the last inning before the 1st pitch of that inning as the time limit may come into effect.
 - Elimination games during bracket play may not result in a tie. If the game remains tied after the last inning, or initial time limit has expired, play will continue using the International Tie Breaker until a winner has been determined.
- **Championship Games:**
 - Games go all 6 innings.
 - No time limit.
 - If a game is tied after the 6th inning during the Championship game, one additional inning will be played with regular rules. If the game is still tied after the 7th inning then the game will continue until a winner is determined using the International Tie Breaker Rule. (*Last out from previous inning starts on 2nd base*).

Awards:

- There will be a MVP award given by each team to an opposing player after every game. Coaches will receive MVP awards prior to each game from NPD staff member. A player may receive only one MVP award during pool play, but may receive another in elimination play.
- Teams finishing 1st and 2nd place in each division will receive individual trophies. (Max of 15 per team)

**Alcoholic beverages, pets, and smoking are not allowed on
Niles Park District property.**

Niles “All American City” House Classic

Quick Rule Reference Chart

	10U BOYS	12U BOYS	10U GIRLS	12U GIRLS
Length of Bases	60 ft.	70 ft.	60 ft.	60 ft.
Pitching Distance	46 ft.	48 ft.	35 ft.	40 ft.
Regulation Games	6 innings	6 innings	6 innings	6 innings
Game Limits	2 hour max. No new inning 1 hour 45 minutes after 1 st pitch	2 hours max. No new inning 1 hour 45 minutes after 1 st pitch	2 hour max. No new inning 1 hour 45 minutes after 1 st pitch	2 hour max. No new inning 1 hour 45 minutes after 1 st pitch
Mercy Rule	10 runs after 4 innings. Losing team must get 4 at-bats.	10 runs after 4 innings. Losing team must get 4 at-bats.	10 runs after 4 innings. Losing team must get 4 at-bats.	10 runs after 4 innings. Losing team must get 4 at-bats.
Number of Batters	Entire Team. No new player added to line-up after 1 st pitch of the 4 th inning.	Entire Team. No new player added to line-up after 1 st pitch of the 4 th inning.	Entire Team. No new player added to line-up after 1 st pitch of the 4 th inning.	Entire Team. No new player added to line-up after 1 st pitch of the 4 th inning.
Number of Fielders	9	9	10	9
Inning Ends	3 outs or 7 runs except last inning	3 outs	3 outs or 7 runs except last inning	3 outs or 7 runs except last inning
Infield Fly Rule	No	Yes	No	Yes
Dropped 3rd Strike	No	Yes	No	Yes
Stealing	After ball crosses plate. No stealing home.	Any base	2 nd and 3 rd base only after ball crosses plate. No stealing home.	2 nd and 3 rd base only after ball crosses plate. No stealing home.
Lead-offs	After ball crosses plate	Any time	After ball crosses plate	After ball crosses plate
Overthrows	Advance only 1 extra base except on steal attempts.	Advance as many bases at runners own risk	Advance only 1 extra base except on steal attempts.	Advance as many bases at runners own risk
Bats	Non-wood bats must be BPF 1.15 or BBCOR	Non-wood bats must be BPF 1.15 or BBCOR	Bats must contain safety certification label	Bats must contain safety certification label
P: Inning Limits Per Game	3 innings / game. 1 pitch = 1 inning.	3 innings / game 1 pitch = 1 inning.	4 innings / game. 1 pitch = 1 inning.	4 innings / game. 1 pitch = 1 inning.
P: Inning Limits Per Tourney	15 innings	15 innings	No limit.	No limit.
Balks	No	Yes (1 warning/pitcher)	No	No
Hit Batter - Remove Pitcher	2 batters per inning or 3 batters/game	2 batters per inning or 3 batters/game	2 batters per inning or 3 batters/game	2 batters per inning or 3 batters/game
Intentional Walks	No intentional walks.	Intentional walks are ok. Coach can notify umpire and player will be put on 1 st .	No. Players may receive 1 st base on a walk. No coach pitch.	No. Players may receive 1 st base on a walk.