



Thillen's Tournament hosted by Play Ball USA

Chicago, Illinois

June 30 – July 3, 2011

Unless noted prior to the event, National Federation High School Rules will be used with the following notations. Play Ball USA reserves the right to enforce particular invitational tournament rules. ***Every player must complete online registration prior to participating in event.***

1. Age Requirement: May 1st will be the designated date to determine ages. Photocopies of birth certificates will be required and should be kept in manager's possession the entire tournament in case of challenges.

-For example: To play with 12 year olds a player must not turn 13 before the May 1st deadline (same for every age group).

2. Roster: May not exceed 20 players during the tournament and may not be added to during the tournament.

3. Protests: The Protest Fee is \$100 cash (on rule interpretation only). Protests must be made prior to the next pitch being thrown. The Umpire(s) must be informed first of a protest made during the game. The Tournament Director will make the final decision on all Protests.

4. Game Time: Starting time is forfeit time, unless delay is created by Triple Crown. Game time starts at first pitch of the game, umpire must report official time to both scorekeepers.

5. Home Team: Determined by coin flip. Home team is required to keep the official book. Higher seed is awarded the choice of home team in playoffs and championship games. If two equal seeds meet then we will use a coin flip.

6. Player Minimum: A team must start with a minimum of 9 players but can finish with less, taking outs in the vacant batting order positions.

7. Championship Games: No time limit and no "California Tie Breaker" – Run rules are still in effect.

8. Pitching Rules:

*9's and 10's = 6 innings/tournament & 3 innings/game

*11's and 12's = 8 innings/tournament & 5 innings/game

*One inning can be added to each player on the roster in each game after your 4th game (start of 5th game).

*No limit on the number of appearances.

*One pitch will be considered an inning pitched.

*Eight warm-ups to start, five thereafter. Umpires reserve the right to limit the warm-up time to a minimum of 1 minute regardless of the number of pitches thrown.

*If pitching rules are violated and the infraction is detected, the situation will be reviewed and consequences will be determined by the Tournament Director. Consequences may include, but are not limited to, the following: coach and/or player ejections, game forfeiture, removal of team from the tournament, suspension from additional tournaments.

9. Infield Warm-Ups: All teams are encouraged to warm-up as much as possible before game time; however, no practice may be taken on the infield.

10. Baseballs: Play Ball USA will supply baseballs for all games. Each team is responsible for foul balls on their side of the field.

11. No Steel Cleats in the following age groups: 8's, 9s, 10s.

12. Bats: Wood and/or wood composite bats are legal for this tournament. Bats in question must be approved by tournament staff and are left to their discretion.

13. Uniforms: Numbers necessary, matching uniforms recommended. Players must use the same uniform number throughout the tournament to help maintain accurate pitching charts.

14. Adverse Weather: Play Ball USA Tournaments may be played in adverse weather conditions. Game format and location may be changed to include lesser time limits or fewer innings to complete the tournament. Coaches and players accept these conditions when entering the tournament.

15. Decisions: Tournament Director shall have final decision on all tournament issues.

16. Hotels/Motels/Condos: Teams that leave unpaid bills or damages will be removed from the tournament, reported to their respective leagues, and possibly banned from future Play Ball USA events.

17. Refund Policy: See Event Procedures. There will be a \$100 administration fee charged for complete rain outs; 1 game played = 50% of entry fee; 2 or more games played = no refund.

18. Tie-Breaker System: If a game is tied after all innings have been completed, the "California" tie-breaker rule will go into effect. Each team puts the batter who is scheduled to bat last in that respective half of the inning on second base and plays out a full inning (no outs, no count). This happens until the tie is broken and the game is complete.

19. No Show: Teams that no-show for a game will forfeit that game and will potentially forfeit the remainder of the games in that Event. No refunds will be issued for teams that do not show for a game.

20. Roster batting is required.

21. Courtesy/Speed Up Runners: Last batted out is required to run for the catcher and with 2 outs. It is optional with 0 or 1 out. It is optional with the pitcher.

22. Visits to the mound: As per NFHS rules, each team is allowed three charged visits to the mound within a game. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the three charged visits are used, every trip to the mound will result in the pitcher being removed. A visit is not "charged" when the manager removes the pitcher from the mound. Remember, charged visits are cumulative for the entire game (visits are not tracked "per pitcher"). No restrictions on visits per inning.

23. One balk warning is allowed per pitcher, per game. After the first warning normal balk rules apply. Balk warning visits are allowed for the 9U/10U division without being charged for a visit.

24. Pitched Ball Restrictions: 9U, 10U, 11U, and 12U - No breaking balls including a slip pitch will be allowed. Only the umpire will deem a pitch breaking balls. One warning will be given. On subsequent breaking balls, the pitch will be deemed an illegal pitch and the IHSA rules for an illegal pitch shall apply.

25. Pitchers may not wear white wristbands, a white batting or fielder's glove or a white long sleeved undergarment (which may distract the batter).

26. A pitcher hitting three batters with a pitched ball in a game requires the removal of the pitcher.

27. Ejections: Any manager, coach, player or family member ejected from a game, the following penalties will be assessed:

1st Ejection: 1 game suspension

2nd Ejection: Duration of the tournament

28. Team managers will be responsible for the conduct of their coaches, players and fans. Umpires are authorized to throw violators out of a game and ask them to leave the park or subject their team to a forfeit.

29. All teams are asked to clean-up their dugout and bleacher areas after each game.

30. Players who throw their bat after swinging shall be given one warning. On the second and all subsequent occurrences (by one player), the player shall be called out. Safety is the primary concern here.

9u, 10u

46' pitching

65' bases

1 hr 45 min (cannot start a new inning)

6 innings

* 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

9u, 10u Championship Game: no time limit, no tie-breaker. Run rules are still in effect.

11u, 12u

50' pitching

70' bases

2 hr 00 min (cannot start a new inning)

6 innings

* 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

11u, 12u Championship Game: no time limit, no tie-breaker. Run rules are still in effect.

*****All ages have a 20 run rule after 2 completed innings*****