



Lake Zurich Baseball and Softball Association

12U Bear Claw Tournament Rules

The Lake Zurich Baseball and Softball Association MAJOR LEAGUE is to instruct and provide guidance to 12-year old participants in good baseball concepts and fundamentals.

The official Little League Baseball Playing Rules will be the main source or guide to govern play. The following LZBSA guidelines have been adopted by the LZBSA Board of Directors to incorporate and enhance the little league rules.

TOURNAMENT ADDENDUM TO MAJOR LEAGUE RULES:

- A. No Full-Time Travel Teams are allowed!!! Team rosters must be composed entirely of players that participated on "in-house" teams during the season, and were chosen for part-time travel or post-season play.
- B. For tournament purposes, game scores and team records will be kept to select the teams advancing to the championship game. The top 4 records will advance to the medal round. The seeding will be determined by 1) record; 2) head-to-head; 3) least amount of runs allowed; 4) pool play run differential and 5) coin flip.
- C. Rosters and insurance certificates shall be on-hand with the Team Manager at all times. These documents shall be submitted and checked prior to the first game.
- D. Dugouts are first come, first served.
- E. Players may not be 13 years old prior to May 1, 2018. Each team is required to have copies of all birth certificates at each game they play. Birth certificates will only be checked if there is a challenge regarding a player's age. If there is a challenge and a team is unable to produce a birth certificate, then that player will be declared illegal and the games he played in will be forfeited. We expect each community to field all-star teams consistent with age policies in their community, however; at the minimum players must meet the above cut-off date.

1.0 MANAGER, COACH, PLAYER AND PARENT RESPONSIBILITIES

- A. Managers, coaches, players and parents shall exhibit good sportsmanship at all times. Any action to taunt, intimidate or degrade opposing managers, coaches, players, parents or umpires will not be tolerated.
- B. Players will not throw bats, helmets or any other equipment to display anger, frustration or displeasure. Violators may be removed from the game, at the discretion of the umpire, for flagrant violations.



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- C. Swearing by managers, coaches, players or parents, on and off the field, during games or practices, will be strictly prohibited. Violations during a game will result in immediate ejection.
- D. Influencing the umpires, for example, yelling "safe" or "out" before the umpire makes a call or openly questioning or complaining about the umpire's call, will not be tolerated.
- E. Arguing with umpires will not be tolerated and, if violated, managers, coaches, players or parents may be ejected and subject to disciplinary action.
- F. All managers will be responsible for their teams, including coaches, players and parents, as outlined in the manager's agreement.
- G. Rosters will be set once the tournament begins. Any add-ons will only be made with the approval of the tournament director.
- H. All other rules will be governed by the Official Little League Rules.

1.01 MAJOR TEAM STRUCTURE

- A. Each team will be comprised of a maximum of fifteen (15) players, and in no case will a team have less than eight (8) players.

1.02 PLAYING FIELD

- A. 70 foot bases; 50 foot pitching mound
- B. There are to be no batting cages, batting apparatuses, or swinging of bats outside the field confines before, during, or after the game. This includes hitting sticks and soft toss into the fence. This is for safety reasons as the parks will be heavily congested with players, coaches, families, and fans. Failure to comply with this rule may result in forfeiture and possible disqualification.

1.03 EQUIPMENT

- A. All players will need a full uniform in order to play. Gym shoes or rubber spikes are allowed. No jewelry may be worn on the playing field, unless it is medical alert jewelry.
- B. Only Major League issued baseballs will be used in league games. Baseballs for games will be supplied before the game by the League.
- C. No bat with a barrel larger than 2 5/8 inches in diameter will be allowed. All bats must have the USSSA stamp with BPF 1.15 rating or a USA stamp.
- D. All players must wear a cup.



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1.04 GAME RULES

- A. A coin toss will determine the home team during pool play. This does not apply to semi-finals, consolation and championship games. During playoffs, there will be no coin flip; the highest seed will always be the home team. Should teams have equal records or seeding, the home team will be resolved by: 1) head to head 2) lowest runs allowed 3) run differential. If still equal a coin flip will be used.
- B. Home team will maintain the official scorebook. It is the responsibility of both Scorebook Keepers to check periodically with each other to be certain that the game score is correctly recorded by both parties at all times.

1.05 ALL PLAY RULE – CONTINUOUS BATTING ORDER – INFIELD PARTICIPATION

- A. All players must play at least three (3) full innings in the field per game. Late arriving players will play an appropriate, prorated amount of innings. Exception: Extra innings in the game.

1.06 GAME AND LAST INNING TIME LIMITS

- A. All games are seven (7) innings.
- B. There will be a time limit on all games. This does not apply to semi-finals, consolation and championship games.
- C. No inning shall start after 1:45 hour from the start of the game. Note: An inning is considered to be started as soon as the last out of the previous inning has been made. Extra innings can be played, assuming the 1:45 time limit has not been eclipsed. Games during pool play can end in a tie if the time limit has been reached.
- **NOTE:** Time limit rules do not apply to semi-finals, consolation and championship games.
- D. Before each game, the managers and umpires will agree on the official starting time.
- E. Line-ups must exchanged 15 minutes prior to the start of the game.
- F. If an elimination game is tied after the time limit, any new innings will be played under California tie breaker rules:
- The player who made the last out from the prior inning starts the inning on second base.
 - The inning will start with 1 out.
 - The inning shall be played out normally from that point.



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1.07 TIE RESOLUTION FOR PLAYOFFS

A. Once pool play is concluded, if teams have equal records, the following tie breaking procedure applies:

- 1) Head to Head competition.
 - 2) Least amount of total runs allowed during pool play
 - 3) Run differential = total runs scored (-) total runs allowed in pool play games
 - *To discourage teams from running up the score, the run differential maximum for any 1 pool game is capped at 10.*
 - 4) Coin flip
- For seeding and/or elimination, if there is a 2, 3 or 4-way tie among teams, tie breaker steps will progress, in order, through the coin flip stage, if necessary. The tie breaker process is concluded at whichever step produces a result that separates the competing teams.

Example: 3 teams have 1 loss and have beaten each other in pool play. Two (2) teams will make the playoffs and also need to be seeded.

- Head to Head:
 - Team 1 beat Team 2; Team 2 beat Team 3, Team 3 beat Team 1
 - All teams move to next tie breaker step
- Least amount of runs allowed:
 - Team 1 allows a total of 13 runs
 - Team 2 allows 13 runs
 - Team 3 allows 17 runs (team three is eliminated from the playoff contention)
 - Both team 1 & Team 2 will make the playoffs
 - As team 1 & 2 have the same # of runs allowed, they proceed to the next tie breaker step; Run Differential to decide playoff seeding
- Run Differential:
 - Team 1 scores 19 runs – 13 allowed = 6 run differential
 - Team 2 scores 22 runs – 13 allowed = 9 run differential
 - Team 2 will be seeded higher in the playoffs

B. For Championship & 3rd Place Games: The higher seed will be the Home team. If the teams are the same seed (e.g.; two #1 seeds; two #2 seeds; etc.) a coin flip will be used to determine the Home team.



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1.08 RAINOUTS AND LIGHTNING

The Umpire will determine if the field is playable for games, or in calling of a game already in play when rain is falling.

B. When lightning is sighted, the game will be immediately suspended. Players and coaches will immediately retreat to safety (e.g. car/building). After 20 minutes, play can resume. If lightning is sighted again (after the 20-minute period), the game shall be called.

- Five (5) innings (or 4 ½ innings if the Home team is ahead) constitutes a complete game when shortened due to rain, lightening, etc.
- If inclement weather becomes a factor during the tournament, interrupted games may be shortened and considered completed in an effort to keep the tournament moving forward to ensure we complete on time.

1.09 SLAUGHTER RULE (12 after 4 or 10 after 5)

A. The mercy/slaughter rule ends a game when there is a twelve (12) run differential after 3 ½ innings if the Home team is ahead or 4 full innings if the Visitors lead. Likewise, if there is a ten (10) run differential after 4 ½ innings and the Home team is in the lead, or five (5) innings if the visitors are winning. This includes playoff and championship games.

1.10 BASERUNNING

- A. Lead offs are allowed.
- B. Stealing is allowed.
- C. NO Head First Slides, unless the runner is returning to a base. If a player slides head first he is out.
- D. Infield Fly Rule is in effect.
- E. Drop 3rd strike is in effect.

1.11 SLIDING ON CLOSE PLAY – NO CONTACT RULE

- A. All players must avoid contact at all times. Base runners will be required to slide on all close plays. Defensive players cannot prevent the runner from getting to the base by obstructing the base path or the base.
- B. Base runners (and his team) not complying with the rule will receive one warning and second time will result in an automatic out. Defensive players (and his team) not complying with the rule will receive one warning and the base runner is safe. A second offense by the same player will result in automatic ejection of that player.
- C. Base coaches may not use physical contact to assist runners.

1.12 COURTESY RUNNER FOR CATCHER

A. A courtesy runner must be used for the catcher when the catcher is on base with two outs. The courtesy runner will be the player which made the last out of the inning.



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1.13 PITCHING

- A. Pitcher may pitch a maximum of 3 innings per game (6 innings per day if doubleheader is played), however, keep your pitchers health and safety in mind.
- B. One (1) pitch constitutes one (1) inning.
- C. One (1) Balk is allowed per pitcher. Play will stop; Pitcher will be warned.
- D. Pitcher may not re-enter the game as a pitcher.
- D. Twelve (12) innings total per pitcher for the tournament.
- E. Pitcher must be removed after hitting two (2) batters in one (1) inning or three (3) hitters in a game.

1.14 SAFETY RULES

- A. If a player is not wearing proper shoes (see equipment rules), he may not play in the game.
- B. A batter must wear a batting helmet when batting or when on the base as a runner.
- C. All players must remain on the bench if they are not playing in the field or taking their turn at bat. They should be paying attention to the game and not running around. The only other people on the bench are coaching staff.
- D. There are to be no batting cages, batting apparatuses, or swinging of bats outside the field confines before, during, or after the game. This includes hitting sticks and soft toss into the fence. This is for safety reasons as the parks will be heavily congested with players, coaches, families, and fans. Failure to comply with this rule may result in forfeiture and possible disqualification.

1.15 UMPIRES

- A. The League will supply the umpire for the game.
- B. The Umpire's judgment is final!
- C. There are no protests.

1.16 COACHES

- A. Two coaches may be on the field during games (one coach at 1st base, one at 3rd base, They may not cross the foul line except in the case of injury.

1.17 SPORTSMANSHIP

- A. Sportsmanship is emphasized in the tournament.
- B. Back up the umpires! Do not argue with the umpire regardless of the decision or call. If you



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strongly disagree, discuss it with the umpire after the inning is over and discretely point out where you feel the umpire was in error.

C. Stress sportsmanship and fair play with your players.

D. Have fun and enjoy the tournament! Make it a pleasurable experience for the players, managers, coaches, umpires and the parents.



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1.18 Rainouts

All reasonable efforts will be made for the handling of inclement weather conditions. Rainouts will be rescheduled as soon as possible for teams to complete the tournament. In the event that games cannot be rescheduled, fees will be returned as follows:

- 0 games played due to rain outs and poor field conditions - 100% refund
- 1 game played - No refund (No Trophies)
- 2 games played - No refund (No Trophies)
- 3 game played - No refund

