

2025 Willmar Summer Classic Rules

June 6-8, 2025

Tournament Rules and Information

All teams must check in with the site director a minimum of 30 minutes prior to their first game of the tournament. Teams must submit an official roster and be prepared to present birth certificates upon request of the opposing team's head coach, umpire, or the tournament director.

Each team is required to supply one age-appropriate baseball for each game.

The official tournament schedule will be posted at each age groups headquarters and on our website www.willmarbaseball.com. The tournament brackets, rules, weather updates and other up to the minute information can be found at www.TourneyMachine.com or their mobile app. Umpires will report the pitch count to the site director, but it is also the responsibility of each team to record their own pitch counts. Keep this information available for review in case a question about pitch count arises. Failure to have this information documented may result in a loss of pitches. The Tournament Director will also maintain a copy of the pitch count/by player/per team in the concession area by the official tournament schedule.

RULES FOR TOURNAMENT, NFHS Rules apply except the below modifications.

1. Game Length

Pool Play – Home team is decided by a coin flip. Bracket play - Home team will be decided by bracket seeding, which is defined in section 9 below, the higher seed will be the home team. (1 seed vs 4 seed, 1 seed would be the home team)

9u to 12u - 6 innings - No new inning may begin after 1 hour 45 minutes.

2 Hour Maximum Game Length

13u & 14u - 7 innings - No new inning may begin after 2 hours

2 Hour 15 Minutes Maximum Game Length

Time starts at the time of the first pitch and is tracked by the umpire. In case of inclement weather the Tournament Director may need to change time limits or otherwise shorten the game length, or change the tournament format in order to finish the tournament. **Time limit is a hard stop and the game will end at the maximum game length.** If the time limit is met the score will revert to the last completed inning unless the home team is ahead. All pitches thrown during the game count towards the overall pitch count even if the full inning is not completed and the scores revert to last completed inning. The new inning begins as soon as the 3rd out is recorded of the current inning.

If a game is shortened due to inclement weather, the official score of the game will be the score at the time of the last fully completed inning (minimum 3 innings). The exception to this is when the home team is ahead and the visiting team has already batted in their half of the inning. In this case, the official score will be the score of the game when the game is called. Games started but not through 3 innings will be suspended and continued or rescheduled as time permits at the discretion of the tournament director. Any suspended game not completed, or any pool play game not played will be scored as a 3-3 tie.

All ages will have 9 fielders, 4 outfielders will NOT be allowed at any age.

Must have a minimum of 8 players to begin a game.

Pool play games can end in a tie. Pool play games will NOT go to extra innings regardless, even if the time limit has not been reached. Bracket play games may allow extra innings if needed.

Time limits will be enforced on quarterfinal, semifinal, or championship games. Games will have a time limit as indicated in #1 above, but WILL NOT have a hard stop.

2. Pitching Restrictions by age division

9u - Maximum of 75 pitches per day, 100 pitches per tournament

10u - Maximum of 75 pitches per day, 100 pitches per tournament

11u - Maximum of 85 pitches per day, 110 pitches per tournament

12u - Maximum of 85 pitches per day, 110 pitches per tournament

13u - Maximum of 95 pitches per day, 120 pitches per tournament

14u - Maximum of 95 pitches per day, 130 pitches per tournament

Umpires will report to the site director after each game the number of pitches per player. Team score keepers should compare pitch counts after each half inning. Official pitch count will be kept at the tournament headquarters for each division. You are responsible for keeping track of your pitchers pitch count. If a discrepancy is found contact the site director for your site immediately.

* If a pitcher violates the pitching restrictions, that player's team will forfeit the game.

* Any pitcher may re-enter the game 1 time as long as they were not removed by rule.

* Pitcher may finish batter if pitch maximum is reached during an at-bat, but pitcher must be removed immediately from the pitching position at the conclusion of that batter.

9u – 11u Fastball, Knuckleball and Change-up are the only pitches allowed.

12u – 14u No pitch restrictions, NFHS rules apply

3. Bats

All bats must meet the **MYAS, MBT & MSF** bat standards. If any player uses an illegal bat, that half-inning will immediately end. Any runs scored prior to the infraction will count. The next batter for that team will be the batter next in the lineup after the player who used the illegal bat.

All Ages, USSSA, USA Bats, wood bats and BBCOR bats are allowed

4. Base Running

9u/10u - Runner may lead off or steal after the ball crosses the plate. Violation will result in the runner being called out.

9u ONLY – no stealing home plate, can only advance home on a batted ball or a walk/HBP.

11u - A runner may lead off or steal after the ball leaves the pitchers hand. Violation will result in the runner being called out.

9u-11u - A batter may NOT attempt to advance to first base on a dropped third strike. Runners on base may advance at their own risk.

10u-11u - Runners may attempt to score from 3rd base on a passed ball, wild pitch, or throw back to the pitcher.

12/13/14u - No base running restrictions, batter may advance on a dropped third strike.

All Ages – On close plays at any base the base runner must avoid contact, a head first slide is allowed.

ALL AGES - A base runner that chooses not to slide into the base and makes unnecessary or intentional contact with the fielder will be ejected from the game. The head coach shall also be ejected from the game if a player is ejected. The Umpire has discretion to eject a player from the game and/or for the remainder of the tournament if contact is deemed intentional and/or malicious. Umpires' decisions are FINAL.

5. Courtesy Runners

A courtesy runner (the last runner to be put out) will be allowed for the pitcher or catcher at any time.

6. Run Rules

All forfeits will be scored 6-0 for 9U -12U and 7-0 for 13U & 14U

9U - 12U - Game will end if home team is at least 10 runs ahead after 3 1/2 innings or the visitors are ahead by at least 10 runs after 4. Game will end if home team is at least 15 runs ahead after 2 1/2 innings or the visitors are ahead by at least 15 runs after 3.

13U – 14U - Game will end if home team is at least 10 runs ahead after 4 1/2 innings or the visitors are ahead by at least 10 runs after 5. Game will end if home team is at least 15 runs ahead after 3 1/2 innings or the visitors are ahead by at least 15 runs after 4.

7. Batting / Re-entry rules

9U – 14U - All teams must bat their entire lineup using continuous batting with free substitution on defense.

8. Determining Seeding for Bracket Play Games

Bracket play will be determined as stated in section 9. The Higher seed in bracket play will be the home team.

9. Tie-Breaking Procedures

To determine pool play standings and bracket advancement, the following tie-breaking procedures will be applied in order:

1. Win/Loss/Tie Record
2. Head-to-Head Result
3. Least Number of Runs Allowed
4. Run Differential Against Tied Teams
 - o Maximum +10 / -10 per game
5. Least Number of Runs Allowed in Total Pool Play
6. Run Differential in Total Pool Play
 - o Maximum +10 / -10 per game
7. Coin Toss

Note: If more than two teams are tied, these procedures will be used to break the three-way tie. Once one team is placed, revert to the top of the list to break the remaining tie between the other teams.

Examples:

Example #1:

No tie remains after Step 3:

- Team A = 8 runs allowed
 - Team B = 10 runs allowed
 - Team C = 11 runs allowed
- Result: Team A is the #1 seed, Team B is #2, Team C is #3.

Example #2:

Two-way tie remains for #2 seed after Step 3:

- Team A = 8 runs allowed
 - Team B = 12 runs allowed
 - Team C = 12 runs allowed
- Result: Team A is #1. Head-to-head result between Team B and Team C determines #2 and #3 seeds.

Example #3:

Two-way tie remains for #1 seed after Step 3:

- Team A = 11 runs allowed
 - Team B = 10 runs allowed
 - Team C = 10 runs allowed
- Result: Team A is #3. Head-to-head result between Team B and Team C determines #1 and #2 seeds.

Advancement Notes:

- For tournaments with 8 teams:
 - Top two teams from each pool will advance to bracket play.
- For divisions with more than 8 teams:
 - Seeding will be used to determine bracket placement.
 - Pool winners automatically advance.
- For divisions with fewer than 8 teams:
 - Specific bracket format and advancement rules will be provided.

10. Music

NO walkup music is allowed during our tournament unless provided by the tournament.

Civic Center Fields (Pin-Wheel) - No music is allowed at any time at these fields.

Swansson Fields, Sunrise, HS East & West Fields - Music between innings is allowed.

Orange & Baker Field – Music will be provided by the tournament, no team music.

Music should not contain any vulgar lyrics or swear words and needs to be the clean/radio version. The tournament reserves the right to stop the playing of music that we deem not suitable.

11. Alcohol Policy

Absolutely no alcohol is permitted at any tournament site, park, or fields during the event. Anyone found consuming alcohol will be immediately removed from the premises and banned for the remainder of the tournament.

We appreciate your cooperation in helping us maintain a safe and family-friendly environment.

12. Player and Coach Conduct, Protests

UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED. Any player, coach or spectator ejected from a game for unsportsmanlike conduct will not be allowed at any tournament field or parks for the remainder of the tournament. If a player or spectator is ejected from a game for unsportsmanlike conduct, the head coach shall also be ejected for the remainder of that game only. Umpire decision is final in all cases. The only exception to this is in rule number 4 regarding base running collisions.

All protests must be filed with the site director and umpire and settled within 15 minutes of the conclusion of the game under protest. Protests for judgment calls are not allowed. Protests must be made verbally with the umpire by the offended team at the time of the play and before the next pitch. A fee of \$100.00 cash (refunded if upheld) must accompany the protest. All decisions are final.

13. Tournament Format Change Due to Weather

The Willmar Summer Classic Tournament Committee reserves the right to alter, change or abbreviate the games and tournament format to complete the tournament.

14. Refund Policy

If tournament is cancelled due to inclement weather refunds will be issued as follows:

- 0 games started: \$275 refund
- 1 game started: \$150 refund
- 2 games started: No refund

Last updated 6/5/2025