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17th ANNUAL JIM CHRIST MEMORIAL TOURNAMENT July 5-7, 2019

The semis will be played Sunday morning with the winners advancing to the championship game Sunday afternoon. There will be championship t-shirts for 1st place teams and medallions for 2nd place teams as well. There will also be a team trophy for 1st and 2nd place.

Rules and Regulations:

1. Tournament Administration:

- 1.1. The GYB Jim Christ Tournament is governed by IHSA Baseball Rules which will be used unless otherwise outline below. It is the responsibility of each team and their coaches to be aware of all of the rules contained herein.
- 1.2. Home teams will be decided by the flip of coin before each game; EXCEPT in playoff games where the best record is the home team. Home team will occupy the third base dugout in playoff games. Tiebreaker rules will apply for best record.
- 1.3. Tie Breakers/Wildcard (in order): (a) Head to head competition; (b) If head to head does not break the tie and for 3-way or 4- way ties, then fewest runs allowed in all pool play games, so long as equal number of games are played; (c) Fewest runs allowed against common opponents; and (d) Flip of coin.
- 1.4. The team delegate must have a copy of the birth certificate for each player on the roster. The coach will be required to carry said documents to each game and be prepared to produce documentation in the event of a protest regarding participation of an athlete. **Failure to produce proper documentation at the game site will result in game forfeiture.** Any team found to be using an ineligible player will be removed from the tournament and forfeit all games.

1.5. All teams are responsible for their own insurance. A copy of the insurance certificate for each team must be received by the Tournament Director one week prior to the start of their first game. Said insurance should have general liability insurance naming Glenview Youth Baseball and Glenview Park District as Additional Insured.

1.6. No protests allowed. Decision of umpire and/or Tournament Director is final.

1.7. Baseballs -- The tournament will provide two (2) new baseballs to the umpire prior to the start of every game. Each team shall be responsible to assist in the return of baseballs on their side of the field.

1.8. The Tournament Director(s) reserves the right to change the game schedule, time limit and/or match-ups if weather or time constraints interfere with the established schedule or for the betterment of the tournament.

1.9. The Tournament Director(s) makes all final decisions on items not covered in these rules.

2. Sportsmanship and Personal Conduct:

2.1. The coaches shall promote sportsmanlike conduct and control the behavior and deportment of their players, assistant coaches, fans, as well as themselves.

2.2. Physical confrontation and abusive language -- **PLEASE BE WARNED** -- This tournament has "**zero tolerance**" regarding confrontations by players, coaches, fans or anyone else. Upon the first violation, the violating party shall be removed from the facility and the tournament.

2.3. Coaches and players may not question or protest judgment calls made by the umpire and coaches will be responsible for causing their players and their team's fans to do so likewise.

2.4. Should any player, coach, or fan be ejected from a game, they will be disqualified for the remainder of the tournament and must leave the facility. If a fan is ejected, their team's head coach and the parent's child (if the fan is a parent) will also be ejected.

3. Roster:

3.1. Teams will be allowed 15 playing members. No additions to the roster will be allowed after the first game pitch of the team's first game is thrown.

3.2. All rostered players must be full time members of the team and have participated in at least 50% of the team's games (unless injured).

3.3. Player's age will be determined by their age as of 5/1 of the year of the tournament (e.g. 2016)

3.4. There will be no more than nine (9) players in the field at one time.

3.5. A minimum of eight (8) players are required to play the game. At any time during a game, should a team that fails to field 8 players, they will forfeit the game.

3.6. All teams will bat their roster in a continuous batting order. Free substitution is allowed in the field (excluding pitcher – see section 7 regarding pitcher requirements), but all batters must remain in their original batting order. Players leaving the game early will not be called out when their turn in the order comes to bat. Once a player skips an at-bat for any reason, they are officially out of the game.

4. Scoring:

4.1. A coin flip will determine the home team, prior to the start of each game the team that has traveled the farthest will call the flip. During the Semi-Finals & Finals, the higher seed will be the home team and will occupy the third base dugout. If the teams are both seeded the same, a coin flip will determine the home team.

4.2. Winning team must report scores and pitching information immediately after each game as specified on the tournament website. (See website for specific instructions on how to submit).

4.3. A forfeited game will be recorded as a 6 - 0 shutout. Any team forfeiting a game or not showing up for seeding will be disqualified from participating in any Semi-Final or Championship game.

4.4. Both team scorekeepers will confer at the bottom of each inning to insure uniformity. Any discrepancies must be immediately addressed with the umpire prior to the resumption of play.

4.5. Mercy Rule: The TEN (10) RUN RULE takes effect at the completion of four innings (three and one half innings if the home team is ahead).

5. Field Policies and Procedures:

5.1. Teams will play at designated fields at times directed by the tournament officials (designated fields are subject to change).

5.2. All teams must be ready to play 15 minutes prior to the start of their scheduled game. Violation of this rule may result in forfeit.

5.3. Spectators will not be allowed to sit directly behind the backstop.

5.4. Only adult coaches are allowed to coach the bases. Only two base coaches are permitted on the field while their team is at bat. All other coaches must be in the dugout area.

5.5. Coaches must stay in the coaches' box or designated coaches' area (e.g. dugouts)

5.6. All coaches must remain in the dugout when their respective team is in the field - unless time has been called. After one warning, the violating coach will be removed from the game

6. Equipment:

6.1. Bats Specification

The bat must be a baseball bat which meets the specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of metal.

9U - It shall not be more than thirty-three (33) inches in length nor more than two and three-quarters (2-3/4) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less. Maximum Drop (difference between the length and weight) -12.

10U/11U/12U - It shall not be more than thirty-three (33) inches in length no more than two and three quarters (2-3/4) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less. Maximum Drop (difference between the length and weight) -12 for 2-5/8" barrel bats.

13U - It shall not be more than thirty-four (34) inches in length nor more than two and three quarters (2- 3/4) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less. Maximum Drop (difference between the length and weight) -8 for 2-5/8" barrel bats.

14U - It shall not be more than thirty-four (34) inches in length nor more than two and three quarters (2- 3/4) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less. Maximum Drop (difference between the length and weight) -5 for 2-5/8" barrel bats.

6.2. Definition of an Illegal Bat - An Illegal bat is a bat that has been altered or a bat that is not approved for play because it does not meet specifications with regard to length, weight, barrel diameter, labeling or performance standard as outlined in rule 6.1

Any bats found to be in violation of rule 6.1:

- Any previous plays or outcomes will stand.
- An out will be immediately assessed to the team using the bat
- If the violation occurred on a play which was the third out of the inning, the team in violation will start their next full inning with an out
- For the first violation, the bat is simply removed from play and the violation shall be reported by the umpire to the Tournament Director.

- For the second violation - whether in the same game or at any subsequent time during the remainder of the tournament - the manager of the team will be ejected for the remainder of the tournament. Any violation subsequent to this will result in the newly designated manager being ejected.
- *Example: 1 out, bottom of the 3. The batter hits a home run. Upon rounding the bases, the umpire notices that the bat that was used was in violation of the rule. The 3 run home run counts. An out is immediately assigned (e.g. now 2 outs), and the next player in the lineup is at bat (e.g. no batter is skipped)*

NOTE: It is in the spirit of this tournament to i) Not use any equipment that is in violation of the rules and ii) to knowingly take advantage of this rule to reverse the outcome of a play based on the use of an illegal bat. If either team become aware of a violation of the bat rule, it is your duty to report it immediately.

6.3. Helmets – All batters, runners, and batboys must wear helmets with earflaps and catcher’s helmet/mask for catchers and players who are warming up a pitcher or a prospective pitcher.

6.4. Spikes – Metal spikes are only allowed in the Pony Division (13U and 14U).

6.5. All male players must wear protective cups and appropriate baseball attire.

7. In Game Rules:

7.1. Game Time Rule

7.1.1. Number of innings:

- 8U/9U/10U - 6 innings
- 11U/12U - 6 innings in duration for pool play 7 innings for Semi-Finals and Championship game.
- 13U/14U - 7 innings

7.2. Game time starts at the delivery of the first pitch. No new inning may start after 1 hour and 50 minutes in regular pool play. There is no time limit for semi- final and final games. However, any inning that is started will be completed (unless cancelled due to weather or curfew – see section 7.3). Games can end in a tie. Extra innings will not be played during pool play. The Semi-Final and Championship games will be played until there is a winner.

7.2.1. If in the judgment of the umpire, a team is attempting to delay a game in order to reach the game time limit, the following penalties will be assessed:

- 1st offense - Warning
- 2nd offense - Automatic out in that team's next at bat
- 3rd offense - Game Forfeit

7.3. If weather interferes with play so that the game is halted, it will be considered a complete game after four (4) innings or 3 and a half (3-1/2) innings if the home team is ahead. If darkness interferes, said game will be immediately resumed at 8am the next morning

7.4. Pitching

7.4.1. No more than (5) warm-up pitches between innings or (7) warm-up pitches after a pitching change.

7.4.2. Trips to the mound by a manager/coach may not exceed one trip per pitcher in one inning. The second trip will result in the removal of the pitcher.

7.4.3. Once a pitcher is removed from the mound, he may NOT return later in the same game as a pitcher.

7.4.4. Balks:

- 8U/9U - There are no balks.
- 10U/11U/12U - Each pitcher will be allowed one balk warning
- 13U/14U - No balk warnings

7.4.5. Pitcher Inning Limits: Pitchers are limited to the specified number innings for each game. There is no tournament or day limit, but there is an expectation that coaches will monitor and look out for the best interest of each of their players.

7.4.6. If a pitcher throws 1 or more pitches, it will be considered a full inning.

- 8U/9U - Two innings (6 outs) maximum
- 10U/11U/12U: Three innings (9 outs) maximum
- 13U/14U: Four innings (12 outs) maximum

Should a pitcher exceed any maximums, the pitcher shall be removed from the game as soon as the error is discovered. Additionally, the offending team will start their next offensive inning with one out and the game shall proceed without any additional penalty.

If the same pitcher hits three batters in one game, that pitcher must be removed from the game as a pitcher. That player may continue to play any other position in the field and may pitch in subsequent games.

7.4.7. Intentionally walking a batter can be done by telling the umpire.

7.5. Base Running

7.5.1. A player must slide at home plate when the play is on. In the judgment of the umpire, if a player did not slide or a player maliciously forces contact on the play, he will be called out and may be ejected from the game. If the tag attempt is "up the line", the runner is not expected to slide prematurely, however malicious contact is still prohibited.

7.5.2. A base runner must slide if a fielder is attempting to tag him at the base. Failure to do so will be called an out. Please note: This rule is not meant to force a runner to dive back to a base on a pick-off attempt. Please use common sense in enforcing this rule. The home plate umpire has final ruling.

7.5.3. A courtesy runner MUST be used for the catcher when there are two outs and may be used for the current pitcher from the last pitched inning with two outs. The player who made the last batted out shall be the courtesy runner.

7.5.4. For the 9U and 10U, the dropped third strike will not be in effect. For 11U through 14U, the dropped third strike is in effect.

7.5.5. Curve balls are not permitted for the 9U through 12U. Pitchers will be removed from the game for violations.

7.5.6. Baserunning at 9U and 10U Levels only

7.5.6.1. Runners may steal bases, but may not leave the base until the pitched ball has reached or passed the catcher. NO LEAD OFFS! There will be NO warnings for leaving the base early.

7.5.6.2. Once the pitcher has stepped on the rubber, runners who leave the base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered a dead ball.

7.5.6.3. On a walk, the batter only gets first base. He may not "pickle" or continue to any other base. Non-forced runners may advance at their own risk.

7.5.6.4. Delayed stealing is not allowed on a pitch, caught and held by the catcher while being returned to the pitcher standing on the mound. A runner attempting to steal must begin the stolen base attempt after the ball crosses the plate and may not stop running until he reaches the next base. Stopping in the middle of the base path is a Delayed Steal resulting in the runner being returned to his original base if the runner was safe. If the runner is tagged out attempting to steal, the runner is out. If the catcher drops or otherwise does not catch the ball cleanly, the ball is "live" and runners may advance at their own risk. Runners may advance on wild pitches or passed balls, but no delayed stealing of any kind is permissible.

7.5.6.5. Although delayed stealing is not allowed, the ball is live if the pitcher does not catch the return throw from the catcher, and base runners may run at their own risk.

7.5.6.6. Wall at Third: (a) A runner may only score (i) on a batted ball and (ii) if forced home from third base due to a walk or hit batsman when bases are loaded; (b) A runner may not steal home under any circumstances. Runners attempting to steal home or stepping off third base do so at their own risk. There is no "free ride" back to third base; (c) Play continues subsequent to a batted ball until either the pitcher delivers the next pitch or time is called. Until such time, runners may continue to advance at their own risk and score. A runner who is not on his base when the ball leaves the pitchers hand shall be considered leaving early subject to rule 7.5.6.2.

7.6. Slashing (e.g. squaring to bunt and then taking a full swing) is prohibited. This is for the safety of the fielders. Any attempted slash bunt will result in an immediate dead ball with the batter being called out. All base runners will return to their previously occupied base.

Summary of Playing Rules at Age Level

Age 9 and 10 Playing Rules:

1. Bases will be 60 feet and pitching rubber will be 44 feet.
2. Leadoffs are not permitted. Stealing of second and third base is allowed after a pitched ball crosses the plate. Under no circumstance can a base runner steal home.
3. Infield fly rule will be enforced.
4. There is no dropped 3rd strike rule in effect.
5. Curveballs are not allowed.
6. Bat is no greater than 33" long and 2 3/4" in diameter with maximum drop of -12 with BPF of 1.15 or less for 9U. Bat is no greater than 33" long and 2 3/4" in diameter with maximum drop of -12 with BPF of 1.15 or less for 10U.

Age 11 and 12 Playing Rules:

1. Bases will be 70 feet and pitching rubber will be 48 feet.
2. Leadoffs and stealing are permitted.
3. Dropped 3rd strike and infield fly rule will be enforced.
4. Balks will be enforced after one warning.
5. Curveballs will not be allowed.
6. Bat is no greater than 33" long and 2 3/4" in diameter with maximum drop of -12 with BPF of 1.15 or less.

Age 13 and 14B Playing Rules

1. Bases will 80 feet and pitching rubber will be 54 feet.
2. Leadoffs and stealing are permitted.
3. Dropped 3rd strike and infield fly rule will be enforced.
4. Balks will be called with no warnings.
5. Bat is no greater than 34" long and 2 3/4" in diameter with maximum drop of -8 at 13U and -5 at 14U with BPF of 1.15 or less.

Age 13 and 14A Playing Rules

1. Bases will 90 feet and pitching rubber will be 60 feet.
2. Leadoffs and stealing are permitted.
3. Dropped 3rd strike and infield fly rule will be enforced.
4. Balks will be called with no warnings.
5. Bat is no greater than 34" long and 2 3/4" in diameter with maximum drop of -8 at 13U and -5 at 14U with BPF of 1.15 or less.