



ARLINGTON HEIGHTS YOUTH ATHLETIC ASSOCIATION

2017 Arlington Invitational

9U Tournament Rules

1.0 Teams and Players

- 1.1 Player Eligibility – No player may reach his/her 10th birthday before May 1, 2017. Birth Certificates for all players shall be available during all games.
- 1.2 Team Composition – Only All-Stars from “house” leagues of local baseball programs. NO FULL TIME TRAVEL TEAMS/PLAYERS
- 1.3 Rosters – Teams may be comprised of up to fifteen (15) players. Rosters must be submitted to the Tournament Director prior to the first game – NO EXCEPTIONS. Rosters will be considered *final* at the start of the team’s first game and no exceptions shall be permitted without the approval of the Tournament Director.
- 1.4 Insurance – Teams must provide their own insurance coverage. Certificates of Insurance must be submitted to the Tournament Director prior to the first game.

2.0 Field

- 2.1 Bases – The distance between bases shall be 60’
- 2.2 Pitching – The distance from the pitcher’s plate to the tip of home plate shall be 46’
- 2.3 Ground Rules – Managers and Umpires shall discuss field specific ground rules prior to the start of each game. All umpire rulings shall be final.
- 2.4 Safety – Due to the public access of Arlington Heights athletic fields, bats may ONLY be swung on the field of play. On-Deck hitters shall be allowed to warm-up in the designated circles behind the current batter. The use of batting cages, hitting sticks or other apparatus is prohibited. Soft toss into the field fences is NOT allowed at any time. These prohibitions shall be in place before, during, and after all games and violations may be subject to forfeit at the discretion of the Tournament Director.

3.0 Equipment

- 3.1 All players must wear the team’s complete uniform in order to participate.
- 3.2 Metal spikes NOT are allowed.
- 3.3 All players must wear protective cups
- 3.4 Catchers must wear a mask/helmet and protective cups when warming up pitchers (on the field or on the sidelines). No person under the age of 21 shall warm-up a pitcher without a mask/helmet.
- 3.5 Jewelry – Players are not permitted to wear jewelry on the field (except medical alert identifiers).
- 3.6 Bats – Any player using a bat that does not confirm to the following shall be ruled out:
 - a. All bats shall have a barrel diameter not exceeding 2-1/4”
 - b. Wooden bats are allowed.

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- c. All non-wood bats must clearly display the USSSA stamp and have a BPF 1.15 rating.
- 3.7 Baseball – Baseballs will be provided by the tournament

4.0 Games

- 4.1 Complete Game –Six (6) Innings shall constitute a complete game in Pool play and Elimination play. During pool play and elimination play, extra innings may be played subject to the Time Limit (section 4.2).
- 4.2 Time Limit – No inning shall begin 1 hour and 45 minutes after the first pitch. Once the time limit has been reached, the game shall be considered “official”. During pool play, any game that is tied when the limit has been reached will be deemed an official game and will be scored as a TIE. In elimination play, any game that is tied when the time limit has been reached will be played according to “California” tie breaker rules:
- a. The player making the last out in the previous inning will begin as a baserunner at second base.
 - b. The inning will begin with 1 out.
 - c. The remaining two outs of the inning shall be played in typical fashion.
- 4.3 Weather/Darkness – Any game that is suspended due to rain or darkness shall be considered official if 4 innings (3-1/2 innings if the home team is ahead) have been completed. The Tournament Director will determine the disposition of any game suspended before being an official game. All determinations of suspended play for weather/darkness will be at the discretion of the umpire.
- 4.4 Mercy Rule – If a team has a lead of Ten (10) or more runs at the conclusion of the 4th or 5th inning, the game shall be considered official (if the home team is holds such a lead after 3-1/2 or 4-1/2 innings they shall be declared the winner).

5.0 Game Rules

- 5.1 Except as specified otherwise, National Federation of State High School Associations (NFHS) rules shall apply.
- 5.2 Teams shall be present and prepared to play 15 minutes prior to the scheduled start time of each game.
- 5.3 A minimum of 8 eligible players must be present at game time and throughout the game. If a team plays with 8 players, an automatic out will be recorded each time the 9th position in the batting order is reached. If a team does not have 8 players present, they will be determined to have forfeited the game and a final score of 1-0 shall be recorded.
- 5.4 Lineups shall be exchanged by the teams 10 minutes prior to the first pitch. Rostered players arriving after the start of the game will be allowed to enter the game at the start of the next inning of play and will be placed at the bottom of the batting order.
- 5.5 All players present will bat in a continuous batting order.
- 5.6 Players may be freely substituted on defense with the exception of pitcher. No player is allowed to return to the pitcher position after being removed.
- 5.7 During pool play, the home team will be determined by coin flip. During elimination play, the higher seed will be the home team.
- 5.8 The home team will maintain the official scorebook (including balls and strikes).
- 5.9 The INFIELD FLY RULE is NOT in effect.
- 5.10 The DROPPED 3RD STRIKE Rule is NOT in effect.

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- 5.11 A curtesy runner must be used for the catcher with 2 outs. The curtesy runner will be the player who made the 2nd out of the inning.
- 5.12 Leadoffs are NOT allowed.
- 5.13 Runners occupying first base may steal second base. Runner occupying second base may steal third base. Runners occupying third base may NOT steal home. Stealing is permitted once a pitched ball crosses home plate. Delayed steals are NOT permitted. Runners leaving the base early or attempting delayed steals will receive a warning for the first infraction and the runner will be returned to the base occupied prior to the pitch. All subsequent occurrences will result in the runner being called out.
- 5.14 Pitch outs are NOT allowed.
- 5.15 Balks will NOT be called.
- 5.16 Intentional walks are allowed (base awarded immediately).

6.0 Pitching

- 6.1 One pitch shall constitute an inning pitched (no partial innings).
- 6.2 Once removed from the pitcher position, a player cannot return to pitcher for the remainder of the game.
- 6.3 A pitcher may pitch no more than 2 consecutive innings in a game; 4 innings in a day; and 8 innings for the tournament.

7.0 Safety

- 7.1 Head first slides are permitted only when returning to a base.
- 7.2 Players from the offensive team must wear helmets whenever on the playing field. This includes at-bat, on-deck, or coaching. No person under the age of 18 will be allowed to coach a base without a helmet.
- 7.3 Base runners must avoid contact by sliding or giving themselves up. Baserunners making incidental contact without sliding will be called out. Egregious contact may result in ejection from the game at the discretion of the umpire. Repeated infractions may result in the team's disqualification from the tournament at the discretion of the tournament director.
- 7.4 Defensive players must allow base runners a path to the base.
- 7.5 Any player who shows bunt and then swings will be called out and ejected for the remainder of the game.

8.0 Responsibilities

- 8.1 Managers are responsible for ensuring the actions of players, coaches, and fans.
- 8.2 IHSA certified umpires will be provided for all games. All decisions by the umpire are final. There are no protests.
- 8.3 Only managers (determined by the individual present at coin flip and ground rules) may discuss a call with an umpire.
- 8.4 Any player, coach, or manager displaying unsportsmanlike conduct resulting in an ejection must leave the park immediately. Any player ejected from 2 games shall be disqualified for the remainder of the tournament. Any team with 2 ejections of a manager/coach may be disqualified from participation in the remainder of the tournament at the discretion of the Tournament Director.
- 8.5 For games played on fields with artificial playing surfaces (Melas Park), Arlington Heights Park District Rules prohibit certain food and beverage items (especially sunflower/pumpkin seeds and gum). Failure to comply with posted park district rules may result in ejection from the game, forfeiture, or removal from the tournament at the discretion of the tournament director.

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- 8.6 Except for service animals, Arlington Heights Park District regulations prohibit dogs and other pets from all facilities.
- 8.7 All forms of tobacco are prohibited at all facilities of the Arlington Heights Park District.

9.0 Pool Standings and Championship Round

- 9.1 The tournament will be comprised of two pools of teams.
- 9.2 Each team will play one game against each of the other teams in its pool (unless determined otherwise by the Tournament Director due to inclement weather).
- 9.3 At the conclusion of pool play, the teams in each pool will be ranked according to the following:
 - a. Win/Loss percentage (ties will be counted as 0.5 win and 0.5 loss)
 - b. Head-head record among all teams tied for a ranking
 - c. Total runs allowed in pool play
 - d. Coin flip
- 9.4 The top two teams from each pool will be ranked according to Section 9.3 and will advance to the championship round:
 - a. Semi-final Game 1: Winner Red Pool (Home team) vs. Runner-up White Pool
 - b. Semi-final Game 2: Winner White Pool (Home team) vs. Runner-up Red Pool
 - c. Championship Game: Winner Semi-final Game 1 vs. Winner Semi-final Game 2
 - d. Consolation Game: Loser Semi-final Game 1 vs. Loser Semi-final Game 2
 - e. In the Championship/Consolation Games the home team will be the higher ranked team.