



# Orland Park Magic Sports Association 2013 Annual Baseball Tournament



## Tournament Rules

### Cost

COST: 9U, 10U, 11U = \$500    12U, 13U, 14U = \$550  
EARLY BIRD DISCOUNT = \$50 OFF IF YOU PAY BEFORE JANUARY 15, 2013  
REGISTRATION CLOSES ON JUNE 1, 2013

**EACH TEAM IS GUARANTEED 2 POOLS GAMES AND 1 PLAYOFF GAME**

PLEASE MAKE ALL CHECKS PAYABLE TO:  
ORLAND PARK MAGIC SPORTS ASSOCIATION  
P.O. Box 2546  
ORLAND PARK, IL 60462

### General

EVERY ATTEMPT WILL BE MADE TO COMPLETE THIS TOURNAMENT IN ITS ENTIRETY. IF INCLEMENT WEATHER SUSPENDS ENOUGH GAMES THAT RULES MUST BE MODIFIED, THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO MAKE RULE CHANGES TO THE EXTENT THE TOURNAMENT CAN BE COMPLETED. EACH TEAM WILL BE REQUIRED TO PROVIDE PROOF OF INSURANCE AND A TEAM ROSTER. TEAMS WILL ALSO HAVE TO SHOW BIRTH CERTIFICATE COPIES PRIOR TO THE START OF THE TOURNAMENT. THIS WILL BE DONE AT THE REGISTRATION BOOTH AS YOU ARRIVE FOR THE FIRST GAME. PLAYERS AGE IS DETERMINED BY WHAT THEIR AGE IS AS OF **MAY 1**.

	9U	10U	11U	12U	13U	14U
Base Distance	60'	65'	70'	70'	80'	90'
Pitching Distanced	44'	46'	48'	48'	54'	60'

ROSTERS ARE FROZEN FOR THE TOURNAMENT AFTER THE FIRST PITCH IS THROWN IN THE TEAM'S FIRST GAME. HOME TEAM WILL BE DETERMINED BY A COIN TOSS IN EVERY POOL PLAY GAME. BRACKET AND CHAMPIONSHIP ROUND WILL BE HIGHER SEED HAS THE CHOICE. **EACH TEAM WILL PLAY 2 GAMES OF POOL PLAY AND THEN BASED ON (1)RECORD FIRST, (2)HEAD TO HEAD, (3)RUNS ALLOWED, AND (4) RUN DIFFERENTIAL THEY WILL BE SEEDED FOR BRACKET AND CHAMPIONSHIP PLAY.**

### Time and Length

GAME START TIME BEGINS WITH THE COIN FLIP. ALL POOL GAMES WILL HAVE A 2 HOUR TIME LIMIT. ONCE AN INNING STARTS IT MUST BE COMPLETED. THE OFFICIAL TIME IS ENDED WHEN THE THIRD OUT OF THE BOTTOM OF THE INNING IS MADE. IF 2 HOURS OR MORE HAS EXPIRED WHEN THE THIRD OUT IN THE BOTTOM HALF OF AN INNING IS RECORDED, THE GAME IS OVER UNLESS IT IS TIED. IF LESS THAN 2 HOURS HAS EXPIRED WHEN THE THIRD OUT OF THE BOTTOM HALF OF AN INNING IS MADE THE NEXT INNING STARTS AND MUST BE COMPLETED UNLESS THE HOME TEAM IS AHEAD.

**GAME LENGTH:** 9U, 10U & 11U GAMES WILL BE 6 INNINGS UNLESS SHORTENED BY MERCY RULE OR TIME LIMIT.

12U, 13U, AND 14U WILL BE 7 INNINGS UNLESS SHORTENED BY MERCY RULE OR TIME LIMIT.

**MERCY RULE:** 6 INNING GAMES – 10 RUNS AFTER 3 INNINGS 8 RUNS AFTER 4 INNINGS

7 INNING GAMES – 15 RUNS AFTER 3 INNINGS 10 RUNS AFTER 4 INNINGS 8 RUNS AFTER 5 INNINGS



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## Pitching Limits

	Max innings in a game	Max innings in a day***	Max innings for Tournament
9U	3	4	10
10U	3	4	10
11U	4	6	12
12U	4	6	12
13U	4	6	15
14U	4	6	15

\*\*\*MUST HAVE 24HRS REST AFTER REACHING THIS LIMIT.

FOR CUMULATIVE INNINGS PITCHED: ONE (1) OUT, EQUALS ONE-THIRD (1 / 3) OF AN INNING, TWO (2) OUTS EQUALS TWO-THIRDS (2 / 3) OF AN INNING, ETC. IF NO OUTS ARE RECORDED, THE PITCHER IS NOT CHARGED WITH AN INNING PITCHED.

BOTH MANAGERS **MUST** SIGN PITCHING LOG. IT IS THE MANAGERS RESPONSIBILITY TO REMEMBER TO SIGN. **FORGETTING TO SIGN THE LOG DOES NOT INVALIDATE IT.**

IF A PITCHER VIOLATES ANY OF THE ABOVE PITCHING LIMITATIONS AND A FORMAL PROTEST IS FILED WITH THE TOURNAMENT DIRECTOR THE PITCHING LOGS WILL BE CHECKED TO VERIFY THE ALLEGED VIOLATION. IF IT IS DETERMINED THERE IS A VIOLATION: 1) THE PITCHER WILL BE EJECTED FROM THE GAME AND SUSPENDED FOR THE NEXT SCHEDULED GAME 2) THERE WILL BE AN OUT RECORDED EACH TIME HIS SPOT IN THE BATTING ORDER COMES UP FOR THE REMAINDER OF THE GAME 3) THE COACH WILL BE EJECTED FROM THE GAME AND SUSPENDED FOR THE NEXT SCHEDULED GAME. ALL INNINGS PITCHED AND RUNS SCORED UP TO THE TIME THE VIOLATION IS DISCOVERED WILL BE COUNTED FOR BOTH TEAMS. THIS ONLY APPLIES IF THE PROTEST IS MADE WHEN THE VIOLATION IS DISCOVERED WHILE THE GAME IS IN PROGRESS. IF THE VIOLATION IS DISCOVERED AFTER THE COMPLETION OF THE GAME, THE GAME RESULTS STAND AND NO PENALTIES IMPOSED.

## Players and Batting

CONTINUOUS BATTING ORDER. IF A TEAM HAS 12 OR MORE PLAYERS PRESENT THEY MUST BAT 12. THERE IS NO PENALTY FOR HAVING LESS THAN 12 PLAYERS PRESENT. IF A TEAM HAS LESS THAN 12 PLAYERS PRESENT AND AN ADDITIONAL PLAYER ARRIVES LATE, THAT PLAYER MUST BE INSERTED INTO THE LAST SPOT IN THE BATTING ORDER. IF A TEAM STARTS WITH 10 PLAYERS AND 11TH PLAYER ARRIVES LATE. HE WILL BE PLACED IN THE BATTING ORDER AS THE 11TH HITTER IF ONE OF THE TEAMS HAS LESS THAN 12 BATTERS IN THE LINEUP AT THE START OF THE GAME, THE OTHER TEAM HAS THE OPTION OF MATCHING THE SAME NUMBER OF BATTERS. EXAMPLE: A TEAM ONLY HAS 10 PLAYERS TO START THE GAME. THAT TEAM HAS A 10 MAN BATTING ORDER. THE OPPOSING TEAM HAS THE OPTION OF USING A 10 MAN BATTING ORDER. THE RULE REGARDING LATE ARRIVALS WILL APPLY TO BOTH TEAMS IF A PLAYER ARRIVES LATE FOR THE TEAM STARTING WITH LESS THAN 12 IF BOTH TEAMS ARE USING LESS THAN 12 BATTERS. THE TEAM WITH 12 OR MORE MUST MATCH THE NUMBER OF BATTERS TO REFLECT THE SAME NUMBER OF BATTERS AS THE OPPOSING TEAM. THE ADDED BATTER OR BATTERS WILL BE UTILIZED FROM THE TEAM'S NON-STARTERS/SUBSTITUTES. IF A TEAM HAS MORE THAN 12 PLAYERS PRESENT, THEY HAVE THE OPTION OF BATTING AS MANY PLAYERS AS THEY WANT. THE OPPOSING TEAM DOES NOT HAVE TO MATCH MORE THAN 12 BATTERS. IF A TEAM CHOOSES TO START A GAME BATTING MORE THAN 12, THEY MUST FINISH THE GAME BATTING THE SAME NUMBER OF PLAYERS THEY STARTED THE GAME BATTING. IF A TEAM IS USING AN EXTRA PLAYER, THE ORIGINAL 10 BATTERS ARE CONSIDERED THE STARTERS FOR RE-ENTRY PURPOSES.



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### Courtesy Runners

IN ALL AGE DIVISIONS, COURTESY RUNNERS ARE OPTIONAL ANY TIME FOR THE PITCHER & CATCHER. THE COURTESY RUNNER MAY BE A PLAYER NOT CURRENTLY IN THE LINE-UP OR THE PLAYER WHO MADE THE PREVIOUS OUT. THE TEAM HAS THE OPTION OF USING EITHER. IF A TEAM CHOOSES TO USE A PLAYER IN THE LINE-UP, THE RUNNER USED WILL BE THE PLAYER WHO MADE THE LAST OUT PRIOR TO THE PITCHER OR CATCHER GETTING ON BASE. IF A TEAM USES A PLAYER NOT CURRENTLY IN THE LINE-UP THAT PLAYER CAN ONLY RUN FOR EITHER THE PITCHER OR CATCHER BUT NOT BOTH. IF BOTH THE PITCHER AND THE CATCHER GET ON BASE IN THE SAME INNING, THEN THE RUNNER FOR THE SECOND PLAYER WILL BE THE PLAYER WHO MADE THE PREVIOUS OUT TO THE LAST OUT. IF EITHER THE PITCHER OR CATCHER IS THE FIRST HITTER IN THE INNING, THE RUNNERS ARE SELECTED FROM THE RECORDED OUTS FROM THE PREVIOUS INNING. IF THE PITCHER OR CATCHER IS THE LEADOFF HITTER AND REACHES BASE SAFELY IN HIS FIRST AT BAT AND THERE IS NO NON-STARTER TO BE THE COURTESY RUNNER, HE MUST STAY ON BASE UNTIL AN OUT IS RECORDED. THE PITCHER OR CATCHER FOR THIS RULE IS THE PITCHER OR CATCHER OF THE PREVIOUS INNING WITH THE EXCEPTION OF THE TOP OF THE FIRST INNING. THE PITCHER OR CATCHER IS CONSIDERED OFFICIAL IF THEY ARE LISTED AS SUCH WITH THE STARTING LINEUP.

### Tie breaker and Forfeit

IN THE EVENT A GAME IS TIED AFTER A TIME LIMIT EXPIRES OR THE REGULATION INNINGS HAVE BEEN COMPLETED WE WILL USE THE FOLLOWING RULE IN AN ATTEMPT TO BREAK THE TIE: 1) EACH TEAM WILL START THE EACH EXTRA INNING WITH A RUNNER ON THIRD BASE. THE PLAYER ON THIRD WILL BE THE PLAYER WHO WAS THE THIRD OUT FROM THE PREVIOUS INNING. 2) EACH BATTER WILL START HIS TURN AT BAT WITH A 1-BALL 1-STRIKE COUNT. 3) THERE WILL BE A MAXIMUM OF 2 EXTRA INNINGS. IF THE GAME IS STILL TIED IT IS RECORDED AS A TIE. QUARTERFINALS, SEMIFINALS & CHAMPIONSHIP GAMES MUST BE PLAYED (CONDITIONS PERMITTING) UNTIL THERE IS A WINNER. IF A TEAM IS THE RECIPIENT OF A FORFEIT THE FORFEIT SCORE WILL 6-0.

POOL PLAY/SEEDING TIE BREAKER: IF TWO OR MORE TEAMS HAVE THE SAME WIN-LOSS RECORD, TEAMS WILL BE SEEDED IN THE FIRST ROUND OF BRACKET PLAY AS FOLLOWS. **(1) HEAD TO HEAD COMPETITION. (2) FEWEST RUNS ALLOWED. (3) RUN DIFFERENTIAL (4) COIN FLIP.**

\*\*IF THREE TEAMS ARE TIED AND THE ABOVE FORMULA IS USED WHICH LEAVES TWO TEAMS TIED, THE TIEBREAKER REVERTS BACK TO HEAD TO HEAD COMPETITION. IF THREE OR MORE TEAMS ARE TIED AND THEY HAVEN'T PLAYED EACH OTHER THEN THE RULE WILL REVERT BACK TO (2) FEWEST RUNS THEN (3) RUN DIFFERENTIAL AND (4) COIN FLIP.\*\*



# Orland Park Magic Sports Association 2013 Annual Baseball Tournament



**All  
Other  
Rules**

## IN GAME RULES

UNLESS SUPERSEDED BY THESE TOURNAMENT OR GAME RULES, MLB RULES WILL APPLY.

THIS TOURNAMENT IS "BAT YOUR ROSTER". EVERY ROSTERED PLAYER AT THE GAME WILL BAT IN THE LINEUP. LATE ARRIVING PLAYERS WILL BE PLACED LAST IN THE BATTING ORDER ONCE THE GAME HAS STARTED.

IF A PLAYER IS INJURED AND CANNOT PLAY, HIS PLACE IN THE LINEUP WILL NOT COUNT AS AN OUT. HOWEVER A PLAYER REMOVED FOR INJURY CANNOT RETURN TO THE GAME. IF A PLAYER IS EJECTED HIS SPOT IS THEN AN OUT. AFTER TWO OUTS, COURTESY RUNNERS MUST BE USED IN PLACE OF CATCHER OF RECORD. RUNNER MUST BE THE LAST BATTED OUT. BEFORE 2 OUTS MANAGERS CAN AGREE ON COURTESY RUNNER OR NOT.

**WARM-UPS:** NO PRE-GAME INFIELD WARM-UPS WILL BE ALLOWED.

NO MORE THAN 8 WARM-UP PITCHES ALLOWED FOR A PITCHERS FIRST APPEARANCE AND NO MORE THAN 5 WARM UP PITCHES THEREAFTER.

**BASE STEALING:** FOR 9U, RUNNERS MAY ONLY ADVANCE ONCE THE BALL CROSSES HOME PLATE. FOR 9U THERE WILL BE NO LEAD-OFFS, SLASHING OR DROPPED THIRD STRIKE AND NO BALK. FOR 10U AND ABOVE LEAD OFFS, STEALS, INFIELD FLY, DROPPED THIRD STRIKES ALL APPLY.

ONE BALK WARNING PER PITCHER, PER GAME FOR 10U AND 11U. NO WARNINGS FOR THE 12U, 13U AND 14U LEVEL. **BATS MUST HAVE USSSA STAMP.**

### **WE ARE USING USSSA BAT GUIDELINES:**

ALL BATS WILL BE INSPECTED BY THE UMPIRES PRIOR TO START OF PLAY. ANY BAT DEEMED NON-REGULATION MUST BE REMOVED FROM THE DUGOUT IMMEDIATELY. ANY VIOLATION OF THIS RULE BY A TEAM OR BATTER, ONCE BATS HAVE BEEN INSPECTED, WILL RESULT IN AN OUT FOR THAT BATTER AND THAT PLAYER WILL BE EJECTED FROM THE GAME. ANY SECOND VIOLATION WILL RESULT IN EJECTION OF THE PLAYER INVOLVED FOR THE DURATION OF THE TOURNAMENT.

IF A COACH IS EJECTED FROM A GAME, THEY WILL BE SUSPENDED FOR THE NEXT GAME.

IF A PLAYER IS EJECTED FROM A GAME THE PLAYER WILL BE SUSPENDED FOR THE NEXT GAME.

IF A FAN IS EJECTED, THEY WILL NOT BE ALLOWED TO RETURN FOR THE REMAINDER OF THE TOURNAMENT.

### **ZERO TOLERANCE**

IF THE TOURNAMENT IS A TOTAL WASHOUT, REFUNDS WILL BE AS FOLLOW;

0 GAMES PLAYED — 90% CREDIT

1 GAME PLAYED - 50% CREDIT

2ND GAME STARTED — 20% CREDIT 2ND GAME COMPLETED — NO CREDIT

THE COST FOR REGISTRATION WILL NOT BE REFUNDED IF A TEAM CANCELS THEIR REGISTRATION OR DOES NOT CHOOSE TO PARTICIPATE IN THE TOURNAMENT. EACH TEAM IS GUARANTEED A THREE GAME MINIMUM, WEATHER PERMITTING.



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**2013 ORLAND PARK MAGIC SPORTS ASSOCIATION  
REGISTRATION FORM**

<b>Team Name/Age Group (9u-14u)</b>	
<b>Team Manager</b>	
<b>Team Manager Phone Number(s)</b>	
<b>Team Manager Email</b>	

<b>Players</b>	<b>Last Name</b>	<b>First Name</b>	<b>Age on 4/30/2013</b>	<b>Birth date MM/DD/YYYY</b>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

PLEASE FILL OUT THE REGISTRATION FORM AND MAIL IT IN TO THE ADDRESS:

ORLAND PARK MAGIC SPORTS ASSOCIATION  
P.O. Box 2546  
ORLAND PARK, IL 60462