

**The official rules for the Chuck Wiley Tournament will follow the National Federation Rules with the exceptions listed in the rules below.**

**Tournament/Rainout/Cancellation:**

**Rainout/Delay info will be posted @ [Wileytournament.com](http://Wileytournament.com) and the Chuck Wiley Athletic Foundation FB Page.**

**CLASSIFICATIONS:**

A – Recreational level team

AA – Middle level travel teams, limited travel schedule

AAA – Upper level travel teams

Major – Elite travel team

**Tournament Director reserves the right to reclassify a team up or down at any time based on tournament finishes, skill level, and/or ability.**

**\*Note: During tournaments, some age divisions/classifications may be combined if there is not a minimum of 4 teams in a division.\***

**AGE ELIGIBILITY:** Age cut-off date is April 30<sup>th</sup>. See Age calculator to determine roster age.

Grade Level Exceptions for ALL Divisions.

**8U Division** - Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to September 1<sup>st</sup> will not be eligible. Players who are 8U are eligible for this division regardless of their grade.

**9U Division** - Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to September 1<sup>st</sup> will not be eligible. Players who are 9U are eligible for this division regardless of their grade.

**10U Division** - Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to September 1<sup>st</sup> will not be eligible. Players who are 10U are eligible for this division regardless of their grade.

**11U Division** - Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade. Also, any player turning

13 prior to September 1st will not be eligible. Players who are 11U are eligible for this division regardless of their grade.

**12U Division** - Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to September 1st will not be eligible. Players who are 12U are eligible for this division regardless of their grade.

**13U Division** – Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade. Also, any player turning 14 prior to September 1st will not be eligible. Players who are 13U are eligible for this division regardless of their grade.

**14U Division** – Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to September 1st will not be eligible. Players who are 14U are eligible for this division regardless of their grade.

**ROSTERS:**

Roster Limit – 15 players

A player may play on 2 teams during the tournament ONLY if the second team is a in a different age division. Coach/parent shall notify the tournament director and receive approval via email prior to the start of the event.

<b>FIELD DIMENSIONS:</b>	<b>Bases</b>	<b>Mound</b>
8U Machine Pitch	60 feet	42 feet
9U – 10U	65 feet	46 feet
11U-12U	70 feet	50 feet
13U-14U	90 feet	60' 6"

**TIME LIMITS:**

**8U** Machine Pitch= 6 innings or 75 minutes, whichever comes first

**9U – 12U** = 6 innings or 1 hour 30 minutes, whichever comes first

**13U-14U** = 7 innings or 1 hour and 45 minutes, whichever comes first.

(need time to prep fields between games)

No new inning may start in the last 5 minutes before expiration of time limit. A new inning automatically begins after the 3rd out is recorded in the bottom half of the previous inning.

The official game clock starts at the conclusion of Umpire/Coaches meeting at home plate.

**\*\*NO EXCEPTIONS\*\***

**All teams must be prepared to start 15 minutes prior to their scheduled game time. NO EXCEPTIONS. \*\*This means ready to play when the previous game has concluded\*\* Warmup time will be prior to your start time, NOT on the field at the time your game should begin. On field warm up CAN occur is time is allowed and umpires are not ready to begin. Otherwise, you should be ready to play at the time the prior game has ended.**

**Pool Play games CAN end in a tie.**

Championship game only –

8U – 1 hour 15 minute

9U-12U – 1 hour and 30 minutes

13U-14U –2 hours

In Championship/Bracket play games, if the score is tied after all regulation innings have been played or time has expired, the game will proceed as follows until there is a winner. The last out will be put on 2nd base to start each inning, with 0 outs.

When the time limit has expired with the Home team batting and ahead, the game is over regardless of the score and the inning will not be completed. The final score is the score when the time expires.

Tournament Director reserves the right to alter, change or abbreviate tournament formats, when necessary, in order to complete the tournament.

**OFFICIAL GAMES:**

6 inning game (8U-12U) affected but not limited to the weather, darkness, etc. shall be considered a complete game after 3 complete innings or 2 ½ if the Home team is winning. A game which is stopped after the 3rd inning, but not in a complete inning, will revert back to the last completed inning.

7 inning game (13U -14U) affected but not limited to the weather, darkness, etc. shall be considered a complete game after 4 complete innings or 3 ½ if the Home team is winning. A game which is stopped after the 4th inning, but not in a complete inning, will revert back to the last completed inning.

**RUN RULES:**

12 runs after 3 innings

10 runs after 4 innings

8 runs after 5 innings

**HOME TEAM:** In pool play, the Home Team will be determined by coin toss. The highest seeded team will be the Home Team during Bracket Play and the Championship Game, with the exception being in a Double Elimination Bracket where the undefeated team in the championship game will be the Home Team regardless of seed. A coin toss will be initiated in the "IF" game in a Double Elimination Bracket to determine the Home Team. The Home Team will keep the official scorebook.

**LINE-UPS:** Each team **MUST** prepare a written line-up, listing first and last names and numbers of all players/subs that are available prior to each game. Players' numbers on the line-up card submitted at ground rules **MUST** match the players' numbers participating. Team must also choose their line-up option and note it on line-up card. Line-ups must be given to the home plate umpire at ground rules. **Note: Once the line-up is submitted at ground rules, no additions/changes can be made.**

**Batting Order Options: (8U – 14U)**

- 1) Nine (9) batters
- 2) Nine (9) batters with a (DH), batting 9
- 3) Ten (10) batters with an (EH), batting 10
- 4) Continuous batting order, with free defensive substitution

Note: When batting a continuous batting order, if a player has to leave the game due to an injury/illness and cannot return to the game, he will not be penalized by taking an out in his spot in the batting order. Once that player leaves the game, the player is not eligible to return to the game in any

capacity. If the line-up drops below nine (9) players, teams will take an out for the ninth player each time he is scheduled to bat.

Teams may start and finish a game with eight (8) players, but will take an out for the ninth spot in the line-up.

If the line-up drops below 8 players, the game will be considered a forfeit.

**RE-ENTRY Rule:** Starters may re-enter one time in their original spot in the batting order. Players listed as substitutes removed from the game are ineligible to return to that game.

**TIE BREAKERS:** In Pool Play, if all regulation innings have been played or the imposed time limit has expired and the score is tied, the game will end in a tie.

Pool Play - Tie Breaker Criteria:

- Head to Head (only when 2 teams are tied)

Note: When 3 or more teams are tied, the tie breaker becomes Runs Allowed, and cannot revert back to the previous criteria of Head to Head

- Runs Allowed
- Runs Differential (max +/- 7)
- Coin Toss

**BASEBALLS:** ALL Teams are responsible for providing all baseballs and teams are responsible for retrieving foul balls. Baseballs must be returned to the home plate umpire during and after each game. Teams **MUST** have tournament quality baseballs on hand to throw in if the original game balls are lost or not returned to the umpire.

**PITCHING LIMITATIONS:**

Coaches will need to turn in a completed pitching chart with signatures after each game. Teams will track their own pitching and will verify/sign the opposing teams pitching chart. Once the pitching chart is signed, it will be considered official.

<b>Age Division</b>	<b>1 day maximum to pitch next day</b>	<b>1 day maximum</b>
9U – 12U	4 innings	6 innings
13U-14U	5 innings	7 innings

### **Pitching Limits 9U – 12U**

- One (1) day maximum to pitch the next day = 4 innings. The maximum number of innings a player can legally pitch and be available to pitch the next day.
- One (1) day maximum = 6 innings. The maximum number of innings a player can legally pitch in one (1) day.
- Three (3) day maximum = 8 innings. The maximum number of innings a player can legally pitch in three (3) consecutive days.

### **Days of Rest:**

- - A player that pitches more than four (4) innings in one (1) day **MUST** rest the next day.
- - A player that pitches eight (8) innings in two (2) consecutive days **MUST** rest the next day.

Once the pitcher is removed from the pitching position, he cannot return to pitch in the same game.

### **Pitching Limits 13U-14U**

- - One (1) day maximum to pitch the next day = 5 innings. The maximum number of innings a player can legally pitch and be available to pitch the next day.
- - One (1) day maximum = 7 innings. The maximum number of innings a player can legally pitch in one (1) day.
- - Three (3) day maximum = 10 innings. The maximum number of innings a player can legally pitch in three (3) consecutive days.

### **Days of Rest:**

- - A player that pitches more than five (5) innings in one (1) day **MUST** rest the next day.
- - A player that pitches ten (10) innings in two (2) consecutive days **MUST** rest the next day.

Once the pitcher is removed from the pitching position, he cannot return to pitch in the same game.

**Mound Visits:** If a coach makes a 2nd visit, to the same pitcher, in the same inning, he must remove that pitcher from the pitching position.

**\*\*Pitching will be recorded by thirds of an inning\*\***

Once a pitcher throws a warm-up pitch, he becomes the pitcher of record.

**NOTE: If the pitcher of record fails to record an out during an inning, he will still be charged 1/3 of an inning for his appearance.**

**Penalty:** The pitching limit rule is in place to protect pitchers. If a coach violates the rule, there will be NO forfeit for the 1st violation. 1st violation: The coach will have to remove the pitcher at that time and the coach will be ejected from the rest of the current game and serve a one (1) game suspension. 2nd violation: Team forfeit, and the coach will be suspended for the remainder of the tournament.

Pitching recorded in a game that ends in a forfeit will count towards a pitcher's limit.

### **BAT RESTRICTIONS:**

Ages 8U – 12U: No restriction on weight/length. Bat must be a baseball bat (small or big barrel) with a BPF 1.15. Wood bats are allowed.

13U Division: -8 weight/length ratio. Wood bats are allowed.

14U Division: -5 weight/length ratio. Wood bats are allowed.

**Illegal Bat (Penalty):** If discovered by the defensive team upon appeal during the at bat, the batter will be declared out. Any subsequent outs made on a play will stand. All other actions caused by the use of the illegal bat shall be nullified. (Runners return to their last legally occupied base at the time of the pitch). The appeal must occur before the next pitch or attempted play. If improperly appealed, bat will be removed from play with no penalty assessed.

**COACHES:** A maximum of four (4) coaches per team are allowed in the

dugouts. Only one (1) coach is permitted to stand outside the dugout in LIVE BALL territory defensively. All interference rules will apply should a coach choose to stand outside the dugout in LIVE BALL territory. The coaches must stay within the vicinity of the dugout entrance.

The Manager/Head Coach should always come to the plate meeting prior to the start of the game. The coach that attends the plate meeting will be the only coach that communicates with the umpire throughout the game concerning rule interpretations and/or protests.

### **COURTESY RUNNERS: (8U – 14U)**

Courtesy runners may be used for the pitcher or catcher of record at anytime. It is highly recommended to use the courtesy runner to keep the game moving especially with two outs. The courtesy runner must be a player not presently in the line-up. When using a continuous batting order, the courtesy runner will be the last out. If at any time, a courtesy runner is determined to be ineligible, the proper replacement (if available) shall be used without penalty.

### **INTENTIONAL WALKS:**

Any defensive manager/coach or player may instruct the umpire to issue a batter an intentional walk and award the batter first base. This may be done before pitching to the batter or on any ball/strike count. The ball shall be declared dead before making the award.

### **SLIDE RULE:**

Players must slide when played on or get out of the way. No pop-up slide or sliding through the bag allowed and will result in an out.

### **UNIFORMS:**

**Players:** Teams should be complete with team jerseys of the same color and style with numbers that are non-duplicating. If there are any concerns, it needs to be addressed at ground rules.

**Catchers:** Catchers should wear all appropriate protective gear including chest protector, shin or leg guards, catchers helmet with facemask and throat guard. Catchers 8U – 13U must wear hockey style mask.

**Helmets:** All offensive players shall use a double ear flap batting helmet whenever at bat, on deck, on base, or any other time outside of the dugout when the ball is live and in play.



**Metal Cleats:** Metal Cleats are not allowed 8U – 12U age divisions. They are allowed in the 13U & U14. **NO metal cleats on portable pitching mounds or turf fields.**

**PROTESTS:** Any PROTEST requires a \$300 cash protest fee at the time of the protest.

What can be protested and when? Roster Challenges and misinterpretations of the rules. Judgment calls cannot be protested. Games can be protested during the current game being played, anytime from the conclusion of ground rules after line-ups are submitted until the end of the game when the game card is signed. Game cannot be protested after the game cards have been signed and teams have left the field.

At the time of protest, the game will be stopped and a tournament official and/or UIC will be notified to make a decision on the protest. All decisions will be final.

If protest is upheld, the \$100 fee will be refunded.

**Roster Challenges:** Upon protest, teams must provide photocopies of birth certificates or approved identification to determine if a player is eligible. If the Manager can't provide birth certificates or accepted proof of age or if a player is determined to be an illegal player, that player is ejected from the protested game and becomes ineligible to participate for the remainder of the tournament. The protested game becomes a forfeit and that team becomes ineligible to participate in Bracket play.

It is recommended to have the jersey numbers of the players participating match the numbers posted online to avoid any confusion. Online jersey numbers will not be protestable.

**FORFEITS:**

Forfeits will be scored 6-0 in a 6 inning game, 7-0 in a 7 inning game. Any team that records a forfeit will be ineligible to participate in Bracket Play. Team will be placed last in the standings and will forfeit any awards, points and entry fees.

**EJECTIONS:**

All player ejections will be reviewed by the tournament director to determine eligibility for the remainder of the tournament.

Coaches, parents, or spectators ejected from a game **may be** suspended for 1 game or for the remainder of the tournament. Any coach, parent or spectator ejected from a game must leave the area and cannot be within 300 feet of your game or visual confines of the field. It is the sole discretion of the tournament director or UIC.

### **8U MACHINE PITCH RULES:**

6 innings or 75 minute time limit.

Pool play games can end in a tie.

Machine Distance = 42'

Base Distance = 60'

Machine Speed – 8U (39-42 mph)

Maximum of 7 runs scored per half inning. **Sixth (6th) inning = unlimited runs.** Mercy rule still in effect.

Ten (10) defensive players shall play in the field with four (4) outfielders

-Outfielders (4) must stay in the outfield until the ball is hit.

Note: Teams may start with 9 players. However, they must play all the infield positions including the pitcher and 3 outfielders.

-The batter will get six (6) pitches or three (3) swinging strikes. If the sixth (6th) pitch is a foul ball, the batter shall receive an additional pitch or pitches until the ball is hit fair or the batter's turn at bat is completed.

– No intentional walks allowed.

- No Bunting or half-swings at the pitch.

PENALTY: Ball is declared a foul ball and counts as a pitch

- Batters may not indicate a "fake bunt" then pull back and swing.

PENALTY: A strike will be called and if it's the third (3rd) strike, the batter will be declared out.

- No infield fly rule

- No lead-offs or stealing, runners must hold their base until the ball is hit.

PENALTY: Runner(s) will be called out for leaving the base early. Teams will get 1 warning.

- Offensive Team's representative will operate the machine pitch for each team.

- During play, runners can advance on a live ball until the ball is controlled by an infielder on the infield within the base paths. Runners will be sent back to last touched base if the umpire determines the runners were not more than halfway to the next base. This is a judgment call by the umpire.

-The defensive player listed as the pitcher shall not leave the pitching circle until the ball is hit.

PENALTY: The play continues and after the play has ended, the offensive team has the option of taking the result of the play or no pitch. Note: The pitcher must have one foot within the circle and positioned in line with or anywhere behind the front of the machine until the ball is hit.

-Whenever a batted ball hits any part of the pitching machine or the umpire operating the pitching machine, the ball is dead, the batter is awarded first base (1st) base and all runners shall advance one (1) base.

**SPORTSMANSHIP:** All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Remember, rule interpretations may be disputed. Judgement calls, especially balls and strikes may NOT be disputed. All ejections will result in banishment from that game and may also result in banishment of the tournament. This is youth baseball, bad sportsmanship will not be tolerated.