



**The Benny Newsome Memorial/Sparks Classic is governed by Major League Baseball rules, with some exceptions.**

**EXCEPTIONS:**

**IN THE 9U TO 14U AGE DIVISIONS**

The team with the least number of players present must bat their entire lineup. The opposing team has the option of batting their entire roster or matching the number of hitters in the opposing team's batting order. At no time should a team be required to hit more than 13 players. All players in the batting lineup are subject to free substitution.

The 9u level will not have any leadoffs. Players can attempt to steal after the ball crosses home plate. Also at the 9u level there are no balks or infield fly rules.

**IN THE 15U DIVISIONS**

Teams are allowed to bat as many as they choose, as long as they bat at least 9 players. One DH is allowed and can enter on defense subject to major league rules only. Additional players in the batting order above 9 players (with the exception of the DH) are considered extra hitters and are subject to free substitution.

**If a player must be removed from a game due to injury, his spot in the batting order will be skipped and no out is recorded. If a player is removed from a game due to ejection, an out will be recorded each time that player is due to bat. A team must have a minimum of 9 players to start the game. If ejection causes a team to field 8 players, the team will forfeit the game. In no case will fielding 7 players be allowed.**

There is no fake bunting and then swinging allowed if a player squares to bunt he must bunt the ball or pull back and take the pitch.

Once a pitcher is removed from the mound, he may not retake the mound during that game.

One pitch thrown in an inning will constitute a full inning pitched.

A courtesy runner will be allowed for the pitcher and catcher at any time. It is mandatory for the courtesy runner to come in for the catcher when there are two outs. The courtesy runner must be a player, not in the batting order, if a team has substitutes in that game. If there are no substitutes the courtesy runner must be the player that made the last batted out. The same player cannot run for both the pitcher and catcher in the same inning.

There are no bat restrictions in the 9u thru 14u divisions. All 15u teams must abide by the IHSA bat rule (no bat over -3).

Metal spikes can only be worn in the 13u and up age groups.

A player's age for this tournament will be his age on April 30, 2010.

### **PRE-GAME CHECK-IN**

Every team must pre-register for this tournament by checking into main tournament tent at Centennial Park (14u and 15u teams will turn into tourney rep at high school fields) prior to first game and submit roster and proof of insurance (**Illinois Sparks listed as additionally insured**) Roster must include the player's name and uniform number and birth date. No hand-written rosters please. Birth certificates will be required to be in the coach's possession while at the tournament, but will only be checked if there is a challenge from a coach regarding a specific player's eligibility. No player may be rostered for more than one team. Use of an ineligible player will result in forfeiture. Coach's will be give three baseballs at check in please give one to the ump for each game played.

### **TOURNAMENT REFUND POLICY**

Every attempt will be made to complete the tournament. However, in the event weather is an issue and no games are started, the entry fee, less \$100, is to be refunded. If one game is started, 50% of the entry fee is to be refunded. If two games are started, there is no refund. If a team forfeits a game, there is no refund. The Sparks reserve the right to alter the policies and/or format in the event of inclement weather or other unplayable conditions, or any other event that may arise.

### **RAINOUT INFORMATION**

It is the responsibility of each team to arrive on time and be ready to play at least one half hour prior to the scheduled start time. If inclement weather prevails, all efforts will be made to contact the managers. Hotline numbers will be emailed to the coaches for the respective age groups prior to the start of the tournament. Please call the Orland Park weather hotline (708-403-6290) everyday before you come to the park updates will also be on tournament website link under the following tab. <http://www.leaguelineup.com/welcome.asp?url=illinoissparks>. 14u and 15u weather and field conditions can vary from area to area and it is urged that you call the high school hotline (708-955-1827) or check website before making any assumptions.

### **PARK RULES**

All Orland Park District field complex rules must be followed by all teams, their families and fans.

No alcohol or tobacco products are allowed at the parks.

Concession stands are scheduled to be open at John Humphrey Complex and Centennial.

Coolers are allowed at all facilities.

There will be no parking or gate fees for this tournament.

### **TOURNAMENT FORMAT/ALTERATIONS**

The format for all age groups will be a three game random schedule. The top playoff teams as stated on website will advance to single elimination round. Either 6 or 8 teams will advance depending about amount of teams in your age bracket. The Sparks reserve the right to alter, change, or abbreviate tournament format when necessary because of weather in order to complete the tournament.

### **Playoff tie breakers.**

In the event that playoff teams have identical win/loss records going into the elimination round, the tie will be broken as follows:

1. Head-to-Head (thrown out with three or more teams unless they all played each other)
2. Run differential (maximum 8 runs per game)
3. Runs allowed
4. Runs Scored
5. Coin toss

Once a team has been chosen from a three or four team tiebreak, we will revert to the first tiebreak once again. (Example: If teams A, B, and C are tied and team A wins the tiebreak, we will revert to head-to-head as the first tiebreak between B and C)

### **GAME TIME LIMITS, RAINOUTS, MERCY RULES & TIEBREAKERS**

All games for 9u and 10u are 6 innings and all other age groups are 7 innings, but subject to time limits.

All pool play games have a 2 hour time limit (No new inning to start after 1 hour 45 minutes). The start of the game is the time of the first pitch. If the home team is ahead and at bat when the time limit expires, the game is immediately over at that point and the inning is not allowed to continue. If a pool play game is tied at the end of regulation the game is recorded as a tie.

Anti stall rule: Games within 2 runs at the time limit will be extended for 5 more minutes. Teams will be limited to 1 batter/3<sup>rd</sup> base coach conference...mound visits will be kept to 30 seconds, new pitcher warm-ups limited to 5 pitches

Quarterfinals and semifinals have no time limit but will go to tie breaking system. Games tied after six innings (9u and 10u only) or seven innings (all other age groups) will use the following tie break system. For the first 2 extra innings, the last batter from the previous inning will be put on second base with no outs and all batters will start with a one ball, one strike count. For all subsequent extra innings, the last batter from the previous inning will be put on third base with one out and all batters will start with a one ball, one strike count.

There is no time limit or tie breaker in the championship game.

In the event of rain, a game is complete after 4 innings at all age groups. (3-1/2 innings if the home team is ahead).

The following mercy rules apply to all age groups:

A winner will be declared if a team is ahead by:  
12 runs after 3 innings (2-1/2 if home team is ahead).  
10 runs after 4 innings (3-1/2 if home team is ahead).  
8 runs after 5 innings (4-1/2 if home team is ahead).

### **PITCHING RULES**

No pitcher may pitch in more than the innings listed below for each age group for the entire tournament. One pitch thrown in an inning will constitute a full inning pitched.

9u- 6 innings maximum  
10u – 7 innings maximum  
11u – 8 innings maximum  
12u – 8 innings maximum  
13u – 9 innings maximum  
14u – no innings limit  
15u – no innings limit

After each game, managers for the 9u-13u age groups will meet at home plate with the umpire and sign off on the other teams' pitchers. Each manager is to list the number and name of each pitcher and the number of innings pitched. The opposing manager will verify the accuracy by signing where indicated.

Each manager is responsible for the running innings total for each pitcher and the maintenance and accuracy of his team's pitching log. The original pitching log is to be kept in pen and made available for review by an umpiring official, opposing manager or tournament official at any time. Teams that fail to comply will be subject to forfeiture. In the event of forfeiture, there will be no refund of the tournament fee.

### **PITCH COUNTS**

The Sparks organization urges coaches to monitor pitches so to limit overuse. While this tournament limits the innings one can pitch, the Sparks recommend that coaches adhere to the following guideline for the younger players.

At the 9u level, it is recommended that a pitcher thrown no more than 30-40 pitches per day  
At the 10u level, it is recommended that a pitcher thrown no more than 40-60 pitches per day.  
At the 11u level, it is recommended that a pitcher thrown no more than 50-70 pitches per day.  
At the 12u level, it is recommended that a pitcher thrown no more than 60-80 pitches per day.  
At the 13u level, it is recommended that a pitcher thrown no more than 70-90 pitches per day.  
At the 14u level, it is recommended that a pitcher thrown no more than 80-100 pitches per day.

### **SLIDE RULE**

Runner is obligated to avoid contact. In the event of malicious contact (rolling slide, leading with a shoulder or elbow), runner is out and subject to ejection at umpire's discretion.

### **HOME TEAM**

For pool play, the home team is determined by coin toss. Whichever coach traveled farther must call heads or tails. For the elimination round, the home team is the higher seeded team. The home team scorekeeper is the official scorekeeper and must record the starting time in the scorebook. The scorekeeper must turn in the game score summary sheet to the umpire after the game and must be signed by both coaches.

### **LINE -UP CARDS**

Each manager must prepare a minimum of two line-up cards, listing the player's name and number. Be sure to list all substitutes. Any player omitted from a line-up card cannot participate in that game. We do not require that all positions be listed on the line-up card. One copy of the line-up card is to be given to the home plate umpire and one copy is to be given to the opposing manager.

### **PRE-GAME WARM-UP**

Warm-up will only be allowed in designated areas. If your field is done ahead of game time, you may warm up in the outfield area. Teams are expected to share the outfield area for warm-up. There may also be empty fields that will be available on a first come first serve basis. When in doubt, please ask someone.

Absolutely no soft toss of any type of ball against fences is permitted.

### **BASEBALLS**

Sparks will supply all baseballs

### **UMPIRES**

All umpires are certified umpires and are employed by Illinois Officials Association (IOA). IOA will have an official on site that will assist the tournament director in case of any rule questions during the tournament. 9u-11u one umpire will be assigned (2umps for finals) 12u-15u two umps for all games.

### **PROTESTS**

There are no protests. The umpire and umpiring official will handle all issues and disputes immediately and finally. The tournament director or official and a representative from IOA will be available if the umpiring official needs additional assistance. All decisions are final and not subject to review.

### **FORFEITURE**

In the event of forfeiture, the score is to be recorded as 6-0 for 10u and 7-0 for all other age groups.

### **LIGHTNING DETECTORS**

The main complexes in Orland Park are equipped with lightning detectors. If a detector engages, all play must immediately halt. If a play is in progress, the play should be completed, and then play shall be halted. All players and coaches must seek the nearest shelter and remain there until an all clear is sounded, or until the tournament director informs you that play has been suspended for the rest of the day.

### **SUSPENDED GAMES**

If a game is suspended before it is an official game due to darkness, lightning, or rain, it will be resumed at the same point in the game. If Mother Nature renders it impossible to complete the tournament, we reserve the right to consider any suspended game to be an official game, with the team leading at the end of the last completed inning to be the winner. We will do this only when necessary to give teams an even number of games played for tiebreak considerations.

### **SPORTSMANSHIP**

Please be responsible with your actions and comments. Our umpires are individuals and have different levels of tolerance. Try not to cross over their line, as it will only make things tougher on your team. As always, we worry more about the behavior of the fans. Please remind your fans to let the players play, the coaches coach, and the umpires make the calls. To this extent, coaches are responsible for the actions of their fans and objectionable behavior may result in the forfeiture of a game and/or the removal of a team from the tournament.

### **THANK YOU**

The Sparks realize that teams have many different tournament options on any given week. We greatly appreciate that you have selected The Benny Newsome Memorial/Sparks Classic to be one of your tournaments this year. We are confident that your team will have an enjoyable experience, as long as Mother Nature cooperates! After the tournament, please let us know your comments at [kevinsefcik@sbcglobal.net](mailto:kevinsefcik@sbcglobal.net).