

Rochelle Baseball Club

2010 Hub City Base-Brawl

April 24 - April 25



Policies and Procedures

1. R.B.C tournament management will make every effort to treat all teams with fairness. If questions or disputes arise about policies & procedures, coaches shall bring them to the attention of the Tournament Director to be dealt with. Any interpretation and decision of the Tournament Director shall be final.
2. Professional umpires have been assigned to each game. Coaches should treat them with respect. With regard to on-field calls, the decision of the umpires shall be final.
3. All teams must check in upon arrival to receive an information packet, at the tournament tent. At this time, all teams shall provide proof of insurance, and complete roster of their players.
4. The birthday cutoff is May 1. Teams shall have player birth certificates readily available upon request of the Tournament Director. Questions of age eligibility shall be brought to the attention of the Tournament Director. Such matters will be investigated and resolved as quickly as possible. A team found using an ineligible player will forfeit all games the ineligible player played. The forfeit score shall be 7-0 for tiebreaker purposes.
5. Teams shall arrive on site 45 minutes prior to scheduled start time. If the previous game finishes early, teams may be asked to begin play earlier than scheduled. If a team fails to field 9 uniformed players at game time, the Tournament Director may issue a forfeit victory. The team that wins the game by forfeit will be credited with a 7-0 victory for tiebreaker purposes.
6. The home team for pool games shall be determined by a coin flip & will keep the official scorebook. The team that has traveled the greatest distance will call the flip. Either an umpire or a member of tournament management must be present for the flip. The higher seed will be the home team throughout the playoff. For example, Purple 1 would be the home team when facing White 2 in the semifinals. If the championship features teams of equal seed (Purple 1 vs. White 1), then a coin flip will once again be used to determine home team.
7. There will be no infield practice. Teams are allowed to play catch in the outfield area if the time allows. Never do flip drills into fences or step on foul lines.
8. Both teams shall report the final score to the tournament tent immediately following each game. Since tiebreakers often come into play, accurate score reporting is critical. The staff will provide scorecards to be turned in after each game. Teams who fail to turn in a scorecard may be subject to a forfeit.
9. If a tiebreaker is needed to determine playoff teams, the following tiebreakers shall be used:
 - a. Overall won-lost record
 - b. Head-to-head (only applies when two teams are involved).
 - c. Least number of runs allowed throughout the tournament
 - d. Run differential
 - e. Total runs scored
 - f. Coin flip
10. The Tournament Director may modify the number or length of games when necessary due to weather, field, or scheduling issues. This includes modifying the time limit if games get backed up.
11. Each team shall provide one parent to assist with scoreboard operation, etc. as needed

Playing Rules

The official playing rules for the tournament shall be the High School rules with the following exceptions:

Length of Games/ Time Limits

9u & 10u will play 6 innings; 12u & 13u will play 7 innings

The start time shall begin with the first pitch. The plate umpire or his designee shall monitor the official time. All pool and Consolation games shall have a 1 hour and 45 minute 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 recorded. If the home team is ahead when the time is reached, the game is over and the bottom half of the 1st inning shall not be played.

The Tournament Director reserved the right to modify the time for pool games in the event of weather or scheduling issues.

There is no time limit in the Championship games (unless the Tournament Director deems it necessary due to weather or scheduling issues).

Extra Players

Teams will use a continuous batting order. This means all players in uniform (unless injured) must be in the batting order. If a team has 12 or more players present, they must bat all. There is no penalty for having less than 12. 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 one of the teams has less than 12 batters to start the game, the other team has the option of matching the same number of batters. This "mirror rule" prevents teams with a larger roster from playing at a disadvantage.

If a team has more than 12 players present, they have the option of batting as many players as they want past 12. 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.

There is a free substitution among the players listed on the field but batting order must stay the same. There is no designated hitter.

Pitching Limitations

The ultimate responsibility of managing pitch counts and inning pitched rests with the team's manager. No pitcher may pitch no more than 9 innings total during the tournament (9u-10u-11u- 12u- 13u). Since this is an early tournament and will be cold, we limit the amount of inning. No more than 3 innings per game. One pitch is considered an inning. A team found using an ineligible pitcher will forfeit all games the ineligible pitcher pitched. The forfeit score shall be 7-0 for tiebreaker purposes. Each manager should maintain a pitching log for his pitchers (provided by event management) and get it signed by the opposing managers.

Bat Restrictions

In 9u, 10u, 11u, 12u, and 13u, there is no restrictions on size of barrel or type of bat .

Age Group	Pitching Distance	Base Length	Inning	Time Limit	Mercy Rule
9u	46'	60'	6	1:45	15/3---10/4
10u	46'	60'	6	1:45	15/3---10/4
11u	48'	65'	7	1:45	15/3---10/4
12u	50'	70'	7	1:45	15/3---10/4
13u	54'	80'	7	1:45	15/3---10/4

Metal Spikes

Metal spikes NOT allowed for ages 9u thru 12u Metal spikes ONLY allowed for 13u

Tie Games

If a game is tied after the time limit expires or when the regulation innings have been completed, we will use the following tiebreaker. Each team will start the inning with a man on second base and 1 out. The runner will be the last out from the previous inning. Each batter will start with a 1-1 count. There will be one extra. If the game still tied, it shall be recorded as a tie.

Intentional Walks

There will be no pitches thrown to intentionally walk a batter. Notify the umpire, & the batter will be awarded first base.

Courtesy Runners

Courtesy runners are optional at any time for the pitcher and catcher. The courtesy runner shall be a player not currently in the lineup or the last batted out. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning. If this situation arises in the first inning and no outs have been recorded, the pitcher or catcher shall remain on the bases until an out is recorded.

Ejections

If a player becomes injected during a game the name of the player will remain in the batting order and count as an out when the batting order reaches that player. If a player or coach is ejected from a game, he will serve a one game suspension. The suspension must be for the next game the team plays.

Injuries and Early Departures

If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped with no penalty. Once the injured player leaves the batting order, he is done for the remainder of that game.

9u & 10u Level Only

In the 9u & 10u division there will be further modifications to the High School rules to maintain the integrity of the game. First, stretch pitching will not be necessary and base runners shall leave the base once the ball crosses the plate. Secondly, there will be no balks called. Finally, batters will not be permitted to advance on the dropped third strike.

Refund Policy

If an event is cancelled due to inclement weather, refunds will be issued as followed

- 0 Games Played -- full refund (less \$25)
- 1 Game Played — 50% refund
- 2 Games Played — No Refund

Rochelle Baseball Club will not be responsible for any injuries on or off the field, also not responsible for lost, stolen, and or damaged property!!!

Tournament Director and Organizer
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