



## WIND LAKE OWLS PRESEASON ROUND ROBIN TOURNAMENT

### Park Rules & Procedures:

1. Any player or spectator that is experiencing symptoms of sickness should not enter the park.
2. All who enter the park do so at their own risk.
3. No coolers will be allowed. We will have concessions for food and drinks.
4. Spectators will maintain social distancing from spectators who are not in the same household.
5. No sunflower seeds, no gum, and no spitting in the park.
6. Players and teams are encouraged to use sanitizer and wash hands regularly.
7. No Pets are allowed by the ball diamonds.

### General Rules:

1. Warm up prior to taking the field
  - a. Players may run and stretch outside of the field area prior to taking the field.
  - b. Players should practice social distancing during warm up activities of running and stretching.
  - c. Teams should plan and be ready to take the field 10 minutes before their game time.
2. Entering the field and on-field warm-up
  - a. Next team should enter the field as the prior team is lined up for post-game sportsmanship showing or "tip of the cap."
  - b. No pre-game warm ups allowed on the infields.
  - c. No batting practice against any fences.
  - d. Ground rules:
    - i. One coach for each team at ground rules; 1 player in allowed but not mandatory.
    - ii. Ground rules will begin 5 minutes prior to game time
3. Game Play:
  - b. No physical contact between players, coaches or umpires unless it happens during regular play of the game (i.e. tag play).
  - c. Base coaches should stay in their coaching box in order to maintain safe distance from players.
  - d. No spitting. No sunflower seeds or gum. No licking fingers or going to the mouth.
4. Game conclusion:
  - a. No post game handshakes.
  - b. Each team will line up on their base line.
  - c. Each player should tip their cap to the other team and give a round of applause to show sportsmanship for a game well played.
5. Leaving the field
  - a. After the post-game "tip of the cap".

We will play under National Federation High School Rules. The following exceptions apply:

1. Pitchers have the following restriction: **2 Innings a game.** One pitch is considered an inning. Five (5) warm-up pitches between innings. Seven (7) warm-up pitches for a fresh pitcher. No reinsertion of a pitcher into a game as a pitcher.

2. Games:

- a. Coin Flip will declare Home and Away
- b. **Game Time: 1 hour and 30 minutes.** No new innings after 90 minutes.
- c. If there is a tie after 90 mins and the inning is complete. Extra Inning rules are as followed, the last out the previous inning will start at 2<sup>nd</sup> base until there is a declared winner.

3. Roster Waiver should be turned into the Tournament Director prior to the first game. Managers should have access to birth certificates should the Tournament Director request them. Teams must turn in a copy of their own insurance certificate. Have your lineups ready ten minutes prior to the scheduled start of your game. All batting order and pitching substitutions should be reported to the umpires and your opposing team scorekeeper. Defensive changes do not need to be reported unless it involves a pitching change or the addition of a new player into the line-up.

4. All teams must use a Continuous batting order. If a player cannot continue play due to injury as determined by the umpire, when the player's spot is up in the batting order, the team will **not** record an out for that batter and the player shall not be eligible to re-enter the game. If the player leaves for any other reason, when the player's spot is up in the batting order for the first time, the team shall record an out for that player.

5. All batters and runners must wear a protective helmet. Catchers must wear headgear/mask and normal catching gear including a protective cup.

6. NO WOODEN BATS are allowed. No Bat size limits.

7. Batters may not fake a bunt, pull back and swing away as this presents a safety issue. The batter will be called out and any runner(s) will not be permitted to advance.

8. 1 pitcher/ defensive meeting per **PITCHER**. The umpires will make every effort to keep mound visits short as to keep the game moving.

9. Base coaches must stay in their coaching box.

10. Runners may score on a passed ball, wild pitch, or a ball returned to the pitcher. (Exception for u8)

11. You may run for the catcher at any time during an inning. A courtesy runner may also be used for the pitcher of record with two outs. The runner must be the player that made the most recent out.

12. Teams should hustle on and off the diamond to conserve actual "playing time". Batters must keep a foot in the batter's box while the ball is live. New pitchers should warm up off the field of play and between innings if possible. Infield and outfield balls are permitted between innings provided they do not hinder the speed of play.

13. For U8 & U9, a team will be given one warning per game for leaving a base early.

For U10, a runner attempting to steal that leaves early shall be called out. No warnings. In either case, the play shall be called dead and with any runners moving back to their original base and the pitch count shall revert back to the last official ball and strike count.

14. For U8, a team may not steal home on a passed ball or a ball returned directly to the pitcher. If the catcher throws the ball to any other base, the ball becomes live and all runners are free to advance. The umpire shall have final judgement.

15. A pitcher may “walk” a batter by simply advising the umpire.

16. A manager only may represent his team in conversations with the umpire. Excess abuse or poor sportsmanship by coaches, players or fans may be grounds for a forfeit. An ejected player may not play any more games in the tournament. NO PROTESTS. THE DECISIONS OF THE UMPIRES ARE FINAL.

17. Ten run (10) “Slaughter Rule” is in effect after THREE complete innings. When one team is up by 10 runs or more after 3 innings, the game may be called. Or when one team is up by 8 runs or more after 4 innings, the game may also be called.

18. In the event of inclement weather or an act of god, games may be shortened.

19. Tiebreakers and choosing the tournament winner - the winner for each age group will be chosen based on 1) Record 2) Head-to-head 3) Runs against 4) coin-flip

20. No Metal Spikes are allowed for U8-U12

21. Refund Policy: 0 games played- 50% refunded, 1 game played- 25% refund

	Base Paths	Pitcher’s Mound	Drop 3 <sup>rd</sup> Strike	Lead Off	Stealing	Balks
U8	60’	40’	No	No	After Crosses Plate No Stealing Home	No
U9	60’	46’	No	No	After Crosses Plate	No
U10	60’	46’	No	No	After Crosses Plate	No
U11	70’	50’	Yes	Yes	Yes	Yes 1 warning
U12	70’	50’	Yes	Yes	Yes	Yes 1 warning
U13	90’	60’6	Yes	Yes	Yes	Yes

Thank you for choosing our Tournament.

*Wind Lake Owls Youth/ Wind Lake Youth Baseball*

