



# **Niles “All American City” Spring Fling**

Boys 10U and 12U Open Baseball Tournament  
Girls 10U and 12U B/C Level Fastpitch Softball Tournament  
Rules and Information Packet  
April 30<sup>th</sup>- May 2<sup>nd</sup>, 2021

**Rainout Hotline: 847-583-2777**

In the event of inclement weather, the rainout hotline will be updated as frequently as needed to keep teams informed on the playing conditions at each field. The tournament director has the authority to revise the tournament format, including shortening time limits and/or eliminating games in order to complete the tournament. Coaches will be contacted with any major schedule changes impacting their team.

In the event of COVID or severe weather impacting the tournament, teams are eligible to receive a partial refund based on number of games played. Due to upfront tournament expenses, we will be unable to issue a full refund.

**Website: [www.quickscores.com/niles-parks](http://www.quickscores.com/niles-parks)**

Game schedules, scores, and brackets will be updated regularly throughout the tournament. Coaches are asked to add their scores in after each game.

**Alcoholic beverages, pets, and smoking are not allowed on Niles Park District property.**

**We encourage teams to enjoy our Niles Park District facilities between games this tournament weekend!**

**Team Packets Contain:**

- Hard Copy of Rules
- Hard Copy of Schedule
- 3- MVP Medals
- 15- Mini-Golf Passes to Pioneer Park

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## **Field Locations:**

Pioneer Park location includes: indoor restrooms, indoor space with heat/AC, and playgrounds for younger siblings to enjoy. Concessions, batting cages, and miniature golf available at Pioneer Park.

Unless you are the first game of the day, warmup space is limited. Additional warmup space for Pioneer Park is available across the street at Brooks Park.

### **Pioneer Park**

7135 N. Harlem Ave.  
Niles, IL 60714  
Diamond #4- SW Field  
Diamond #5- NE Field

### **Jonquil Park**

7560 W. Mulford  
Niles, IL 60714  
North Field  
South Field

## **Check-In:**

- A Niles Park District representative will check in with you before or during your first game of the tournament. Coaches will receive their team packets and any last minute information at this time.
- A signed copy of your team roster (does not need to be ASA) and copy of your team's insurance certificate is required upon check-in. Once submitted, your roster will become official.
- It is the coach's responsibility to have a copy of each player's birth certificate on hand at all times in the event of a challenge. Failure to produce a birth certificate for a challenged player within the time allotted by the umpire (generally 5-10 minutes) will result in a forfeit. Any team found violating eligibility rules will be disqualified from the tournament and will not be issued a refund.
- Teams must be ready to play 15 minutes prior to their scheduled game time. If the field is open and the ump is ready, the game may start early.

## **Tournament Rules:**

2021 ASA rules shall apply except as modified below.

- 3 game guarantee, weather permitting.
  - In the event of inclement weather, the tournament directors have the right to eliminate and/or reschedule games in an effort to get as many games as possible played.
- Game balls will be provided at the start of each game.
- POOL PLAY:

- The home team will be decided by a coin flip.
- The team listed first will occupy the 3<sup>rd</sup> base dugout.
- **ELIMINATION PLAY:**
  - The home team will be the higher seeded team.
  - The higher seeded team will occupy the 3<sup>rd</sup> base dugout.
  - In the event that a lower seeded team is occupying the 3<sup>rd</sup> base dugout from the previous game, the newly arriving team will enter the other dugout in the best interest of time.
- Forfeited games will be scored as 10-0. Forfeited games do count towards your 3 game guarantee.
- Warm-up space at both locations is limited in between games.
- Teams will not be permitted to take infield prior to the game. Teams may use the foul territory along the 1<sup>st</sup> and 3<sup>rd</sup> base lines to warm up players, as well as the outfield.
- Infield and outfield balls will not be allowed on the field after the 1<sup>st</sup> inning.
- A continuous lineup will be used throughout the tournament. Teams may freely substitute players at all positions at any time, as long as the batting order remains the same. If a player shows up late to the game, they will be inserted into the last spot of the batting order, regardless of where the team is at in the batting order at that time.
- An injured player can be removed from the game. An out will not be charged for their spot in the lineup. Players leaving for other reasons may be charged as an out if they miss their spot in the lineup.
- New pitchers will be permitted 5 warm-up pitches. Returning pitchers will be allowed 3.
- Courtesy runners are allowed for pitchers and catchers when there are 2 outs in the inning. The last non-pitcher or non-catcher who made the last out will be used as the courtesy runner.
- Uniform jerseys must remain tucked in at all times. In order to be on the field, players must be equipped in proper uniform. Jewelry is not allowed and must be removed prior to game. Hair accessories with hard parts must be smaller than 2 inches.
- Metal cleats are not allowed.
- It is the home team's responsibility to keep official score for the game. Please verify with opposing team and umpire in between each inning to ensure the score is correct.

**Special Rules for 10U Division:**

- There will be a cap of a 7 run maximum per inning rule applied to every inning of both pool, and elimination games.
- No dropped third strike.
- No infield fly rule.
- Stealing bases is allowed, including home.

### **Special Rules/Clarifications:**

- **GIRLS:**
  - 3 outs or 7 runs will end an inning. Unlimited scoring in the last inning. The last inning must be mutually agreed upon by both teams and umpire prior to the 1<sup>st</sup> pitch of that inning.
  - Runners can only advance home on a batted ball, or bases loaded BB or HBP.
  - Bunting and fake bunting is allowed. A fake bunt swing “slap bunt” is not allowed. Batter will be called out.
  - 10 players on the field for 10U. The 10<sup>th</sup> player must be at in outfield grass or 10 ft. behind 2<sup>nd</sup> base prior to the pitch being released. Once the pitch is released, the player may move wherever. 12U will be playing with 9 players on the field.
  - One pitch = one inning pitched. Pitchers are limited to 4 innings per game (NOT per day). Innings pitched do not need to be consecutive. If a pitcher hits 2 batters in an inning, they must be pulled. If a pitcher hits 3 players in a game, they must be pulled and are not allowed to pitch the rest of the game. All pitchers must wear a pitching mask.
- **BOYS:**
  - Bunting and fake bunting is allowed. A fake bunt swing “slap bunt” is not allowed. Batter will be called out.
  - Legal bats- All bats must have a USA BASEBALL, BBCOR, or 1.15BPF stamp on them, or be made of wood. There are no barrel restrictions.
  - Players caught using an illegal bat will receive an automatic out, play is called dead, and runners will revert to their previous positions.
    - If a player is caught with an illegal bat prior to any pitches thrown, we encourage the bat to put away and the player receives an at bat. We want kids playing the game, not getting called out on technicalities.
    - If a pitch is thrown to the next batter in the line-up, it is too late to protest an illegal bat on the previous batter.
  - One pitch = one inning pitched. A pitcher taken out during that inning may NOT return in that same inning. Pitchers are limited to 3 innings per game (NOT per day). Innings pitched do not need to be consecutive. If a pitcher hits 2 batters in an inning, they must be pulled. If a pitcher hits 3 players in a game, they must be pulled and are not allowed to pitch the rest of the game.

### **Umpires:**

- Umpire decisions are final. Protests are not allowed.
- The umpire will be responsible for reporting results to the tournament director. It is the winning coach’s responsibility to verify the results posted with the tournament director.
- Umpires are encouraged to move the game along. Teams should be ready to start their game on time and should promptly hustle on and off the field in between innings.
- It is the umpire’s responsibility to keep the official game time. In the event of an injury, the umpire has the option to pause the game clock. If a team is perceived to be stalling, the umpire has the authority to adjust the game clock accordingly.

**Sportsmanship:**

- Sportsmanship is stressed.
- Team chants and cheering are allowed but they must only be positive, towards your own team or player and must end as soon as the ball is on the mound. Failure to follow the rules will result in a warning to the coach. A second violation will result in the coach being ejected and a third violation will result in the offending team given an out.
- Any player, parent, or coach ejected from a game will face an additional one game suspension. This individual is not allowed to be on the field, the dugout, the stands, parking lot, or anywhere near the team while suspended.

**Mercy Rule:**

- 10 runs after 4 innings (3 ½ if the home team is ahead).

**Time Limits:**

- **Pool Play Games:**
  - Full games, mercy rule or until time expires. Whichever occurs first.
  - No new inning after 1 hour and 30 minutes. Drop dead 1 hour 45 minutes.
  - Last inning will be unlimited runs scored. Both coaches and umpire must state which is the last inning before the 1<sup>st</sup> pitch of that inning as the time limit may come into effect.
  - Pool play games may result in a tie.
- **Bracket Seeding:**
  - Seeding will be determined by # of wins and losses.
  - Ties between teams with the same record will be broken down as follows:
    - Head to Head competition
    - Total run differential (a max of 10 runs differential per game)
    - Runs allowed
    - Runs scored
    - Coin flip
- **Elimination Games:**
  - Full games, mercy rule or until time expires. Whichever occurs first.
  - No new inning after 1 hour and 30 minutes. Drop dead 1 hour 45 minutes.
  - Elimination games may not result in a tie. If the game remains tied after the last inning, or initial time limit has expired, play will continue using the International Tie Breaker until a winner has been determined.
- **Championship Games:**
  - Full games.
  - No time limit.
  - Games tied after the final inning during the championship game will continue until a winner is determined using the International Tie Breaker.

**Awards:**

- There will be a MVP award given by each team to an opposing player after every game. Coaches will receive MVP awards for pool play in their team packet. Umpires will have MVP awards for elimination play. A player may receive only one MVP award during pool play, but may receive another in elimination play.
- Teams finishing 1<sup>st</sup> and 2<sup>nd</sup> place in each bracket will receive individual trophies. (Max of 15 per team)

## HOUSE CLASSIC QUICK REFERENCE GUIDE

	<b>10U BOYS</b>	<b>12U BOYS</b>	<b>10U GIRLS</b>	<b>12U GIRLS</b>
<b>Length of Bases</b>	60 ft.	70 ft.	60 ft.	60 ft.
<b>Pitching Distance</b>	46 ft.	48 ft.	35 ft.	40 ft.
<b>Regulation Games</b>	6 innings	6 innings	6 innings	6 innings
<b>Game Limits</b>	1hr 45min max. No new inning 1 hour 30 minutes after 1 <sup>st</sup> pitch	1hr 45min max. No new inning 1 hour 30 minutes after 1 <sup>st</sup> pitch	1hr 45min max. No new inning 1 hour 30 minutes after 1 <sup>st</sup> pitch	1hr 45min max. No new inning 1 hour 30 minutes after 1 <sup>st</sup> pitch
<b>Mercy Rule</b>	10 runs after 4 innings. Losing team must get 4 at-bats.	10 runs after 4 innings. Losing team must get 4 at-bats.	10 runs after 4 innings. Losing team must get 4 at-bats.	10 runs after 4 innings. Losing team must get 4 at-bats.
<b>Number of Batters</b>	Entire Team. No new player added to line-up after 1 <sup>st</sup> pitch of the 4 <sup>th</sup> inning.	Entire Team. No new player added to line-up after 1 <sup>st</sup> pitch of the 4 <sup>th</sup> inning.	Entire Team. No new player added to line-up after 1 <sup>st</sup> pitch of the 4 <sup>th</sup> inning.	Entire Team. No new player added to line-up after 1 <sup>st</sup> pitch of the 4 <sup>th</sup> inning.
<b>Number of Fielders</b>	9	9	10	9
<b>Inning Ends</b>	3 outs or 7 runs except last inning	3 outs	3 outs or 7 runs except last inning	3 outs
<b>Infield Fly Rule</b>	No	Yes	No	Yes
<b>Dropped 3rd Strike</b>	No	Yes	No	Yes
<b>Stealing</b>	After ball crosses plate. No stealing home.	Any base	2 <sup>nd</sup> and 3 <sup>rd</sup> base only after ball crosses plate. No stealing home.	2 <sup>nd</sup> and 3 <sup>rd</sup> base only after ball crosses plate. No stealing home.
<b>Lead-offs</b>	After ball crosses plate	Any time	After ball crosses plate	Once ball leaves pitcher's hand.
<b>Overthrows</b>	Advance only 1 extra base except on steal attempts.	Advance as many bases at runners own risk	Advance only 1 extra base except on steal attempts.	Advance as many bases at runners own risk
<b>Bats</b>	Bat must be stamped: USA BASEBALL 1.15 BPF, BBCOR, or be made of wood. No barrel restrictions.	Bat must be stamped: USA BASEBALL 1.15 BPF, BBCOR, or be made of wood. No barrel restrictions.	Bats must contain safety certification label	Bats must contain safety certification label
<b>P: Inning Limits Per Game</b>	4 innings / game. 1 pitch = 1 inning.	4 innings / game 1 pitch = 1 inning.	4 innings / game. 1 pitch = 1 inning.	4 innings / game. 1 pitch = 1 inning.
<b>P: Inning Limits Per Tourney</b>	15 innings	15 innings	No limit.	No limit.
<b>Balks</b>	No	Yes (1 warning/pitcher)	No	No
<b>Hit Batter - Remove Pitcher</b>	2 batters per inning or 3 batters/game	2 batters per inning or 3 batters/game	2 batters per inning or 3 batters/game	2 batters per inning or 3 batters/game
<b>Intentional Walks</b>	No intentional walks.	Intentional walks are ok. Coach can notify umpire and player will be put on 1 <sup>st</sup> .	No. Players may receive 1 <sup>st</sup> base on a walk. No coach pitch.	No. Players may receive 1 <sup>st</sup> base on a walk.