

WIND LAKE OWLS FALL BASEBALL PUMPKIN SMASH TOURNAMENT



Park Rules & Procedures:

1. All who enter the park do so at their own risk.
2. No coolers will be allowed. We will have concessions for food and drinks.
3. No sunflower seeds, no gum, and no spitting in the park.
4. Players and teams are encouraged to use sanitizer and wash hands regularly.
5. No Pets are allowed by the ball diamonds.

General Rules:

1. **Age division used for the upcoming season.**
2. Warm up prior to taking the field
 - a. Players may run and stretch outside of the field area prior to taking the field.
 - b. Teams should plan and be ready to take the field 10 minutes before their game time.
3. Entering the field and on-field warm-up
 - a. No pre-game warm ups allowed on the infields.
 - b. No batting practice against any fences.
 - c. Ground rules:
 - i. **One coach for each team at ground rules; 1 player.**
 - ii. Ground rules will begin 5 minutes prior to game time

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

1. Pitchers have the following restriction: 2 innings per game. One pitch is considered an inning. Three (3) warm-up pitches between innings. Five (5) 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: 75 minutes finish inning.**
 - c. 6 innings is a full game
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 carry their own insurance. 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. No pitcher/ defensive meeting, if the coach chooses to make a mound visit during the game, he must remove the pitcher. NO EXCEPTIONS unless there is an injury. The umpires will make every effort to keep mound visits short 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.
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 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 U9, a team may 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 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.
16. 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 will be called. Or when one team is up by 8 runs or more after 4 innings, the game will be called.

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

18. 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

	Base Length	Pitcher's Mound	Drop 3 rd Strike	Lead Off	Stealing	Balks
9U	65'	46'	No	No	After Crosses Plate	No
10U	65'	46'	No	No	After Crosses Plate	No
11U	70'	50'	Yes	Yes	Yes	Yes, 1 warning
12U	70'	50'	Yes	Yes	Yes	Yes 1 warning
13U	90'	60'6	Yes	Yes	Yes	Yes
14U	90'	60'6	Yes	Yes	Yes	Yes

**metal spikes are allowed for 12U and under & no metals in our batting cages!

Thank you for choosing our Tournament.

Wind Lake Youth Baseball