



# Michigan Blackhawks

## Rules and Regulations

### Wood Bat Tournaments Only

#### General Policies and Procedures

- 1) **Game Schedules:** TOURNAMENT Management will release the Official Schedule for each event on the Tuesday prior to the event by Midnight or sooner if possible. Teams must be prepared to play in any of the time slots for the scheduled days of the event.
  - a. Teams shall arrive on site a minimum of 45 minutes before the scheduled start time, as games may start prior to published times in the event of pending weather and/or to keep the tournament on schedule.
  - b. The Tournament Director may modify the number or length of games when necessary due to weather, field conditions, or scheduling issues. This includes modifying the time limit or playing with a 1-1 count if games get backed up.
  
- 2) **Honor the Game:** Tournament Director emphasizes that the primary purpose of all tournament events is to create positive competition experiences and lifelong memories for the participants. All adults (coaches, parents, officials) should conduct themselves with this fundamental notion in mind. Compromising the integrity of the game or making a travesty of the game are unacceptable and will be grounds for disqualification.
  
- 3) **Refund Policy:** Once an entry fee is paid for an event, no cash, check, or credit card refunds will be issued for any reason, unless the event is cancelled in advance of the event weekend due to insufficient participation.
  - a. If a team registers and subsequently is unable to participate, provided reasonable notification in writing the team can receive a full credit at the consideration of the Tournament Director.
  - b. If an event is cancelled at any time or shortened due to inclement weather or field conditions, the Tournament will issue credits as follows:
    - i. 0 games: 100% credit toward a future MI Blackhawks Tournament
    - ii. 1 game: 50% credit toward a future MI Blackhawks Tournament
    - iii. 2nd game started: 25% credit toward a future MI Blackhawks Tournament
    - iv. 2 or more games completed: No credits due.
  
- 4) **Admission/Parking Fees:** There will NOT be spectator admission fees or parking fees for the event. However, please be mindful of where you park and be sure that the parking space is legal. MI Blackhawks, the local municipality, and facility owners are not responsible for any damage to vehicles caused by normal play. Park at your own risk.
  
- 5) **Park Policies/Local Ordinances:** All teams are required to adhere to local park policies and ordinances. The Head Coach shall be ultimately responsible and accountable for the conduct of his players, assistant coaches, and spectators.
  
- 6) **Alcohol/Tobacco:** Alcohol and/or tobacco shall not be brought into the confines of the tournament venues. Again, the Head Coach shall be ultimately responsible and accountable for the conduct of his players, assistant coaches, and spectators.



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- 7) **Questions/Disputes:** MI Blackhawks Tournament Director will make every effort to treat all teams with fairness. If questions or disputes arise about policies and/or 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.
- 8) **Umpires:** Professional umpires have been assigned to each game. Coaches should treat them with respect. Regarding on-field calls, the decision of the umpires shall be final.
- 9) **Rosters:** All teams must submit a roster as directed by TOURNAMENT Management. All teams must check in upon arrival to verify and approve their Official Roster and receive an information packet. Once a roster is verified, it is frozen for that tournament. Teams cannot begin tournament play until their roster is submitted and verified. Teams who fail to submit a roster may be subject to a forfeit.
- a. A player may only be on one roster in any given age group.
  - b. While we encourage teams to have matching player uniforms, there is no penalty for players on a roster that participate with a different jersey and/or different numbers than listed on the roster.
  - c. The birthday age cutoff is **April 30**. Each Head Coach shall have copies of player birth certificates on hand at every game and shall be prepared to present them to the Tournament Director upon request.
  - d. Team rosters contain personal information such as player date of birth, email addresses and coach's personal information. In the interest of protecting player and coach privacy, rosters can only be viewed by TOURNAMENT Management. Only a Head Coach may ask the Tournament Director about players listed and if they meet the age and/or roster qualifications. To protest a player's eligibility, see the policy below:
    - i. Any Head Coach that would like to formally challenge the eligibility of a player shall make this known to the Tournament Director at least one (1) hour prior to the player's next game.
    - ii. A \$100 cash challenge fee should be posted at the time of the challenge. The purpose of the fee is to minimize unsubstantiated challenges.
    - iii. Provided this process is followed, the Tournament Director or his/her designee will investigate.
      1. If the player is ruled eligible, the \$100 cash challenge fee shall be forfeited.
      2. In the instance of an age challenge, if the birth certificate cannot be produced before game time, the player in question is ineligible to play for that game.
      3. If the birth certificate shows the player is over age, the team must forfeit all games the player in question participated in. The forfeit score shall be 10-0 for tiebreaker purposes. The team will also not be eligible to play in a semi-final or championship game.
      4. If any player eligibility challenge is valid and upheld, the \$100 cash challenge fee shall be promptly refunded.



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- 10) **Home/Away:** The home team for pool games shall be determined by a coin flip. 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 based upon the original seeding will be the home team throughout bracket play.
- 11) **Dugouts:** Teams should fill first and third base dugouts on a first come, first served basis, irrespective of home and away designation. Teams should clear the dugout as soon as the game is finished, removing all trash and debris. If a team has back-to-back games on the same field, they should always remain in the same dugout, to avoid the extra time involved in moving bags, equipment, etc.
- 12) **Practice:** There will be no infield practice. Teams can play catch and warm-up in the outfield area if the time allows. Never do flip drills into fences or step on foul lines.
- 13) **Scores/Results:** Both teams shall report the final score to the Tournament Director or his/her designee immediately following each game. Since tiebreakers often come into play, accurate score reporting is critical. The event staff will provide scorecards in your informational packet to turn in after each game. Teams who fail to turn in a scorecard within 2 hours from the conclusion of a game (or prior to the end of the last game of any given day) may be subject to the score turned in by the opposing team. TOURNAMENT reserves the right to request scores to be text messaged to the onsite scoring records keeper. The HOME team is the OFFICIAL scorebook, so please verify accuracy before submitting and indicate the home team.
  - a. Scores and Results will be posted online throughout the event. Teams should check regularly in case changes are made that impact standings, seeds, or brackets. If an error is identified, please notify our volunteers, POLITELY, so that it can be resolved appropriately.
- 14) **Tiebreaker:** If a tiebreaker is needed to determine playoff teams (wildcards, etc.)
  - a. The following tiebreakers shall be used:
    - i. Overall won-lost record
    - ii. Head-to-head\* (only applies when two teams are involved)
    - iii. Least number of runs allowed throughout the tournament
    - iv. Total runs scored
    - v. Coin flip.

\*Tiebreaker are in succession. Once head to head is determined and we need to move to next tie breaker, we do not return to head to head. For example, three teams all finish 1-1 in a three team pool, no head to head applies, moves on to run allowed, if this results in a two team tie, head to head does not matter. Moves on to runs scored.

\*\*In the event of a forfeit, a score of 10-0 will be used to determine tie breaker. Any team forfeiting a game will be prohibited from playing in a semi-final or championship game.)



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- 15) **Time Limits:** The game start time shall begin with the first warm up pitch. The home plate umpire or base umpire shall monitor the official time, and it is preferred that the time be announced publicly to minimize confusion later. All games shall have a 1 hour and 40-minute time limit, except the championship game. Expiration of the time limit shall be ruled upon at the moment the final out in a half inning is recorded. An inning may be finished, but a new inning cannot be started after the time limit expires. If the home team is ahead when the time limit is reached, the game is over (a) immediately after the top half of the inning is finished or (b) at the moment the time limit is reached, and the home team is ahead in the bottom half of the inning.
- a. *Pool games* may end in a tie, if a game ends in a tie prior to the end of the time limit, the following tiebreaker will be used. In the first extra inning and every  $\frac{1}{2}$  inning thereafter, each team will start with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. The game will continue in this format until a winner is determined or the time limit expires. Likewise, if weather or darkness prevents a tie game from being completed, then the game shall be recorded as a tie.
  - b. *Bracket play* games may not end in a tie. If a bracket play game is tied after the time limit expires or when the regulation innings have been completed, the following tiebreaker will be used. In the first extra inning and every  $\frac{1}{2}$  inning thereafter, each team will start with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. The game will continue in this format until a winner is determined. Bracket play games must have a winner. Should a bracket play game be interrupted by weather, darkness, or unplayable field conditions, and is not an official game per the above rules, then the winning team will be determined by the score at the end of the last full completed inning. If the score was tied at the end of the last completed inning or if the first inning of the game is not completed, the higher seed shall advance. This includes championship games.
- 16) **Game Called Due to Weather or Field Conditions:** A game will be considered complete if weather, darkness, or field conditions prevent the game from being completed:
- a. 6-inning game = 3 innings or  $2\frac{1}{2}$  if home team is leading, 7-inning game = 4 innings or  $3\frac{1}{2}$  if home team is leading and will constitute a completed game. If a game is not official as described above, the Tournament Director will either:
    - i. Suspend the game and arrange to have it resumed where it left off, or
    - ii. Cancel the game such that it does not count toward tournament standings.
  - b. Should a Championship game be interrupted by weather, darkness, or unplayable field conditions, and is not an official game per the above Rule, then the Championship team will be determined by the score at the end of the last full completed inning. If score was tied at end of last completed inning or if the first inning of the game is not completed, the higher seed shall be named Champion unless other reasonable reschedule can be agreed upon.



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- 17) **Contact/Interference:** Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgment, there is intentional contact, that umpire may call the runner out on that play. If the contact is judged as intentional and malicious, that umpire may also eject the player from the game. On force out situations, if the runner slides, they must slide directly into the base. A slide that is not directly into the base is grounds for an interference call (umpire's judgment) and the runner could be declared out. In this instance, the batter/runner could also be declared out if the fielder was attempting to make a play on that batter/runner. It is important to note that if the runner makes a legal slide directly into the base and contact is made with the fielder, interference will not be called.
- 18) **Ejections:** In the event that the umpire ejects a player or a coach from a game, they will not be allowed to coach or play in the next game. A spectator that is ejected shall be removed from the park for the remainder of the day and may return the following day. If a team is batting their entire lineup and/or no substitutes are available, the name of the ejected player will remain in the batting order and count as an out when the batting order reaches that player.
- 19) **Rulings:** No Protests – Umpire ruling will stand. The tournament director(s) shall have final decision on all tournament questions. The tournament committee's interpretation of the rules and regulations shall be final. The tournament committee reserves the right to decide all tournament matters
- 20) **Bat Restrictions:** Bats must be wood or wood composite. There are no restrictions but we encourage all participants to use bats from our tournament sponsor. Each team will be provided one wood bat to use and keep. Should this bat break during the tournament, we will replace unless it is deemed it was damaged by abuse (player throwing, hitting anything other than a ball in game, slamming on ground), in which case we will have extra bats available for sale.
- 21) **Courtesy Runners:** Courtesy runners are optional at any time for the pitcher and catcher. The pitcher or catcher for this rule, is the pitcher or catcher of the previous inning. Courtesy runner will be the last out. If this situation arises in the first inning and no outs have been recorded, the pitcher or catcher shall remain on base until an out is recorded.
- 22) **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 an injured player leaves the batting order, he is done for the remainder of that game. A player departing for any other reason beside illness or injury will result in an out for that players place in the lineup.



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23) **Pitching:** Tournament management will not be involved in counting pitches or regulating pitching during tournament events except for the 4 inning per game rule. The ultimate responsibility of managing pitch counts rests with each team's Head Coach.

The Michigan Blackhawks Tournaments (TOURNAMENT) Management endorses the Pitch Smart program, developed by USA Baseball and Major League Baseball. This program is a series of practical, age-appropriate guidelines to help parents, players and coaches avoid overuse injuries and foster long, healthy careers for youth pitchers.

**About Pitch Smart:** USA Baseball and MLB team up to help young players reduce arm injuries by providing a comprehensive resource for safe pitching practices. Baseball is a safe game to play at all ages, but research has shown that pitching too much – particularly at a young age – can increase a pitcher's risk of injury.

**Risk Factors: Some factors that increase the risk of arm injury include:**

- a. Pitching while fatigued
- b. Not taking enough time off from baseball every year
- c. Throwing too many pitches and not getting enough rest
- d. Pitching on consecutive days
- e. Playing for multiple teams at the same time

**Recommended Pitch Count Limits and Recommended Rest:**

Age	Daily Max	Recommended Rest				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	-	-
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-20	31-45	46-60	61-75	76+
17-18	105	1-20	31-45	46-60	61-75	76+

See the full recommendations and explore resources provided by the Advisory Committee at [PitchSmart.org](http://PitchSmart.org).

Twitter: @MLBPitchSmart

Instagram: PitchSmart

Facebook: Facebook.com/PitchSmart



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### Tournament Specific Rule All Divisions Specific Rules

Tournament will follow the Current MHSSA High School Rule Book with the following additions:

- 1) Home team is determined by coin flip until bracket play when higher seed is home team. Game times starts on delivery of first warm up pitch. Home team is responsible for keeping the official score. Both teams shall confer and agree with scoring on a regular basis during the game.
- 2) Pitching distance is 46 feet. Base paths are 65 feet.
- 3) All ages are standard outfield 3 players in the outfield for Community Fields 1 & 2.
- 4) Pitchers maximum 4 innings per game – must be consecutive (1 pitch constitutes an inning). Pitchers may not re-enter game as pitcher. There is not a maximum tournament pitch limit; it is up to the coaches to be responsible and take into consideration the health of the player.
- 5) Time Limit: 1 hour 40 minutes, or 6 innings. Game is considered officially completed when a minimum of 3 innings is complete. The championship game shall have no time limit.
- 6) Minimum of 9 batters or an out must be taken for each batter less than nine.
- 7) Courtesy runner for pitchers and catchers at any time, strongly suggested after 2 outs. Runner shall be last out. Should you not choose a courtesy runner, coaches must warm up the pitcher at the next half inning and the catcher may forfeit there warm up.
- 8) Stealing rule:  
All Ages – Leading off and stealing is allowed, and high school rules apply.
- 9) Injury Rule: If a player is injured while using round robin batting his turn in order will be skipped.
- 10) No Metal Cleats/Spikes