



Unless stated within, 16" ASA Slow Pitch Rules apply.

Players and substitutions

1. Any of the starting players may be withdrawn from the game and re-entered once. Players must occupy the same batting positions whenever in the line-up.
2. An extra hitter (EH) may be used (optional) by any team. The EH may be substituted for at any time and may re-enter once, provided the player occupies the same batting position whenever in the line-up. Each team may use 2 EH, in other words bat 12 players.
3. A game may be started with no less than 9 players.
4. Rosters must be turned in before the start of that team's first game.
5. If a player is ejected from any game they are ejected from the tournament.

Pitching

1. A pitcher is allowed no more than two hesitations and must pitch the ball on the third. If the pitcher does not pitch the ball, or make a legitimate play on the base runner, a ball will be called.
2. If the ball hits the white portion of the plate it is considered a ball, it must clear the plate. The wells will be called a strike.
3. A pitched ball must reach a height of at least 6 feet but not more than 12 feet (commonly referred to as the 6-12 arc)
4. Each batter will begin with a 1-1 count
5. Bases will be at 60 feet and the pitchers rubber at 38 feet.

Games

1. Please be aware because this is a tournament, there could be instances where games start **early**. Please have your team ready to play ½ hour before the scheduled start time failure to do so will result in a forfeit of that game. Exception to this rule, if the team is commuting from one park to another...i.e. going from Florey to Sandburg, Kimball Hill to Sandburg or Florey.

2. The home team will be determined by a coin flip for all games except for game 20 (the championship game). Game 25, the "if" game home team will be determined by a coin flip.
3. No new inning will start after 50 minutes from the original start time of the game.
4. A regulation game shall consist of 7 innings. If rain (or other circumstances) a game shall be considered complete after 4 ½ innings, provided the home team is winning, if they are losing then 5 full innings must be completed.
5. In the event of a **TIE**, at the end of 7 innings or if the time limit occurs, the following rules will be implemented. The last batted out goes to second base, no outs, batter faces a 3-2 count.
6. The umpire shall review any ground rules or other rules with each captain prior to the game. If managers have any questions they should be asked then, not during the game.
7. The batting team will keep score and the score should be reported to the umpire at the end of every half inning. Umpire has final say on the score!
8. No metal cleats and no mitts may be used.
9. A foul after two strikes and the batter is out. If it is caught in play the runners may tag up and advance.
10. A runner may lead off at his own risk, **NO STEALING IS ALLOWED**.
11. The runner must avoid contact.
12. A courtesy runner is allowed and it will be the last out.
13. If one team is ahead by 20 or more runs at the end of 4 innings or 15 or more at the end of 5 innings or 10 or more at the end of 6 innings the game is complete.
14. The decision of the umpire is final.
- 15. Winning team should report the score to Scott 847/344-4800**
16. General park district rules regarding **drinking**. At Sandburg and Florey no Alcohol is allowed, at Kimball Hill all consumption of alcohol must be in the near the pavilion.

Sandburg Junior High-2600 Martin Lane, you can park in the church parking lot (2401 Kirchoff)

Florey Park 3300 Campbell

Kimball Hill Park 2905 Meadow Drive you can also park behind Jewel (3000 Kirchoff)