2018 KWBA Bulldog Classic

Official Rules





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1. Tournament Administration

- 1.1. The KWBA Bulldog Classic Tournament is governed by IHSA Baseball Rules which will be used unless otherwise outline below. It is the responsibility of each team and their coaches to be aware of all of the rules contained herein.
- 1.2. All teams must be in possession of each player's birth certificate during the entire tournament
- 1.3. All teams are responsible for their own insurance. A copy of the insurance certificate for each team must be received by the Tournament Director 10 days prior to the start of their first game.
- 1.4. No protests allowed; decision of umpire and/or Tournament Director is final.
- 1.5. The Tournament Director(s) reserves the right to change the game schedule, time limit and/or match-ups if weather or time constraints interfere with the established schedule or for the betterment of the tournament.
- 1.6. The Tournament Director(s) makes all final decisions on items not covered in these rules.

2. Sportsmanship and Personal Conduct

- 2.1. The coaches shall promote sportsmanlike conduct and control the behavior and deportment of their players, assistant coaches, fans, as well as themselves.
- 2.2. A player or coach who swears, throws equipment, or is otherwise disruptive or unsportsmanlike shall be given a verbal warning by the umpire. Any subsequent act of misconduct by that player or coach shall result in ejection from the game.
- 2.3. Coaches and players may not question or protest judgment calls made by the umpire and coaches will be responsible for causing their players and their team's fans to do so likewise.
- 2.4. Removal from the game is at the discretion of the umpire or tournament director. Should any player, coach, or fan be ejected from a game, they will be disqualified for the remainder of the tournament and must leave the complex. If a fan is ejected, their team's head coach will also be ejected.

3. Roster

- 3.1. Teams will be allowed 15 playing members. No additions to the roster will be allowed after the first game pitch of the team's first game is thrown.
- 3.2. All rostered players must be full time members of the team and have participated in at least 50% of the team's games (unless injured).
- 3.3. Player's age will be determined by their age as of 5/1 of the year of the tournament (e.g. 2017)
- 3.4. All teams will bat their roster in a continuous batting order. Free substitution is allowed in the field (excluding pitcher see section 7 regarding pitcher requirements), but all batters must remain in their original batting order. Players leaving the game early will not be called out when their turn in the order comes to bat. Once a player skips an at-bat for any reason, they are officially out of the game.



- 3.5. There will be no more than nine (9) players in the field at one time.
- 3.6. A minimum of eight (8) players are required to play the game. At any time during a game, should a team that fails to field 8 players, they will forfeit the game.

4. Scoring

- 4.1. A coin flip will determine the home team, prior to the start of each game the team that has traveled the farthest will call the flip. During the Semi-Finals & Finals, the higher seed will be the home team. If the teams are both seeded the same, a coin flip will determine the home team.
- 4.2. All games scores must be submitted to the tournament director prior to the conclusion of the final event of the day by the winning team. In the case of a tie, the home team is responsible for submitting
- 4.3. A forfeited game will be recorded as a 4 0 shutout. Any team forfeiting a game or not showing up for seeding will be disqualified from participating in any Semi-Final or Championship game.
- 4.4. Both team scorekeepers will confer at the bottom of each inning to insure uniformity. Any discrepancies must be immediately addressed with the umpire prior to the resumption of play
- 4.5. Players arriving after first pitch must be added to the bottom of the order.
- 4.6. Mercy Rule: The TEN (10) RUN RULE takes effect at the completion of four innings (three and one half innings if the home team is ahead). This rule is waived in the championship game.

5. Field Policies and Procedures

- 5.1. Field Assignments and Rules
 - 5.1.1. Teams will play at designated fields at times directed by the tournament officials (designated fields are subject to change).
 - 5.1.2. All teams must be ready to play 15 minutes prior to the start of their scheduled game. Violation of this rule may result in forfeit.
 - 5.1.3. Spectators will not be allowed to sit directly behind the backstop.
 - 5.1.4. Only adult coaches are allowed to coach the bases. Only two base coaches are permitted on the field while their team is at bat. All other coaches must be in the dugout area.
 - 5.1.5. Coaches must stay in the coaches' box or designated coaches' area (e.g. dugouts)
 - 5.1.6. All coaches must remain in the dugout when their respective team is in the field unless time has been called. After one warning, the violating coach will be removed from the game

6. Equipment

6.1. Bats Specification



The bat must be a baseball bat which meets the specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of metal.

8U - It shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2¹/₄) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less OR a USA Baseball stamp. Maximum Drop (difference between the length and weight) -13.

9U / 10U / 11U / 12U / 13U - It shall not be more than thirty-three (33) inches in length nor more than two and five-eights (2-5/8) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less OR a USA Baseball Stamp. Maximum Drop (difference between the length and weight) -12 for 9U-12U and -8 for 13U.

6.2. Definition of an Illegal Bat - An Illegal bat is a bat that has been altered or a bat that is not approved for play because it does not meet specifications with regard to length, weight, barrel diameter, labeling or performance standard as outlined in rule 6.1

Any bats found to be in violation of rule 6.1:

- Any previous plays or outcomes will stand.
- An out will be immediately assessed to the team using the bat
- If the violation occurred on a play which was the third out of the inning, the team in violation will start their next full inning with an out
- For the first violation, the bat is simply removed from play and the violation shall be reported by the umpire to the Tournament Director.
- For the second violation whether in the same game or at any subsequent time during the remainder of the tournament the manager of the team will be ejected for the remainder of the tournament. Any violation subsequent to this will result in the newly designated manager being ejected.
- Example: 1 out, bottom of the 3rd. The batter hits a home run. Upon rounding the bases, the umpire notices that the bat that was used was in violation of the rule. The 3 run home run counts. An out is immediately assigned (e.g. now 2 outs), and the next player in the lineup is at bat (e.g. no batter is skipped)

NOTE: It is in the spirit of this tournament to i) Not use any equipment that is in violation of the rules and ii) to knowingly take advantage of this rule to reverse the outcome of a play based on the use of an illegal bat. If either team become aware of a violation of the bat rule, it is your duty to report it immediately.

- 6.3. Helmets All batters, runners, and batboys must wear helmets with earflaps.
- 6.4. Metal spikes are allowed for Pony (13U) level ONLY. NO METAL SPIKES ON ANY PORTABLE MOUNDS!!
- 7. In Game Rules
 - 7.1. Game Time Rule



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- 7.1.1. Number of innings:
 - 8U/9U/10U 6 innings
 - 11U/12U 6 innings in duration for Round-Robin; 7 innings for Semi-Finals and Championship game.
 - 13U 7 innings
- 7.2. No new inning may start after 1 hour and 45 minutes in regular pool play and after 2 hours for the semi-final game. however any inning that is started will be completed (unless cancelled due to weather or curfew see section 7.3). Games can end in a tie. The Championship games will be played until there is a winner. Extra innings will be played if started prior to the 1 hr and 45 minute time limit
 - 7.2.1. If in the judgment of the umpire, a team is attempting to delay a game in order to reach the game time limit, the following penalties will be assessed:
 - 1st offense Warning
 - 2nd offense Automatic out in that team's next at bat
 - 3rd offense Game Forfeit
- 7.3. If weather interferes with play so that the game is halted, it will be considered a complete game after four (4) innings or 3 and a half (3-1/2) innings if the home team is ahead. If darkness interferes, said game will be immediately resumed at 8a the next morning
- 7.4. Pitching
 - 7.4.1. No more than (5) warm-up pitches between innings or (7) warm-up pitches after a pitching change.
 - 7.4.2. Trips to the mound by a manager/coach may not exceed one trip per pitcher in one inning. The second trip will result in the removal of the pitcher.
 - 7.4.3. Once a pitcher is removed from the mound, he may NOT return later in the same game as a pitcher.
 - 7.4.4. Balks:
 - 8U / 9U -There are no balks.
 - 10U / 11U/ 12U Each pitcher will be allowed one balk warning
 - U13 No balk warnings
 - 7.4.5. Pitcher Inning Limits: Pitchers are limited to the specified number innings for each game:
 - 7.4.6. If a pitcher throws 1 or more pitches, it will be considered a full inning.
 - 8U/9U Two innings (6 outs) maximum
 - 10U/ 11U/ 12U: Three innings (9 outs) maximum
 - 13U: Four innings (12 outs) maximum



Should a pitcher exceed any maximums, the pitcher shall be removed from the game as soon as the error is discovered. Additionally, the offending team will start their next offensive inning with one out and the game shall proceed without any additional penalty.

If the same pitcher hits three batters in one game, that pitcher must be removed from the game as a pitcher. That player may continue to play any other position in the field and may pitch in subsequent games.

- 7.4.7. Intentionally walking a batter can be done by telling the umpire.
- 7.5. Base Running
 - 7.5.1. A player must slide at home plate when the play is on. In the judgment of the umpire, if a player did not slide or a player maliciously forces contact on the play, he will be called out and may be ejected from the game. If the tag attempt is "up the line", the runner is not expected to slide prematurely, however malicious contact is still prohibited.
 - 7.5.2. A base runner must slide if a fielder is attempting to tag him at the base. Failure to do so will be called an out. Please note: This rule is not meant to force a runner to dive back to a base on a pick-off attempt. Please use common sense in enforcing this rule. The home plate umpire has final ruling.
 - 7.5.3. A courtesy runner MUST be used for the catcher when there are two outs. The player who made the last batted out shall be the courtesy runner.
- 7.6. Slashing (e.g. squaring to bunt and then taking a full swing) is prohibited. This is for the safety of the fielders. Any attempted slash bunt will result in an immediate dead ball with the batter being called out. All base runners will return to their previously occupied base.
- 8. Rules Determining Championship Match-Ups
 - Playoff structure may change based on number of teams participating. Determination will be made prior to the start of the tournament.
 - ALL Teams must be present in order to be considered or selected to advance.
 - The team with the best record and the team with the second best record in the bracket advances. For those divisions which have teams playing a different number of total games, highest winning % will be used to determine who advances. (e.g. if one team has a 2-1 record and the other a 3-1 record, the 3-1 team will advance).
 - If multiple teams in a Bracket have the same record, the winner of the Bracket will be selected as follows:
 - i. Head to Head Record
 - ii. Least Runs Allowed
 - iii. Most Runs Scored
 - iv. Coin Flip
 - If an age division has three or more brackets, and if a wild card team is selected it will the next best record of a non-bracket champion is the wild card team. If multiple teams post the same "next best" record, the wild card team will be selected as follows:
 - i. Overall Record
 - ii. Head to Head Record



- iii. Least Runs Allowed
- iv. Most Runs Scored
- v. Coin Flip
- The winner of the championship game is the tournament winner. 2nd place goes to the loser of the championship game.
- The Tournament Director reserves the right to change the match-ups or format, in the best interest of the tournament (e.g. if pool play results in two teams playing each other twice on the last day of the tournament, with the first game being meaningless to the outcome of the tournament).



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Appendix I

Rules Summary Sheet

	U8	U8 U9 U10 U11		U12	U13	
Base Path Distance (ft)	60 ft	60 ft	60 ft	60 ft 70 ft		80 ft
Pitching Distance (ft)	42 ft	44 ft	46 ft	48 ft	48 ft	54 ft
Dropped 3 rd Strike?	No	No	Yes	Yes	Yes	Yes
Lead Offs	No	No	No	Yes	Yes	Yes
Stealing	After ball crosses plate	After ball crosses plate	After ball crosses plate	Yes	Yes	Yes
Steal Home	No	No	Yes	Yes	Yes	Yes
Infield Fly	No	Yes	Yes	Yes	Yes	Yes
Balks	None	None	Yes – 1 warning per pitcher	Yes – 1 warning per pitcher	Yes – 1 warning per pitcher	No warnings
Metal Spikes	No	No	No	No	No	Yes
Bat – BPF OR	1.15	1.15	1.15	1.15	1.15	1.15
USA Baseball Stamp	USA	USA	USA	USA	USA	USA
Max. Diameter	2-1/4"	2-5/8"	2-5/8"	2-5/8" 2-5/8		2-5/8"
Bat Drop	-13	-12	-12	-12	-12	-8



Appendix II

Official Tournament Score Sheet

Date :	
Start Time :	
Field :	
Home Team :	
Visiting Team:	

1	2	3	4	5	6	7	X	X	FINAL

Visitor Team Coach Signature:

Home Team Coach Signature: