



SISBL TOURNAMENT RULES

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CHECK-IN:

All coaches need to check in with the Tournament Director at least 1-hour prior to the start of their first game. The check-in table will be established inside the entrance door of the concession stand.

FORMS:

All teams must turn in a completed Roster/Waiver and Release of Liability form signed by both players and parents. This form can be obtained by going to www.sisbl.org under the tournament link tab. All teams will need copies of each player's birth certificate at check-in. Birth Certificates will be checked and returned to the coach/manager. You must have them on-hand at the tournament in case of question.

INSURANCE:

All teams need proof of insurance before participating in the tournament. If you need insurance you can visit www.sisbl.org and click on the link for insurance.

TOURNAMENT FEES:

Tournament fees are due with the tournament registration form. When you mail the form it should be accompanied by a check so your spot is reserved. It's recommended that you get the tournament fee in quickly because space is limited in each age division.

REFUND POLICY:

Any team that drops out prior to the start of the tournament will be refunded 50% of the tournament fee. Refunds for unplayable games are as follows:

3-Game Guarantee: 0 games played – Full refund minus \$50 administrative fee. 1 game played – 50%. 2 games played – 0%.

4-Game Guarantee: 0 games played – Full refund minus \$50 administrative fee. 1 game played – 75%. 2 games played – 50%. 3 games played – 0%.

GATE FEES:

If designated a gate fee upon registration, there will be a \$4 gate fee per person, per day. Two coaches and all players are exempt from the gate fee. Children 5 & under are also exempt.

RAINOUTS:

We will do everything we can to try to play all games, but in the event of inclement weather, SISBL will reserve the right to alter the format of the tournament or cancel the tournament due to field conditions and the safety of all involved.

TOURNAMENT FORMAT:

Tournaments are a combination of pool play and single elimination bracket play. After pool play, teams will be seeded and bracket play begins. The SISBL Tournaments are open to all teams. All teams will be mixed for pool play and will advance to the same single elimination bracket.

All tournament schedules will be posted at www.sisbl.org no later than the Tuesday evening before the tournament. SISBL reserves the right to change the format of the tournament at any time. Updates to the tournament will be posted on the website. SISBL reserves the right to accept or decline any team's entry.

POOL PLAY:

Teams that complete their pool play will be seeded based on the following criteria:

- 1 – Winning Percentage (Win/Loss Record)
- 2 – Head to Head. (Only happens if all teams that are tied have played each other)
- 3 – Runs Allowed (Versus all teams played)
- 4 – Run Differential (Maximum +/- seven runs per game versus all teams)
- 5 – Coin Flip

AGE CUTOFF:

May 1st. Teams will consist of no more than 20 players that meet the age requirement of your division.

PITCHING RESTRICTIONS:

During SISBL Tournaments, there is no maximum pitching limitation. Coaches are requested to keep in mind the health and wellness of each of their players. Once a pitcher is removed from the pitching position, that pitcher may not return as a pitcher for the remainder of that game.

DISTANCES:

14u: Pitching – 60'6"	Bases – 90'
13u: Pitching – 54'	Bases – 80'
12u & 11u: Pitching – 50'	Bases – 70'
10u: Pitching – 45'	Bases – 65'
9u: Pitching – 45'	Bases – 65'
8u MP: Machine – 42'	Bases – 60'

METAL SPIKES / PORTABLE PITCHING MOUNDS:

Metal spikes are allowed for the 13u and 14u divisions only. Metal spikes may not be worn on the portable pitching mounds at any time.

SPORTSMANSHIP:

There will be no tolerance of coaches, players or fans questioning an umpire's judgement in regards to balls and strikes. Anyone ejected from a game for any reason must leave the park immediately and may not return for that day. Only a player ejected may return for another game that day. Failure to do so may result in an immediate forfeit of the game by their team. Any time a parent is removed from the park, the head coach is also removed for the remainder of that game. SISBL reserves the right to remove any team, manager, coach or parent from the tournament with no refunds. As you see, these rules indicate we will not tolerate disorderly conduct and it will be taken seriously. Please keep in mind that the kids are watching what you do.

PROTESTS:

Other than roster challenges, there will be no protests. If there is a rules violation in question, the game may be halted to address the issue. A coach may challenge an illegal player at any time. To protest a player's eligibility, the coach must put up a \$100 cash protest fee. At that time, tournament officials will request to see the birth certificate of the player in question. If it is determined that the player is eligible, the \$100 protest fee will be forfeited.

OUTSIDE FOOD AND DRINKS:

SISBL prohibits any outside food or beverages within the gates of the complex. The only exception is a cooler may be within the confines of the team dugout containing water or cold towels for player/coaches use only. Full concessions will be available throughout the tournament.

DUGOUTS:

Teams must pick up trash and debris in the dugout prior to the departure from their game.

COMMUNICATION:

SISBL will do our best to update the bracket board located by the concession stand and the tournament website, but it is the coach's responsibility to be ready to play at the start of the scheduled game time.

RAINOUT INFORMATION:

League Website: www.sisbl.org

Freeburg Complex: 618-539-6068

O'Fallon Family Sports Complex: 618-622-1439

LINEUP CARDS:

Each coach must complete the lineup card provided by the Tournament Director at check-in. The card should list each player by name and uniform number in their batting order (and substitutes if applicable). The lineup card will be turned in to the umpires at the plate meeting prior to the game. At the conclusion of the game, a coach from each team should validate the final score and sign the card. This will indicate the official score of the game and the result will be final. The umpire will return the lineup cards to the Tournament Director.

HOME TEAM DETERMINATION:

During pool play, the home team is determined by a coin flip at the plate meeting. During bracket play, the better seeded team will be the home team.

GAME BALLS:

Game balls will be provided by SISBL at the start of the game. Foul balls must be tracked down and returned to the umpires. If all SISBL game balls are missing, coaches will be asked to provide a useable ball to finish the game.

TIME LIMITS:

All games in the tournament will be conducted under a time limit. Inclement weather may force time limits to be modified under the Tournament Directors authority.

All age divisions are 1-hour and 45-minutes (1:45). 13u & 14u divisions will be 7-inning games, 12u and below will be 6-inning games.

In pool play games, if the game is tied after time expires, the game ends in a tie. If at the end of regulation innings and the score is tied, extra innings may be played if there is time remaining in the game time limit. In bracket play, if the game is tied and time has expired, extra innings will be played until a winner is decided. For all inning purposes, the next inning begins upon the third out of the previous inning. Once an inning starts, it will be completed regardless if the time has expired, unless the home team is ahead at the end of the half inning. All games are considered complete if shortened due to inclement weather after 2 ½ innings if the home team is winning, 3 innings if the visiting team is winning.

FORFEIT TIME:

Teams unable to field a minimum of 8 players at game time, that is the forfeit time. For the 13u & 14u divisions, the forfeit score is 7-0. For the 8u to 12u divisions, the forfeit score is 6-0.

RUN RULES:

7-Inning Games – 15 runs after the 3rd inning; 8 runs after the 4th inning.

6-Inning Games – 15 runs after the 3rd inning; 12 runs after the 4th inning; 8 runs after the 5th inning.

INTENTIONAL WALKS:

No pitches need to be thrown. Any coach or player may initiate the intentional walk. The umpire shall call time and award the batter and any runners the appropriate bases.

BALKS:

No balk warnings for the 12u, 13u & 14u Divisions.

One balk warning per pitcher for the 9u, 10u & 11u Divisions. In these divisions, if the pitcher has not received a warning yet, at the conclusion of the play, time will be declared by the umpire and the offensive team will have the option of accepting the result of the play or have the balk enforcement of one base for each baserunner from the time of pitch. In either case, a warning will be given to the pitcher.

Any balk infraction will be a delayed dead ball.

SLIDE RULE:

Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. The runner may not attempt to jump, leap or dive over the player. In doing so, the runner will be automatically called out. If the umpires deems any malicious contact, the runner is out and will be ejected for the remainder of that game. In addition, the catcher must give a portion of the plate to the runner. Any malicious contact shall supersede all obstruction penalties.

BATTING LINEUPS:

Teams may bat a 9-player lineup, a 10-player lineup to include an EH (Extra Hitter) or a continuous lineup containing the entire roster. The lineup must be declared and annotated on the lineup card at the initial plate meeting with the umpires. Once the game starts, the type of lineup cannot be changed.

If a team uses a 9-player lineup that contains substitute players, all starting players may be removed and re-entered into their original lineup spot once in that game. Non-starters are not allowed to re-enter.

If a team uses a 10-player lineup using the EH position, while not actually playing a defensive position, will be treated as such for substitution purposes. All players in the 10-player lineup may move freely in any defensive positions with the exception of the pitching position. Any additional players using this lineup will be subject to regular substitution rules as with the 9-player lineup.

If a team uses the continuous lineup, all players may move freely in defensive positions with the exception of the pitching position.

If a team is using a continuous lineup and a player must leave the game for any reason during the game, that players batting spot will be an automatic out each time it comes up. If a team is using the 9-player or 10-player with an EH lineup, if a player is removed from the game for any reason, a substitute

may replace them in the lineup. If no eligible substitute can be entered, then that batting spot will be an automatic out each time it comes up.

Teams may start or continue a game with a minimum of eight players in the lineup. No out will be taken in the ninth position with the exception for the result of an ejected player.

COURTESY RUNNERS:

At any time, the offensive team may use a courtesy runner for the pitcher or catcher of record from the previous inning on defense. If the team is batting a continuous lineup, the courtesy runner shall be the last batted out. If the team is using the 9-player or 10-player lineup, the courtesy runner shall be a substitute not currently in the batting order. Any one player may only be a courtesy runner once per inning. In a 9-player or 10-player lineup, the courtesy runner must be a different substitute. In a continuous lineup, the previous batted out prior to the last courtesy runner shall be used. If no legal courtesy runner is available, that pitcher or catcher must run for themselves.

ON DECK HITTERS:

On deck hitters should place themselves on whichever side of the on deck area that is to the back side of the current batter at the plate.

PRE-GAME PRACTICE:

Coaches are allowed to hit ground balls to the players from behind the first or third bases only. Teams may have infield practice if time allows. Infield practice may not be allowed if the game time is running behind the scheduled start time.

When there is a game being played on any field regardless of age division, teams are not allowed to warm up in the outfield. Teams warming up must remain out of all 'in play territory'.

Batting cages are first come, first serve. Please be courteous when other teams are waiting.

No soft toss at any time against the fences.

Pitchers may not warm up from the pitching mound prior to start of the game.

TOURNAMENT RULES:

Rules not covered under these SISBL Tournament rules will be governed under the Official Rules of Baseball.

LAST REVISION: February 2017