



## **2019 Giants Firecracker Tournament Rules** **July 4<sup>th</sup>-7<sup>th</sup>**

### **Contact:**

Eric Golmon, Tournament Director  
(847) 833-0389 cell  
(847) 579-3129 work

Weather Hotline  
(847) 579-9008

### **Field Locations:**

- Danny Cunniff Park: 3100 Trail Way Road, Highland Park, IL 60035
- West Ridge Park: 636 West Ridge Road, Highland Park, IL 60035
- Sunset Woods Park: 1801 Sunset Road, Highland Park, IL 60035
- Wolters Field: 1080 Park Ave W, Highland Park, IL 60035
- Fink Park: 701 Deer Creek Parkway, Highland Park, IL 60035
- Lincoln Park: 711 Lincoln Ave W, Highland Park, IL 60035

### **Registration:**

All teams must check-in 45 minutes before the start of their first game, with a tournament supervisor. Please provide the supervisor with a phone number that you will be able to be reached at during the tournament in case of bad weather and/or for tournament seeding. Also, please bring a copy of each player's birth certificate.

### **BASE PATH AND PITCHING DISTANCE:**

- 9U: 60' Base Path and 43' mound
- 10U: 65' Base Path and 44' mound
- 11U: 70' Base Path and 48' mound
- 12U 70' Base Path and 50' mound
- 13U 80' Base Path and 54' mound
- 14U 90' Base Path and 60.5' mound

**General Policies and Procedures:**

Park District of Highland Park and the tournament staff will make every effort to treat all teams fairly, but also reserve the right to enforce, alter or modify any of these rules prior to or during the Highland Park Firecracker Tournament.

- No player, manager, coach, scorekeeper or spectator will heckle, use profanity or exhibit unsportsmanlike conduct towards opposing team players, managers, coaches, or umpires. In addition, no player shall throw any equipment. If such behavior occurs, a team will receive 1 warning. On the second such occurrence, the umpire will eject the offender(s) from the game.
- Chanting, singing or other sounds are not permitted while the pitcher is in motion. Normal "positive" cheering from the bench is always encouraged.
- There will be NO USE OF TOBACCO OR ALCOHOLIC PRODUCTS on or adjacent to the playing fields. Anyone found to be in violation of this rule will be removed from the entire tournament.

**General Tournament Rules:**

- 2019 I.H.S.A. rules will govern play except as modified by Tournament Rules.
- Each team must consist of 8 players with a maximum of 15 players. All players must be of age of the bracket or under as of May 1, 2019.
- Courtesy runners: Teams may use the last recorded out as a courtesy runner for the pitcher or catcher.
- Teams must bat all players and may substitute freely at all positions at any time.
- Umpires' decisions are final; no protests will be allowed.
- A line-up card must be given to the umpire and opposing coach prior to the start of every game.
- New pitchers will be permitted 7 warm-up pitches. Teams may warm up in the outfield prior to the 1st game of the day or if the field is open and time permits.
- Uniforms must be worn as designed; tucked in all the way around. Jewelry is not to be worn by any players.
- In the event of inclement weather, the Tournament Director has the authority to revise the tournament format to complete the tournament. If there are rain delays, you must be available to play on 15 minutes notice. It is the Head Coach's responsibility to stay in contact with the Tournament Director.
- Poor sportsmanship will not be tolerated. After one warning, the umpire will eject the offending party (coaches, players and/or spectators) from the game. Ejected individuals must leave the park immediately and will be suspended a minimum of one game. If the offending subject does not cooperate with tournament officials the team will be subject to removal from the tournament at the discretion of the Park District of Highland Park.
- 1st and 2nd place trophies will be awarded at the completion of the tournament and medals will be awarded for the consolation championship (max. 12 per team).
- Teams must be ready to play 30 minutes prior to scheduled game time except for the 1st game. If a field opens up, games will start early when possible. Game time is forfeit time.

- The manager of the winning team must e-mail the final score to Eric Golmon, (egolmon@pdhp.org), the email should include the division (ex 12U), both team names, the winner and score.
- Slaughter Rule: 15 runs after 3 innings; 10 runs after 4 innings; or 8 runs after 5 innings.
- Forfeited games will be score 5-0. A forfeited game counts as one of the guaranteed 4 games for both teams.
- Games postponed more than 30 minutes will be final if 4 innings have been completed or 3 ½ if the home team is ahead. Postponed games will begin where it left off, if not an official game as described above.
- Teams are not allowed to practice or warm up on the diamonds before games. Teams playing at Danny Cunniff Park are not allowed to warm up or practice on the soccer fields. Warm up is only allowed outside the fences between the two fields.
- Coin Flip determines which team is home before every game. The Coaches are required to meet with the umpire to call the flip.
- In the playoff brackets, home team will be determined by higher seed. If the seeds are the same coaches from each team are required to meet with the umpire to call a coin flip.
- No bat barrel bigger than 2 ¾ inches in diameter for all ages.
- No pitches need to be thrown for an intentional walk.
- Runners must slide or attempt to avoid contact on close plays where a tag may occur. A collision between runner & fielder will be the umpire's decision on ejection, and the umpire's ruling is final. A player ejection, based on the slide rule, is for the rest of the game and if the Umpire and Tournament Director determine it was intentional and flagrant they may impose additional game suspensions.
- No soft toss into fences.
- No fake tags will be permitted.
- "Slashing" is not allowed; if the batter squares around to bunt, he cannot swing away. If the batter violates the rule, he is out.
- At all levels bats must have a "1.15 BPF" "BBCOR" "USA" mark permanently attached to the bat.

### ***Age Specific Tournament Rules:***

- Infield fly rules are in effect for all ages.
- At the 9U level players are not allowed to steal home. They may only score from 3rd base on a batted ball or a bases loaded walk/hit by pitch. Players can steal 2nd or 3rd base once the ball has crossed the plate.
- Players can steal home at the 10U-14U levels.
- The drop third strike rule will only be in effect at the 10U-14U levels.
- Lead-offs are allowed at the 10U-14U levels.
- One balk warnings per pitcher at the 10-14U levels.
- No lead-offs or steals will be allowed if a team is up by:
  - 8 runs at the 9U level
  - 10 runs at the 10U-11U level
  - 12 runs at the 12-14U Level

**Pitching Rules:**

- Pitchers removed from the pitching position may not return to pitch again in that game.
- Hitting three batters with pitched balls in one inning will require the removal of that pitcher.
- The second trip to the mound, per pitcher, by a manager or coach in one inning will require the removal of the pitcher.
- Pitchers in each age group will be limited to six outs per game.
- Injury related trips by a manager to the mound will not constitute a trip to the mound. These must be umpire approved and umpire attended.

**Pool Play:**

- All games will be 6 innings.
- No new inning will begin after the 1 hour and 45 minute time limit.
- If the time limit has passed and the score is tied, the game will end in a tie.

**Elimination Play:**

- During elimination play, the higher seed will be the home team. If teams are seeded the same, a coin flip will be used.
- During elimination play, if the score is tied at the end of the last full inning played, the teams shall immediately proceed to the "International Tie Breaker."
- The international tie breaker should be used in elimination games only that are tied after 6 innings. (International tie breaker: each team begins its inning at bat with a runner on 2nd base (last out of the previous inning) and one out. Each batter will have a 1-1 count.)
- There is no time limit on championship games.
- It will be the responsibility of the team manager to consult with the Tournament Director regarding seeding for elimination bracket play. Seeding for Sunday will be posted by 9PM on Saturday.

**Bad Weather Procedures:**

- Each head coach is responsible for monitoring the weather conditions and status of the games. Information regarding delays and cancellations will be posted on the weather hotline, (847) 579-9008. Also, when possible, it will be posted on the Park District of Highland Park website, [www.pdhp.org](http://www.pdhp.org), under the Facility and Park Conditions tab. In addition, the tournament director will make phone calls to the head coaches or send an automated phone message. If there is a delay that has not resulted in a cancellation of the game, teams must be available to resume play on 15 minutes notice or risk of forfeiting any resumed games. Responsibility for preparedness to play rests with the teams, not with the Tournament officials.
- If there is any visible lightning or sound of thunder, the games will be immediately suspended, and everyone must leave the field and retreat to a safe location until at least 30 minutes have elapsed without any further lightning or thunder.
- In the case of bad weather, the tournament director has sole discretion to shorten time limits for pool play and elimination play games.

- In the event of bad weather, the tournament director could adjust starting times, field locations, cancel games, restrict elimination games to certain seeds or whatever may be necessary for the tournament to go on.

### **Specific 9U Tournament Rules:**

2019 I.H.S.A. rules will govern play except as modified by Tournament Rules.

- Pool play will consist of 3 games. The teams finishing in 1<sup>st</sup> and 2<sup>nd</sup> place in each pool will be seeded into the gold bracket. The teams finishing in 3<sup>rd</sup> and 4<sup>th</sup> place in each pool will be seeded into the silver bracket.
  1. Total Calculated Points (2 points for a win, 1 point for a tie, 0 points for a loss)
  2. Head to Head
  3. Total Runs Against
  4. Forfeits
  5. Coin Flip

### **Specific 10U Tournament Rules:**

2019 I.H.S.A. rules will govern play except as modified by Tournament Rules.

- Pool play will consist of 3 games. The teams finishing in 1<sup>st</sup> and 2<sup>nd</sup> place in each pool will be seeded into the gold bracket. The teams finishing in 3<sup>rd</sup> and 4<sup>th</sup> place in each pool will be seeded into the silver bracket.
  1. Total Calculated Points (2 points for a win, 1 point for a tie, 0 points for a loss)
  2. Head to Head
  3. Total Runs Against
  4. Forfeits
  5. Coin Flip

### **Specific 11U Tournament Rules:**

2019 I.H.S.A. rules will govern play except as modified by Tournament Rules.

- Pool play will consist of 3 games. Teams finishing pool play in 1<sup>st</sup>-6<sup>th</sup> place will be seeded into the gold bracket. Teams finishing pool play in 7<sup>th</sup>-10<sup>th</sup> place will be seeded into the silver bracket. Teams finishing pool play in 11<sup>th</sup>-14<sup>th</sup> place will be placed in the bronze bracket.
  1. Total Calculated Points (2 points for a win, 1 point for a tie, 0 points for a loss)
  2. Head to Head
  3. Total Runs Against
  4. Forfeits
  5. Coin Flip

**Specific 12U Tournament Rules:**

2019 I.H.S.A. rules will govern play except as modified by Tournament Rules.

- Pool play will consist of 3 games. Teams finishing pool play in 1<sup>st</sup>-4<sup>th</sup> place will be seeded into the gold bracket. Team finishing pool play in 5<sup>th</sup>-7<sup>th</sup> place will be seeded into the silver bracket.
  1. Winning Percentage
  2. Head to Head
  3. Runs Against Average
  4. Forfeits
  5. Coin Flip

**Specific 13U Tournament Rules:**

2019 I.H.S.A. rules will govern play except as modified by Tournament Rules.

- Pool play will consist of 3 games. The teams finishing pool play in 1<sup>st</sup>-4<sup>th</sup> place will be seeded into the gold bracket. Team finishing pool play in 5<sup>th</sup>-6<sup>th</sup> place will be seeded into the silver bracket.
  1. Total Calculated Points (2 points for a win, 1 point for a tie, 0 points for a loss)
  2. Head to Head
  3. Total Runs Against
  4. Forfeits
  5. Coin Flip

**Specific 14U Tournament Rules:**

2019 I.H.S.A. rules will govern play except as modified by Tournament Rules.

- Pool play will consist of 4 games. The teams finishing pool play in 1<sup>st</sup> and 2<sup>nd</sup> place will advance to the championship game.
  1. Total Calculated Points (2 points for a win, 1 point for a tie, 0 points for a loss)
  2. Head to Head
  3. Total Runs Against
  4. Forfeits
  5. Coin Flip