

Policies and Procedures

1. K25 tournament director/coordinator will make every effort to treat all teams with fairness. If questions or disputes arise about policies and 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.
2. Professional umpires have been assigned to each game. Coaches will be expected to treat them with respect. With regard to on-field calls, the decision of the umpires shall be final.
3. All teams must submit their roster by June 1, 2017. 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 weekends' tournament. Teams cannot begin tournament play until their roster is submitted and verified.
4. Coaches are encouraged to arrive 45 minutes prior to the scheduled start time, as games may start prior to published times. Teams may start and finish games with eight (8) uniformed and roster players. If a team has to play with eight (8) players, the ninth spot in the batting order is an automatic out. If a ninth uniformed and roster player arrives, that player may be inserted into the ninth spot in the batting order and the automatic out shall stop. If a team has seven (7) or less uniformed and roster players to start a game, or at any point during the game, the game shall be declared a forfeit. The forfeit score shall be 7-0 for tiebreaker purposes.
5. The home team for pool games shall be determined by a coin flip, and will keep the official scorebook. 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 the playoffs.
6. Teams should fill first and third base dugouts on a first come, first served basis, irrespective of home and away designation. 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, etc.
7. There will be no infield practice. Teams are allowed to play catch in the outfield area if the time allows. Never do flip drills into fences or step on foul lines.
8. Both teams shall report the final score to the Tournament Director/Coordinator immediately following each game. Since tiebreakers often come into play, accurate score reporting is critical. The event staff will provide scorecards to be turned in after each game. Teams who fail to turn in a scorecard within 4 hours from the conclusion of a game (or prior to the end of the last game of any given day) may be subject to a forfeit or to the score turned in by the opposing team.
9. For Tournament seeding, the following shall be used:
 - a. Overall win-loss record
 - b. Head-to-head (only applies when two teams are involved)
 - c. Total runs scored
 - d. Least number of runs allowed throughout the tournament
 - e. Coin Flip
10. The Tournament Director/Coordinator may modify the number or length of games when necessary due to weather, field conditions, or scheduling issues. This includes modifying the time limit if games get backed up.
11. Each team shall provide one (1) parent or volunteer to assist with scoreboard operation, etc. as needed. This designee shall refrain from heckling umpires, players, and coaches. In the event that a situation arises, the Tournament Director/Coordinator will remove the volunteer from spectating the game.
12. All teams are required to adhere to local park policies and ordinances. Alcohol and/or tobacco shall not be brought into the confines of the tournament venues. The Head Coach shall be ultimately responsible and accountable for the conduct of his players, assistant coaches, volunteers, and spectators.
13. Any issues outside of these rules that may arise, will be dealt with by the Tournament Director/Coordinator.

Rosters and Birth Dates

1. A player may only be on one roster in any given tournament, regardless of age division.
2. We encourage teams to have matching player uniforms, In the event that a player has an non matching jersey or number, the Tournament Director/Coordinator must be notified prior to the tournament.
3. 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 Suburban Challenge staff. Only a Head Coach may ask the Tournament Director/Coordinator about players listed and if they meet the age and/or roster qualifications. To protest a player's eligibility, see the policy below.
4. Any Head Coach that would like to formally challenge the eligibility of a player shall make this known to the Tournament Director/Coordinator at least one (1) hour prior to the player's next game.
5. 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.

Playing Rules

The official playing rules for the tournament shall be the NFHS (high school) rules with the following exceptions:

1. Length of Game

Ages 9U-11U will play six (6) innings.

2. Batting Order and Extra Players

In the 8U-11U Age Divisions, teams have the following three (3) options with regard to batting order and extra players:

- i. Straight Nine: Nine (9) players in the batting order and listed on the lineup card. No designated hitter. All other players are substitutes, subject to the NFHS substitution rules (starter can re-enter into his original spot once, etc.).
- ii. Extra Hitter: Ten (10) players in the batting order and listed on the lineup card. No designated hitter. Free substitution (defensive players) among the ten (10) players listed on the batting order. All other players are substitutes and subject to the NFHS substitution rules (starter can re-enter into his original spot once, etc.).
- iii. Continuous batting order: All players in uniform (unless injured) in the batting order and listed on the lineup card. If a late player arrives after the lineup cards are exchanged, then the player must be entered into the last spot in the batting order. Free defensive substitution for all players throughout the game.

The Head Coach shall declare his choice to the opposing coach and the umpire(s) during the plate meeting prior to each game. Once a declaration is made, it cannot be changed for that game.

3. Pitching Limitations

The ultimate responsibility of managing pitch counts rests with each team's Head Coach. Tournament management will be partially involved in counting pitches or regulating pitching during tournament events by randomly selecting games to track pitch counts.

K25 Tournaments 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. Below are the Pitch Smart guidelines that will be upheld during this tournament:

| AGE | DAILY MAX PITCHES | REST REQUIRED (PITCHES) | | | | |
|---------|-------------------|-------------------------|-------|--------|--------|--------|
| | | 0 Days | 1 Day | 2 Days | 3 Days | 4 Days |
| 8U-9U | 75 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |
| 10U-11U | 80 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |

For additional information on Pitch Smart please visit <http://m.mlb.com/pitchsmart/>

4. Bat Restrictions

Ages 8U-12U: Bats must be stamped 1.15 BPF and will have no weight drop restriction. Alternatively, BBCOR and/or wood bats may be used. BESR stamped bats are illegal and cannot be used.

Illegal Bat Penalty for All Ages: It is the responsibility of the Head Coach to ensure that bats used by players meet the requirements of the Game Day USA published bat rules. A batter is in violation of the rule when said batter steps into the batter's box with an illegal bat. An illegal bat must be pointed out to the umpire prior to the first pitch to the next batter, or before all defensive players leave fair territory. A batter with an illegal bat is out! All outs recorded during the time at bat count. Runner(s) will not be allowed to advance on a batted ball. If there are two (2) infractions by the same team during a game, the team's Head Coach will be ejected.

5. 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 45-minute time limit, except the semi-final and 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.

The Tournament Director reserves the right to modify time limits in the event of weather or scheduling issues.

6. Mercy Rules

Mercy rules shall be fifteen (15) runs after 3 innings, ten (10) runs after 4 innings, and eight (8) runs after 5 innings. Mercy rules shall be in effect for all games, including the championship game.

7. Base Distances and Field Dimensions

Every effort will be made to make sure base distances, pitching distances, and field dimensions are accurate. Since K25 works with many different public and private facilities, dimensions are sometimes slightly off. So long as the field dimensions are reasonable and the same for both teams, play shall not be stopped to reinstall bases or pitching rubbers.

8. Official Baseball for Tournament Play

Game balls will be provided to start each game, but will not be replenished throughout the game. Teams are expected to assist in retrieval of foul balls and home run balls. Teams should always have tournament quality used baseballs on hand to toss in if the original game balls are lost or not returned to the umpires.

9. Metal Spikes and footwear

Metal spikes are not allowed in age groups 8U-12U.

10. 8U and 9U Only

8U Division: There will be no leadoffs and stealing will be permitted only after the ball crosses the plate. There will be no dropped third strike, and a runner may only score from third base on a) a batted ball, b) a walk, c) a hit by pitch, or d) if played upon by the pitcher or catcher. No balks will be called.

9U Division: Leadoffs are permitted. There will be no dropped third strike. Umpires shall issue one balk warning per pitcher before enforcing any balk penalty.

11. Extra Innings and Tie Games

If a game is tied after the time limit expires or when the regulation innings have been completed, the following K25 Tournament tiebreaker will be used. In the first extra inning and every ½ 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. If a winner is not determined after three (3) extra innings, the game shall be recorded as a tie. Likewise, if weather or darkness prevents a tie game from being completed, then the game shall be recorded as a tie.

12. Intentional Walks

There will be no pitches thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.

13. Courtesy Runners

Courtesy runners are optional at any time for the pitcher and catcher. The courtesy runner shall be a player not currently in the lineup. If a team is batting their entire roster, the courtesy runner shall be the last batted out. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning. If the situation arises in the first inning and no outs have been recorded, the pitcher or catcher shall remain on the bases until an out is recorded.

14. Ejections

If a coach is ejected from a game, he will be suspended for the remainder of the game and for the next game the team plays. If a player is ejected during a game, he will be suspended for the remainder of the game. 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.

15. 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.

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:

6- Inning game = 3innings or 2 ½ if home team is leading, will constitute a completed game.

If a game is not official as described above, the Tournament Director will either:

- A) Suspend the game and arrange to have it resumed where it left off, or
- B) Cancel the game such that it does not count toward tournament standings.

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 fully completed inning. If score was tied at the end of the last completed inning or the first inning of the game is not completed, the higher seed shall be named Champion.

17. Game Schedules

K25 Tournaments 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.

18. Love of the Game

K25 management 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.

19. 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 K25 cancels the event in advance of the event weekend due to insufficient participation. If a team registers and subsequently is unable to participate, provided reasonable notification in writing:

- A) Team can be transferred to another K25 tournament, subject to availability;
- B) Team can receive a full credit, valid through the following season; or
- C) Team can transfer the credit to another team and receive compensation from the transferee team

If an event is cancelled at any time or shortened due to inclement weather or field conditions, K25 will issue credits as follows:

- 0 Games: 100% credit toward a future K25 event either later in 2017 or in 2018.
- 1 Game: 50% credit toward a future K25 event either later in 2017 or 2018.
- 2nd Game Started: 25% credit toward a future K25 event either later in 2017 or 2018
- 2 or more games completed: No credits due.

| | 8U | 9U | 10U | 11U-12U |
|---|-------------------------|------------------------|------------------------|------------------------|
| Base Distance | 60' | 65' | 65' | 70' |
| Pitching Length | 40' | 46' | 46' | 50' |
| Game Length | 6 innings | 6 innings | 6 innings | 6 innings |
| Time Limit | 1 hour 45 minutes | 1 hour 45 minutes | 1 hour 45 minutes | 1 hour 45 minutes |
| Leadoffs | No | Yes | Yes | Yes |
| Stealing | Once ball crosses plate | Yes | Yes | Yes |
| Balks | No | No | Yes | Yes |
| Run on Dropped 3rd Strike | No | No | Yes | Yes |
| Bats | 1.15 BPF, BBCOR or Wood | 1.15 BPF BBCOR or Wood | 1.15 BPF BBCOR or Wood | 1.15 BPF BBCOR or Wood |
| Cleats | Rubber | Rubber | Rubber | Rubber |

Inclement Weather

If faced with inclement weather, games times may be pushed forward or back depending on situation. In the event that the Tournament Director foresees inclement weather approaching the tournament area, games may be modified, pushed forward, or back depending on the situation. Any necessary schedule changes of game and/or times will be decided by the Tournament Director. The Tournament Director will be responsible for communicating any changes with team Head Coaches. If possible, coaches will be notified by at least an hour and a half before scheduled game time.



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