Wildcat Classic 2024

**Official Rules**

**Field Locations**

 **7U and 13U**

Albers Park

500 Park Avenue

Albers, IL 62215

**8U and 12U**

600 N Bertha St

Albers, IL 62215

**9U 10U and 11U**

1103 E Hanover St

New Baden, IL 62265

**Rainout / Refund Policy**

No games played = 100% refund

One game played = 50% refund

Two games played = 0% refund

If the tournament gets rained out before bracket play, awards will be presented based on pool play results

**Team Insurance**

All teams must have a team liability insurance policy to participate. Please have a copy of your insurance on hand at the venue.

 **Age Eligibility**

Please have a copy of birth certificates on hand. If a team protests and you do not have a copy, your team will forfeit that game

**Pitching Limits**

There are no pitching limits. All IL Wildcats Baseball teams strictly follow the USSSA recommended pitching limits and strongly encourage all participating teams to do the same. Those recommendations can be found at the USSSA website ([www.usssa.com](http://www.usssa.com))

**Field Dimensions**

|  |  |  |
| --- | --- | --- |
| **AGE DIVISION** | **Base Distance** | **Pitching Distance** |
| 7U & 8U MP | 60 feet | 42 feet (38/40 mph) |
| 9U | 65 feet | 46 feet |
| 10U | 65 feet | 46 feet |
| 11U | 70 feet | 50 feet |
| 12U | 70 feet | 50 feet |
| 13U | 80 feet | 54 feet |

**Time Limits**

7U and 8U Machine Pitch = 6 innings or 60 minutes, whichever comes first
9U – 12U = 6 innings or 1 hour 45 minutes, whichever comes first

13U = 7 innings or 1 hour 45 minutes, whichever comes first

No new inning may start after the time limit has elapsed. A new inning automatically begins after the 3rd out is recorded in the bottom half of the previous inning.

The official game clock starts at the conclusion of ground rules.

Pool play can end in a tie. However, if time allows, there will be extra innings with modified California rule. Extra inning will start with runner on 2nd base (last batted out) with 1 out. If still tied after the first extra inning and time still allows, the next inning will start with runner on 3rd and 1 out.

**\*All teams must be prepared to start 15 minutes prior to their scheduled game time\***

**\*\*Tournament Director reserves the right to adjust time limits as needed – weather issues, darkness, etc.\*\***

**Offical Games**

Any game affected but not limited due to the weather, darkness, etc. shall be considered a complete game after 3 complete innings or 2 ½ if the home team is winning or if 1 hour has elapsed from the official start time. A game which is stopped after the 3rd inning or 1 hour has elapsed, but not in a complete inning, will revert to the last completed inning.

**Short Game Rule**

15 runs after 3 innings
10 runs after 4 innings

8 runs after 5 innings

 **Home Team**

In pool play, the Home Team will be determined by coin toss. The highest seeded team will be the Home Team during Bracket Play and the Championship Game. Home team will be the official score keeper. It is their choice to use GameChanger or written scorebook.

**Lineups**

Each team must prepare a written line-up, listing the names and numbers of all players that are available prior to each game and exchange with the opposing coach. Players’ numbers on the line-up card submitted at ground rules MUST match the players’ numbers participating.

**Batting Order**

Continuous batting order, with free defensive substitution. **All rostered players must bat.**

*Note:  If a player must leave the game due to an injury/illness and cannot return to the game, he will not be penalized by taking an out in his spot in the batting order. Once that player leaves the game, the player is not eligible to return to the game in any capacity. If the line-up drops below nine (9) players, teams will take an out for the ninth player each time he is scheduled to bat.*

Teams may start and finish a game with eight (8) players but will take an out for the ninth spot in the line-up.

**Pool Play - Tie Breaker Criteria**

Head-to-Head (only when 2 teams are tied)

When 3 or more teams are tied, the tie breaker becomes Runs Allowed, and cannot revert back to Head to Head

* Runs Allowed
* Runs Differential (max +/- 10)
* Coin Toss

**Baseballs**

Game balls will be provided. Rawlings ROLB1 for all ages.

**Courtesy Runners**

Courtesy runners may be used for the pitcher or catcher of record at any time. It is recommended to use the courtesy runner to keep the game moving. The courtesy runner will be the last batted out. If at any time, a courtesy runner is determined to be ineligible, the proper replacement (if available) shall be used without penalty.

**Helmets**

All offensive players shall use a double ear flap batting helmet whenever at bat, on deck, on base, or any other time outside of the dugout when the ball is live and in play. **7U and *8U pitcher position must wear a helmet – no exceptions***

**7U and 8U MACHINE PITCH RULES:**

6 innings or 60-minute time limit.

Maximum of 5 runs scored per half inning. **Sixth (6th) inning = unlimited runs**. Mercy rule still in effect.

Ten (10) defensive players shall play in the field with four (4) outfielders

Outfielders (4) must stay in the outfield until the ball is hit.

Note: Teams may start with 9 players. However, they must play all the infield positions including the pitcher and 3 outfielders.

The batter will get five (5) pitches or three (3) swinging strikes. If the fifth (5th) pitch is a foul ball, the batter shall receive an additional pitch or pitches until the ball is hit fair or the batter’s turn at bat is completed.

Umpires discretion as to whether or not the pitch was hittable. May allow extra pitches.

No intentional walks allowed.

No Bunting or half-swings at the pitch. PENALTY: Ball is declared a foul ball and counts as a pitch

Batters may not indicate a “fake bunt” then pull back and swing. PENALTY: A strike will be called and if it’s the third (3rd) strike, the batter will be declared out.

No infield fly rule

No leadoffs or stealing, runners must hold their base until the ball is hit. PENALTY: Runner(s) will be called out for leaving the base early. Teams will get 1 warning.

Coaches will always operate the pitching machine. Coaches operating the machine may not coach their players in any way as they are considered simply an extension of the machine.

During play, runners can advance on a live ball until the ball is controlled by an infielder on the infield within the base paths. Runners will be sent back to last touched base if the umpire determines the runners were not more than halfway to the next base. This is a judgment call by the umpire.

The defensive player listed as the pitcher shall not leave the pitching circle until the ball is hit. Must have one foot in the circle prior to pitch and **must wear a helmet**.

PENALTY: The play continues and after the play has ended, the offensive team has the option of taking the result of the play or no pitch. Note: The pitcher must have one foot within the circle and positioned in line with or anywhere behind the front of the machine until the ball is hit.

Whenever a batted ball hits any part of the pitching machine or the coach operating the pitching machine, the ball is dead, the batter is awarded first base (1st) base and all runners shall advance one (1) base.

 **9U Rules**

6 innings or 1 hour 45 minutes time limit.

Maximum of 5 runs scored per half inning. **Sixth (6th) inning = unlimited runs**. Mercy rule still in effect.

9 defensive players on the field.

Lead offs and stealing 2nd and 3rd base **are** allowed.

Runners **cannot** steal home or score on passed balls. However, If there is a pickoff attempt on the runner at 3rd, the runner **can** steal home at their own risk.

No infield fly rule.

No dropped third strike rule – a strikeout is an out.

**10U – 13U Rules**

6 innings or 1 hour 45 minutes time limit. (13U will play 7 innings **IF** time allows)

These age groups are straight up baseball rules with the following exceptions:

10U – One balk warning per pitcher – balks are at the umpire’s discretion and may not be called if there is no impact to the play.

11U-13U – No balk warnings

**Ejections**

Coaches, parents, players, or spectators ejected from a game ***will be suspended for the remainder of the tournament***. Any coach, parent, player, or spectator ejected from a game must leave the area and cannot be within 300 feet of your game. Failure to leave will result in a forfeit for their team.

**Sportsmanship**

All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Remember, rule interpretations may be disputed. Judgement calls, especially balls and strikes may NOT be disputed.

Please contact Paul Josias, Tournament Direct, with any questions – 618-407-8911