**Issaquah Slugfest 2023**

**TOURNAMENT RULES (8U-12U)**

**WINNING MANAGER:**

**Text games scores with team names to tournament director (TBD) promptly after each game**

**USE OF THE PARKS/FIELDS:**

NO ALCOHOL or Tobacco of any kind is allowed.

***DODD FIELD – 565 NW Holly St., Issaquah, WA 98027***

* Games will be played on North and South fields.
* No gum or seeds allowed.
* Batting cages are first-come, first-served for teams playing in the next game. Please share cage time equally.
* Teams may warm up in the outfield grass before their game if time permits.
* Home team will provide scoreboard operator

***TIBBETTS FIELD – 965 12th NW Ave, Issaquah, WA 98027***

* Games will be played at Fields 1 & 2.
* Teams may warmup on fields 3 or 5 if available. Share fields if necessary. Priority goes to teams that are playing next.

***CENTRAL PARK – 1907 NE Park Drive, Issaquah, WA 98029***

* Games will be played at Fields 5 and 6 (upper dirt fields).
* Teams may warm up in the outfield grass before their game if time permits.

**Preston Field - Preston-Fall City Rd SE, Preston, WA 98027**

* Games will be played at Preston Field (dirt).

**ALL FIELDS**

* No formal infield/outfield is allowed prior to the game.
* No soft toss into the chain-link fence is allowed.
* All teams to pick up their trash and debris after each game

**EQUIPMENT:**

Bat Diameter:

* All bats used in Little League baseball games or practices must have the USA Baseball mark starting January 1, 2018. One-piece wooden bats without a mark are permitted.
* *Visit the* [*Little League Baseball Bat Information page*](http://www.littleleague.org/learn/equipment/baseballbatinfo.htm?utm_content=buffer86c63&utm_medium=social&utm_source=twitter.com&utm_campaign=buffer) *for more detail on the new standards and the rationale behind the* change.

Metal Spikes:

* No metal cleats are allowed. Cleats must be molded rubber or plastic.

Batting Helmet:

* A full-use batting helmet, which covers the top and back of the head and the side of the face, must be worn when at bat and while on the bases. No bat boys/girls are allowed during the tournament.
* A batting helmet bearing the NOCSAE stamp is mandatory for each batter, on-deck batter, players and youth coaches in the coaches’ boxes and all runners.

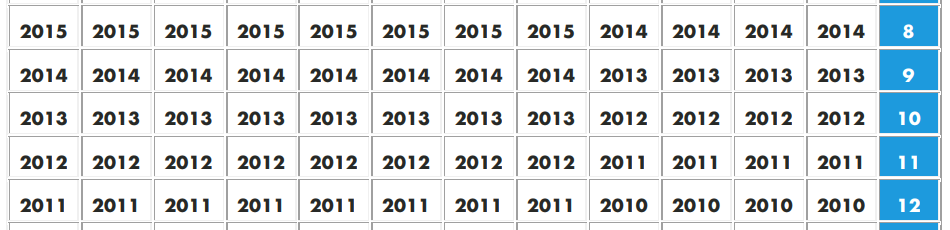
1. The batting helmets worn by each of these individuals must have extended earflaps, which cover both ears and temples.
2. \*PENALTY: When an umpire detects a player deliberately removing a batting helmet during playing action, a dead ball will be declared immediately. The violator is declared out immediately with all runners returning to the last base touched at the time of the infraction. Preceding runners, scoring before the infraction, will score and are not required to return to the last base occupied.

On-Deck Circle is allowed.

Catcher’s Gear: The catcher must wear all appropriate protective gear, which includes a protective helmet/mask that fully covers both ears, chest protector, shin guards, protective cup and throat guard.

**GAME RULES:**

Little League age requirements in place for all teams except 8U and 9U. Playing rules not specifically covered herein shall follow the 2023 rules for Little League.

Slash bunts are not allowed. The batter shall be called out if he shows bunt, then turns to swing away after the pitcher has begun his windup. Runners may NOT advance. This is for the safety of the players.

Only nine defensive players allowed on the field at one time.

Drop ball strike three – **11u &** **12u divisions only**

Headfirst slides are not allowed. Runners may dive headfirst when going back to a base.

If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out and ejected from the game. This is a judgment call by the umpire and it is final. Players return to the base last touched at the time of the collision.

A player judged by the umpire as throwing the bat will be warned once. A second offense by the same player will result in an out. The third offense by any player on the team will result in an out.

**STARTING AND ENDING THE GAME**

Dugouts are on first-come basis.

A Courtesy runner may be used for catcher or pitcher at any point in the inning, courtesy runner is determined by who made the previous out. Courtesy runner for catcher or pitcher currently in the game.

During Pool Play, Home team will be decided at the plate during the official umpire/coaches meeting prior to the start of the game with an official coin toss.

During Tournament Play, Home team will be decided by the highest seed from pool play, if game is between equal seeds, Home team will be determined by a coin toss.

Home team is to provide an official score keeper and time will be kept on the field by the umpires.

All games shall be played 6 innings or 1 hour and 45 minutes. No new innings may begin after time has expired from the start time of the game. A new inning starts when the previous inning ends. There will be no time limit for championship games.

Mercy Run Rule: 12 after 3 (2 ½ if home team leading) 10 runs after 4 innings (3 1/2 if home team leading) 8 runs after 5 (4 1/2 if home team leading).

**8U Only:** 5 Run Limit Innings 1-5, unlimited runs in the 6th

Hard stop rule at third base: Only allowed to score on a batted ball in play or a bases-loaded walk or hit by pitch.

Bottom half of last inning will NOT be completed solely for tie-breaker purpose once home team has more runs than visiting team in that inning.

**SEEDING/TIEBREAKER:**

Pool Play Seeding:  Win/loss/tie, head to head (only if tied between 2 teams, if 3-way tie, move to next tiebreaker), runs allowed, runs differential (+/- up to 7 runs per game only), runs scored.  If still tied, seeds will be awarded based on highest point team, if tied at that point a coin toss will determine seed.

Process will NOT back up to a prior option once moved to next option.  In other words, 3-way tie negates head to head being applied.

Tiebreaker - ALL CHAMPIONSHIP GAMES WILL USE THE INTERNATIONAL TIEBREAKER AT THE END OF THE TIME LIMIT OR AT THE END OF REGULATION, DEPENDING ON WHICH COMES FIRST.

**SUBSTITUTION:**

Free substitution will be in effect for the duration of the tournament.

Teams will bat their entire lineup. If, for some reason, a player is unable to bat, he will be removed for the remainder of the game. However, this will not count as an out.

A team roster shall be submitted to the Tournament Director prior to the first game. No player may be added to the roster after the initial roster has been submitted.

**PITCHING:**

8U and 9U ONLY: Pitchers are allowed 3 innings per game. A pitcher may pitch no more than 6 innings in a day and no more than 9 innings for the tournament. One pitch equals One Inning.

10U, 11U & 12U ONLY: Coach’s discretion.

ALL DIVISIONS: Once the pitcher is removed from the mound, he may not re-enter as a pitcher in that game. A pitcher must be removed from the mound upon the **2 visits** by the coach/manager in same inning. If a coach calls time to confer with another player and crosses the foul line, this is considered a trip to the mound for that inning. Violation of the pitching rules will result in forfeiture of the game.

**UMPIRES:**

The umpires will settle all problems on the field. Protests will be allowed for pitching violations only. Protests must be declared to the Umpire-in Chief before the next pitch is delivered. No protests will be allowed following the game. The Tournament Director and Umpire-in-Chief will rule on all protests, and their decisions are final! It is important that game results and pitching records are turned into the plate umpire following each game.

**SPORTSMANSHIP:**

Poor sportsmanship will not be tolerated. At umpire(s) discretion, coaches, players and fans may be ejected from game(s). If this occurs, tournament officials will review the incident and determine if ejection from tournament is warranted.

Please inform your parents, coaches, players and fans of the rules, especially the Time Limit.

**REFUND POLICY:**

IF A TEAM PULLS OUT OF A FULL TOURNAMENT AND NO REPLACEMENT CAN BE FOUND, THAT TEAM FORFEITS ITS REGISTRATION FEE. IF A TEAM PULLS OUT AFTER THE TOURNAMENT BRACKETS HAVE BEEN DRAWN UP, THAT TEAM FORFEITS ITS REGISTRATION FEE.

RAINOUT POLICY: IF TOURNAMENT IS SHORTENED OR CANCELED BECAUSE OF WEATHER, THE FOLLOWING REFUND POLICY IS IN EFFECT:

For a 3-game guarantee tournament:  No games played: 100% refund (less $25.00 admin fee), 1 game played: 50% refund, 2 games played: 25% refund, 3 games or more games played: no refund

**PROTEST:**

Team coach must also be able to provide a copy of every player’s birth certificate upon request during the tournament.

Protests-$100 refundable (if protest is upheld) – Cash for player eligibility only– All other protests umpires will decide all incidents on the field.  \*No Judgment Calls will be protested!  Head Umpire and the Tournament Director will decide protests.  Protests must be declared before the next pitch is delivered and no protest after a game is completed. All decisions final!