

2019 Tournament Rules

Kettle Moraine Junior Lasers Baseball

NFHS Rules will be used in conjunction with this attached sheet - Visit us at www.kmjrlasers.com

| Age | Pitcher Mound | Base Paths | Drop 3rd Strike | Infield Fly | Leading Off | Stealing |
|-----|---------------|------------|-----------------|-------------|-------------|---------------------------------|
| U8 | 43' | 60' | No | No | No | after ball crosses plate* |
| U9 | 46' | 60' | No | No | No | after ball crosses plate |
| U10 | 46' | 60' | No | No | No | after ball leaves pitchers hand |
| U11 | 50' | 70' | Yes | Yes | Yes | Yes |
| U12 | 50' | 70' | Yes | Yes | Yes | Yes |
| U13 | 60'6" | 90' | Yes | Yes | Yes | Yes |
| U14 | 60'6" | 90' | Yes | Yes | Yes | Yes |

**U8 - A runner may not steal home unless a defensive play is attempted on him or any other runner. A runner attempting to steal home without an attempted play will be sent back to 3rd base.*

Rosters: Team rosters will consist of a maximum of 13 players. Only 13 trophies will be awarded to each team. Rosters can be changed up to the first pitch of the first game. After that, the roster cannot be altered.

Eligibility: Players in a division must either be in the specified grade or age eligible as of Jan 1st of the upcoming season. For example, a player in the 10U/4th grade must either be in 4th grade OR cannot turn 11 before Jan 1st prior to the season.

Check In: All coaches must check in with the tournament director one hour before their team's first game on Saturday. Waivers of liability should be handed in at this time or emailed to the tournament director at kmjltournament@gmail.com one day prior to the tournament start.

Forfeits: Any team that does not show up for their game, or any team quitting the field of play before the conclusion of the game will automatically forfeit the game and be disqualified from the tournament. Teams must have eight (8) players to start a game – any less will result in a forfeit.

Game Results: Score sheets must be signed by both coaches and the plate umpire at the conclusion of the game.

Time Changes: The Tournament Committee reserves the right to make changes to game times and length of games based on changes in weather or any other conditions.

Cancellations: Games rained out may be rescheduled. The Town of Ottawa, Village of Wales, Genesee Depot and the Waukesha County Parks system reserve the right to cancel all games due to inclement weather. Absolutely no refunds once the tournament begins. Partial refunds if the tournament is completely rained out.

Field Location: Wales Community Park (U8, U9, U13, U14) Ottawa Town Park (U10, U11, U12)

Parking: Please park in the designated area marked by cement or gravel. Parking on the grass is strictly prohibited because there are hidden sprinkler heads which would be damaged if parked upon. Your cooperation is appreciated.

Alcohol: Alcohol is forbidden at the tournament or on park grounds. This is both a park and tournament rule. Please pass onto respective fans that alcohol is not permitted.

Local Game Rules for the Kettle Moraine Jr. Laser Baseball Tournament

1. Pitchers may pitch THREE (3) innings per game. One pitch thrown at any time will count as an inning pitched. **If team violates this rule, (a) the pitcher is immediately substituted, (b) the head coach is ejected for the remainder of the game and (c) the pitcher slot is considered an automatic out during batting for the balance of the game.** If the pitcher is substituted out of the game, that player cannot re-enter as the pitcher.
2. Balks will be called at the 11, 12, 13 and 14 year old age levels. For the 11 and 12 year olds, there will be one (1) warning per pitcher. At the 13 and 14-year-old level, there will be one (1) warning per team.
3. A manager or coach may come to the mound to talk to the pitcher. After the second visit in the same inning, the player must be removed as the pitcher.
4. All age brackets shall field nine defensive positions with the exception of U8- and U-9. The U-8 and U-9 teams are allowed to play a fourth outfielder but all four outfielders must be positioned in the outfield grass (ten defensive positions).
5. A team must have eight players to start a game. If players are running late, a 10-minute grace period from the scheduled start time will be allowed before the game will be counted as a forfeit.
6. Metal spikes are permitted at U13 and U14 age level only.
7. Games are six (6) innings or one hour and 45 minutes in length, whichever comes first. Time is computed from the time that the last out is made in the previous inning. The umpire is the official timer. No new inning will start after one hour and 45 minutes unless the score is tied. In the event of a tie after 6 innings, a **modified California Tie-Breaker Rule** will take effect until a winner is declared; at this point the time limit is void. This rule applies to all games including the championship game. Time will not be limited for the Championship games (1st vs. 2nd), innings will remain at 6.

Modified California Tiebreaker Rule:

- The player who made the last recorded out will be placed on second base.
- The game will continue as normal (3 outs per inning) with the visiting team trying to score the runner from second base in the fewest outs possible.
- Once the runner scores or if the player fails to score before 3 outs are recorded, the game moves to the bottom of the inning and Home team repeats the exercise.
- The team to score the runner with the fewest outs recorded will be declared the winner.

8. Slaughter rule occurs when a team is winning by 15 runs after 3 complete innings, or winning by 10 runs after the completion of the 4th or 5th inning. This rule is in effect for all games including the championship games.
9. Teams may use a continuous batting order (entire roster hitting). If a team uses a continuous batting order, then they may also freely substitute their players on defense. The coach wishing to bat the entire roster must tell the other team and both the umpires. If a team starts the game batting the entire lineup they must finish the game that way. **If a player leaves the game for reasons other than injury or illness, there is an automatic out for that player each time his spot comes up in the batting order. If a player leaves the games as a result of injury or illness, that player's spot in the batting order will be collapsed without incident (no automatic out) when the player's injury or illness is validated by a Tournament Official. That player would then become ineligible to participate for the remainder of the day.**
10. If teams do not elect to use the continuous batting order, then normal substitution rules will apply. Teams may chose to use an Extra Hitter (EH) and bat 10 players. The player occupying the EH position in the batting order may be substituted into the game as a defensive player – another player then becomes the EH. If a team starts the game with an EH, they must finish the game that way. Any of the starting players may be withdrawn and re-entered once, including a player who was the extra hitter, provided such player occupies the same batting position whenever he is in the lineup. Substitutes may not re-enter the game if taken out. In the event of an injury with no officially available players to replace the injured player, re-entry of any available player, including substitutes, will be allowed. No DH (designated hitter) is allowed.
11. No infield practice will take place between innings. Pitchers get 5 warm-up pitches between innings.
12. A courtesy runner may be used at anytime for the pitcher or catcher of record. It is mandatory with two outs for the catcher. The courtesy runner must be a player who is not presently in the game, or, if using a continuous batting order, the player who made the last out.
13. Players must be properly equipped. Catchers must have a helmet with throat protector and a protective cup. Each team will be responsible for themselves to make sure this is achieved.
14. Runners must slide on close plays. It will be the umpire's judgment to call a runner out if the player doesn't slide. No malicious contact will be allowed at any base. No unnecessary contact will be tolerated anywhere on the field of play. Violators will be ejected from the game.
15. When a manager claims that an umpire's decision is in violation of the tournament playing rules, he/she shall make a formal protest to the Tournament Official. The Tournament Official must immediately call a conference of all umpires working the game and a decision shall be reached after discussion. All protests must be registered at the time of the violation and before the next pitch is thrown.
16. No protest can be called on umpire judgment calls. The protest can only be called on rule interpretations.
17. Home team will be decided by a coin flip. The team traveling the greatest distance will call the coin flip.
18. Helmets must be worn by all offensive players on the field of play.

19. There is no restriction on a bats weight to length ratio nor bat diameter.

20. The first team listed on tournament schedule will claim the third base dugout. The second team listed on the tournament schedule will claim the first base dugout. Where we have seedings (e.x. after pool play), if two same seeds exist (e.x. #1 pool A playing #1 pool B), the seeding determination in rule #22 will dictate the first and second teams.

21. Catchers warming up pitchers outside of the field of play (bullpen) must wear a catchers mask and helmet.

22. Seeding determination for pool play: Place Determination: (1) Record; (2) Head to Head; (3) Runs Allowed; (4) Runs Scored; (5) Coin Flip - team furthest away calls heads / tails. Seeding determination for non-pool play will be: (1) Record (2) Runs Allowed (3) Runs scored (4) Coin flip – Team furthest away calls heads / tails

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