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# Tournament Rules

1. Tournament Director: Steve Staszak - (330)573-6302; stevenjstazak@gmail.com
2. This Tournament is open to all Community Teams and Teams with a roster of at least 60% players from the same community/school district. This is NOT a Nations qualifying tournament.
3. Teams must provide their own insurance.
4. Birth Date cut off is player’s age on April 30th.
5. Birth Certificates must be available in the event of a protest. If a manager cannot produce a player’s BC upon request, his team will forfeit that game and player will remain ineligible until a BC is produced. Copies are acceptable if they are legible. Any illegible copies will be considered unacceptable.
6. Little League Rules will apply, except where noted differently below.
7. Players’ jerseys do not have to be identical but must have a different number.
8. Weather Cancellation Policy:
   1. 0 games played = $300 refund (8U $200)
   2. 1 game played = $200 refund (8U $150)
   3. 2 games played = Tournament considered complete.
9. Players may only be active on one roster per weekend.
10. Refund Policy if team backs out prior to tournament:
    1. 100% refund if prior to March 1st.
    2. 50% refund if team resigns after March 1st, 2023.
    3. $0 if after April 1st.
11. All teams must be ready to begin play within 15 min after end of previous game.
12. Teams may play with a minimum of 9 players, maximum of 14. If a player shows after first pitch, he may enter the game, but must be added to the bottom of the batting order.
13. Home/Visitor by coin flip in pool play. In bracket play, the higher seed is the Home team.
14. Home team is the official scorer. Scorekeepers need to confirm score every inning.
15. Winning team must report final score to the Concession stand/Field Director.
16. Warms ups are permitted in the outfield and foul territory of the infield only.
17. No hit sticks outside of the fences. All kids with a bat must have a helmet on.
18. Pool games – 1 hr. 45 min time limit. No inning shall start after 1 hr. 45 min. Once started, the inning must finish. New innings starts when the last out is made of the previous inning.
19. \*Shootout if regulation game ends in a tie or time limit is reached. No time limit on Championship game.
20. Pool play consists of 2 games. Pool record will determine seeding.
21. Bracket seeding will be determined in this order:
    1. W-L record
    2. Head-to-Head
    3. Lowest runs against score (Max of 10 per game)
    4. Highest run differential (Max of 10 per game)
    5. and if still needed, a Coin Flip
22. Any player, Coach, or Fan ejected from the game will NOT be permitted to be present at the team’s next game. This is non-negotiable. If player, Coach, or Fan is found on premise after being ejected, then that team will be forced to forfeit that game.

# Game Play Rules

1. Little League Rules will apply, except where noted differently.
2. Maximum of 14 on roster, (you can have more, but I can only guarantee 14 Trophies).
3. Continuous batting order.
4. Minimum Playing Time: 2 defensive innings/game unless game is ended due to mercy rule.
5. Pitchers: 3 innings/game, 6/day, 9/tournament.
6. Pool/Bracket games = 6 innings. 1hr 45 min time limit. No new inning after 1 hr. 45 min. If tied at time limit or end of 6 innings, then \*Shootout.
7. No time limit in the Championship game. \*Shootout if tied after 8 innings. (Start the 9th inning with the shootout).
8. Courtesy runner for Catcher is allowed with 2 outs. Runner must be the player who made the last out.
9. Dropped 3rd strike will be in effect for 11U – 14U. No dropped 3rd strike for 9U & 10U.
10. Leadoffs and stealing are permitted for 11U – 14U.
    1. Runners do not have to wait for the ball to cross the plate.
11. No leadoff/stealing until the ball reaches the plate for 9U & 10U.
    1. If player leaves early: 1st offense = Team warning. 2nd = runner is out.
12. Base runners can score on passed ball/Wild pitch.
13. Bat Restrictions: USA or USSSA approved bats will be in effect this year.
14. No run limit per inning in 9U, 10U, 11U, 12U or 14U.
15. Mercy Rule: 15 runs after 3 innings; 12 after 4 innings. 10 after 5.
16. Player Injury: If a player is injured and unable to bat the remainder of the game, then he will be skipped in the batting order without being considered an out.
17. Protest Fee: $100 cash, paid at time of protest. Protest must be filed prior to next pitch. Tournament Director will be judge of final decision. If Tournament Director is unavailable, then succession will be as follows: TLL President, VP, or Field Manager.
18. \*Shootout Rules: If last inning ends in a tie, or if time limit is up and you finish the inning, the following innings will be Shootouts. Visiting team starts extra inning with the player who was their last out (previous inning) on 2nd base. Each Batter steps to the plate with a 3-2 count. Play continues until 3 outs. Home team then bats with same rules. Game continues until inning ends with a winner.
19. In case of rain shortened game: Games deemed official after 2 ½ innings of play, if home team winning, 3 innings if home team losing. Tie is an option in pool play in this scenario.
20. Bracket play is single elimination.

# Pitching Restrictions

1. 9U-14U: 3 innings per game. 6 innings per day. 9 per tournament.
2. Pitcher may return to the mound during a game if he has not pitched his 3 innings.
3. Balks
   1. 11U-14U
   2. No Bulks for 9U-10U.
4. One pitch in an inning = 1 inning pitched. (no 1/3 innings). This applies in a \*Shootout too.
5. Manager/Coach must initial opposing teams Pitcher’s log - which must indicate who pitched and number of innings pitched. Shootout does count as innings pitched.
6. Pitching distance:
   1. 8U = 42/60
   2. 9U/10U = 46/60
   3. 11U/12U = 50/70
   4. 14U = 60/90
7. Pitcher must be removed if he hits 3 batters.
8. Manager/Coach mound visits allowed. 1 per inning, if 2, then pitcher must be removed.

# 8U CP Rules

1. Little League Rules applies except where noted differently below.
2. Infield Dead Ball Rule in effect. Infielder must raise ball overhead, in fair territory, for play to be considered dead. Runners at that point past the Hash mark will advance to next base. Runners behind hash mark will return to previous base. Play is not dead until an infielder raises the ball over his head in the field of play. Play may be made on runners at any time unless ball is raised overhead by an infielder in fair territory.
3. Runners may advance on overthrows.
4. Field set up: 10ft circle centered 42 feet from home plate. Hash marks halfway between bases. Coach Pitcher must have one foot inside of circle at time of Pitch.
5. Ball is dead if Coach Pitcher is unintentionally hit by the ball. Batter must hit again. If the Coach intentionally comes into contact with the ball (other than to protect player pitcher), then batter is out, and all base runners return to previous base.
6. Continuous Batting Order is Mandatory with free player substitution, but the batting order must remain the same.
7. All players must play at least 2 defensive innings unless the game ends in a Mercy Rule or time expires.
8. 6 inning game. 80 Minute time limits. \*8U Shootout Rules if regulation game ends in a tie.
9. Bat Restrictions: USA or USSA approved bats.
10. Mercy Rule: 15 runs after 3 innings. 12 after 4 innings. 10 after five.
11. Run limit per inning = 7, except the last inning is unlimited.
12. Batter may receive up to 6 pitches to get the ball into play or get out. No Walks. No strikeouts. Batter is out if batter does not swing or swings and misses on the 6th pitch. If batter fouls off the 6th pitch, the at bat will remain alive until the batter, does not swing, swings and misses, or puts the ball into play.
13. Defensive Player designated as Pitcher is not permitted to leave the Pitcher’s Circle until the ball is hit. First offense = warning. 2nd offense = player is to be removed from pitcher for the remainder of that game. One foot inside the circle is considered inside the circle for both player pitcher and Coach Pitcher.
14. No stealing. No lead offs. No bunts. Umpire will call batter out if bunted ball.
15. Runners may not leave the base until the ball is hit. 1st offense = team warning. 2nd offense = runner is out.
16. Courtesy Runner for Catcher with 2 outs. Courtesy runner must be the player who made the last out.
17. Defensive team is allowed one Coach in the Outfield only.
18. Defense will consist of 10 players, 4 of which must be in the outfield if playing with 10 players.
19. Pool play consists of 2 games. Pool record will determine seeding.
20. Bracket seeding will be determined in this order:
    1. W-L record
    2. Head-to-Head
    3. Highest run differential (Max of 10 per game)
    4. Coin Flip
21. Single elimination in bracket play.
22. Any player, Coach, or Fan ejected from the game will NOT be permitted to be present at the team’s next game. This is non-negotiable. If player, Coach, or Fan is found on premise after being ejected, then that team will be forced to forfeit that game.
23. Have fun!

\*8U Shootout Rules: Hitting team starts inning with the player who was their last out (previous inning) on 2nd base. Each Batter gets one pitch (such as the 6th pitch in regulation innings) until 3 outs. Home team then bats with same rules. Game continues until inning ends with a winner. This does NOT apply to the Championship game. No time limit for the Championship game.

# Field Information and Locations

## Information

* 1. Concession Stands, Playgrounds, Picnic areas, running water, and bathrooms at all sites.
  2. Local eateries and Hotels.
  3. Pets are welcome.
  4. No entry or parking fees.
  5. All proceeds go directly to Tallmadge Youth Recreational Leagues.
  6. Simply good old baseball in the beautiful Historic District of Tallmadge, OH.
  7. Please clean up your dugout and surrounding areas after your game.

## MACK BURLESON BASEBALL COMPLEX - “The Hole”

### A & B Fields

30 Wright Road, Tallmadge, Ohio 44278

## Indian Hills Park

### Indian Hills Field

107 Indian Hills Dr, Tallmadge, OH 44278

### Stein Field

160 Maca Dr., Tallmadge, OH 44278

## Maca Field

183 Maca Dr., Tallmadge, OH 44278

(Keep going past Washburn Field to the stop sign. Go straight into the park. Field will be on your right).

## Kent Dr. Field

200 Kent Dr., Tallmadge, OH 44278

## Howe Rd. Field

988 E Howe Rd., Tallmadge, OH 44278

(The Field is past the Pavilion and will be on your right)

## Lions Park

Lions Park Dr., Tallmadge, OH 44278

## Weaver Field

800 North Ave, Tallmadge, OH 44278

## THS Field

484 East Ave, Tallmadge, OH 44278

(The Field is on the left-hand side past the Middle School Track)

# Restaurants

## Gionino’s Pizzeria

676 Eastwood Ave. Tallmadge, OH 44278

(330)630-2010

## West Avenue Tavern

67 West Ave. Tallmadge, 44278

(330)630-2888

## Sammie’s Bar and Grill

498 South Ave. Tallmadge, 44278

(234)678-8334

## La Mexicana

76 West Ave. Tallmadge, 44278

(330)630-2800

## Firehouse Grille & Pub

10 Tallmadge Cir, Tallmadge, OH 44278

(330)634-9967

## Danny Boys

10 Tallmadge Cir, Tallmadge, OH 44278

(330)633-7844

## Beef O’Brady’s

3975 Cascades Blvd. Brimfield, OH 44240

330-678-4800

Has a private banquet area good for team/family seating.

## La Terraza Mexican Bar & Grill

3975 Cascades Blvd. Brimfield, OH 44240

330-678-4800

# Hotels

The following hotels are within 10-15 minutes of our baseball fields in Tallmadge. All the hotels offer indoor pools, workout facilities, and free continental breakfast.

## COMFORT INN

This place has a cool indoor water park!

4423 State Route 43, Kent, Ohio 44240

(330)673-1888

## COUNTRY INN & SUITES

1420 Main Street Cuyahoga Falls, OH

(330)926-1233

## HOLIDAY INN EXPRESS

1215 Sanctuary View Dr. Kent, OH 44240

(800)939-4249