



2017 Hitmen Fields at Epperly Park Brian P. Rangel Memorial Coach Pitch Tournament Rules

WEATHER HOTLINE: Call: 309-912-3132 or follow us on Twitter (@HitmenFields)

COMPLEX RULES

NO FOOD OR DRINKS TO BE BROUGHT IN TO THE BALLPARK

Wagons will be allowed. When bringing a wagon please make sure all items are visible to see. Wagons will be checked to ensure no coolers, food, or drink are being brought in. Any wagons with coolers or those not allowing wagons to be checked will be asked to return the wagon to their vehicle.

Reminder this is a FREE tournament for all teams so we rely heavily on our concession sales to keep costs low.

Teams may bring ONE cooler into the park, but it must stay in the dugout. Manager must bring the cooler in with him. Players can also bring personal water jugs.

Managers are held responsible for the actions of the players and fans. Spectators who bring in coolers will be asked to remove it from the park.

Admission will be \$5.00 per person. 12 and under are free.

No Pets allowed.

Smoking is allowed away from the field of play.

NO Metal spikes on the portable mounds.

Soft toss batting practice against a backstop or fence is prohibited

Portable tents, umbrellas and hitting nets are permitted as long as consideration is given to other spectators.

Pregame warm-up on the infield is NOT allowed. Please hit ground balls on the side.

If hitting whiffles or heavy balls all batters must be on the warning track dirt and not in the grass.

Absolutely no batting practice is allowed on fields. Batting cages are available on a first-come, first-served basis.

TEAM REGISTRATION

Team managers must check in to tournament director 30 minutes prior to their 1st scheduled game.

All teams will need to provide 2 baseballs (Rawlings S11 or Diamond DOL-A equivalent).

All coaches will pay at the gate on Saturday and when checking in each team will be reimbursed (up to six coaches) and receive wristbands for the remainder of the weekend.

ROSTERS

The team's manager is responsible for all aspects of the eligibility of the players on his team and they meet the Bylaws and rules, including player additions. This includes but is not limited to; age eligibility and classifications of previous teams the player(s) may have participated on. Managers are responsible for all information included on their team's Official On-Line Roster. Manager found adding ineligible players to their team's roster and playing such ineligible players will be suspended. Please read through the National Bylaws on roster rules.

BRACKETS / SCHEDULES

Schedules will be posted by Tuesday, 9:00PM the week of the tournament.

Championship play brackets will be posted on www.hitmensportscomplex.com after pool play is complete.

GAME TIME

Teams must be prepared 15 minutes prior to the scheduled start time. We will start games early at the Site Directors or Umpires discretion.

6 INNING GAME . 1 HOUR 10 MINUTE TIME LIMIT. (No time limit in Championship Game)

RUN RULE: 20 AFTER 3, 16 AFTER 4, 9 AFTER 5

AN INNING IS 3 OUTS OR 8 RUNS MAX PER TEAM PER INNING

TIES- In pool play, games will be considered a tie if time is up. If time remains teams may play until time ends.

Bracket play we will play to a winner.

The Umpires Game clock is OFFICIAL and will begin when home team takes the field.

7u/8u Coach Pitch Rules

- The offensive coach will pitch to his/her own team. Must have one foot in the pitching circle.
- A pitcher circle will be drawn with a 8-foot radius from the pitching rubber. Player pitcher must have one foot inside pitching circle at the time the ball is hit.
- PENALTY – BATTER WILL BE AWARDED FIRST BASE.**
- There will be no “called strikes,” each player gets 6 pitches or 3 swings unless the last pitch/swing is fouled off. A batter who fails to hit the ball after 6 pitches will be out. There will be no walks or intentional walks issued.
- All coaches must pitch overhand. Pitching from a knee is permitted. Once a ball is batted the coach must move to the nearest sideline until all play is dead. The umpires will rule upon any delay, interference, or obstruction by a coach. (Coach must have 1 foot in contact with circle upon delivery of pitch)
- A batted ball hitting the coach shall be considered “live” as long as the ball is in fair territory when touched by the defensive team. If the ball after contact rolls foul without being touched, it should be considered a foul ball. Coach should make every effort to avoid being hit by a batted ball.
- To speed play, the pitching coach will have 2-3 baseballs. The umpire can assist retrieving pitched balls that get past the catcher.
- The coach pitcher is limited to instructing the batter only. The coach pitcher **may not** instruct the base runners.

OFFENSE

Batters

- All players will bat for the entire game. All batters will bat in the same batting position for the duration of the game.
- The designated hitter/extra player rule will not be used.
- A half inning will end upon the earliest of (a) the third out or (b) the offense scoring 8 runs.
- There is no bunting.
- Only one (1) batter allowed in the on deck circle. All other players must remain in the dugout.

Runners

- Runners must avoid contact on close plays when the fielder or catcher is waiting with the ball. If a runner knocks over a player with the ball in hand, he shall be called out and will be ejected from the game if such actions are considered flagrant. This sliding rule is a judgment call and may not be protested. Please have your runners slide if in doubt.
- Runners may leave the base after the ball is hit. The runner is out upon leaving the base early. **DELAYED DEAD BALL.**
- Runners missing a base will be called out when the ball is dead.

- A courtesy runner is allowed for the catcher only (to speed up play). The last batter who made an out may run for your catcher at any time, but it is not mandatory.
- There is no stealing of any base.
- On an “ inside the fence” overthrow, runners may advance as many bases as possible at their own risk. If a thrown ball leaves the normal field of play, runners are entitled to the “ attempted” base plus one additional base.
- A line will be drawn halfway between bases. Runners beyond this line when an infielder has control of the ball in the pitchers circle will be awarded the next base. Runners not beyond this line when the infielder has control of the ball in the pitchers circle shall return to the proceeding base.
- Each team is allowed one offensive time out per inning.

DEFENSE

- Teams will field a maximum of 10 players. Infielders must assume normal positions. Outfielders, including the 10th defensive player, must be positioned in the outfield grass or behind the white chalk line. Players must remain in position until the ball is hit.
- Four (4) outfielders will be used and outfielders may not cover 2nd base for a put out.
- There must be a player on the pitcher’s mound, even though that player will not be pitching, and that player must have at least one foot in the pitching circle at the time the ball is hit.
- There must also be a catcher in the proper position behind home plate. Catchers must use full catcher’s equipment including mask, chest protector, and shin guards.
- The play will be ruled dead by the umpire, and no runner may advance, when the infielder has control of the ball in the pitchers circle when the ball is dead and the position of the base runners in relation to the halfway line is a judgment call by the umpire and should not be disputed!
- There is no infield fly rule.
- Each team is allowed 3 charged conferences in a 6-inning game when on defense. One additional conference is allowed for each extra inning.

Coaches may stand in foul territory beyond the outfield line to help direct their team during defensive situations.

CRITERIA FOR SEEDING TEAMS

- 1) Best record (ties are better than losses)
- 2) Head to Head when applicable (head to head is thrown out when there are two or more teams with same record)
- 3) Least runs allowed
- 4) Run differential (max +/- 8)
- 5) Coin toss

HOME TEAM

Home team will be determined by flip of coin in pool play. In championship play, higher seed will have choice of home or visitor unless specifically noted otherwise for event.

Home team will be official scorekeeper and must record start time in book.

FORFEITS

Forfeit in pool play may result in team not advancing to championship bracket

EJECTIONS

Any player or coach ejected from a game due to unsportsmanlike conduct WILL NOT be allowed to participate in the next game of the event. Anyone ejected may be asked to leave the park at the discretion of the Site Director. Additional penalties may be assessed as deemed necessary by the Site Director. Site director will have the final ruling.

REFUND POLICY

If tournament is cancelled due to inclement weather, refunds will be issued as follows:

0 Games Started: Entry fee and prepaid gate minus \$50 administrative fee applied toward a future Hitmen Fields Tournament

1 Game Started: 50% of entry fee and 100% of prepaid gate applied toward future a Hitmen Fields Tournament.

2 Games Started: No refunds

Cancellation of tournament by Hitmen Fields Tournament : Credit for full amount applied toward a future Hitmen Fields Tournament.

Team's withdrawal from tournament up to entry deadline: Entry fee minus \$75 administrative fee applied toward a future Hitmen Fields Tournament.

Team's withdrawal from tournament after entry deadline: No refund.

WEATHER / TOURNAMENT FORMAT

Tournaments conducted by Hitmen Fields at Epperly Park Tournament will be pool/preliminary play format followed by an elimination round. Hitmen Fields at Epperly Park Tournament reserves the right to alter, change, or abbreviate the tournament format when necessary to complete the tournament.