

*Omega Delta Youth Baseball League*  
*11<sup>th</sup> Annual Omega Delta Classic*  
*Youth Baseball Tournament*  
@ Hoyne Park



**TOURNAMENT RULES**

**Age Requirements**

- 1) Rookie Division - 8U
- 2) Minor Division - 10U
- 3) Major Division - 12U

\* May 1<sup>st</sup> will be used as the cutoff date to determine the age of a given player (player must be at or under the specified age limit on May 1, 2014)

**Team Eligibility**

- 1) Teams must submit a roster along with their tournament application and payment. Roster may include a maximum of 13 players, any changes, additions or adjustments **MUST** be made before the start of the first game. All players must be in full numbered uniform.
- 2) Copies of player's birth certificates must be available at all times. Any player without a valid and legible birth certificate will be disqualified from tournament play.
- 3) A valid Certificate of Insurance must be submitted along with the tournament application.
- 4) A \$300 tournament registration fee is required by each team. The total fee must be submitted prior to the **registration deadline: Saturday July 19, 2014**. (\$350 after deadline) Please make checks payable to:

Omega Delta Youth Baseball League  
c/o Daniel Gaichas  
3429 S. Leavitt  
Chicago, IL 60608

## **Tournament Format**

- 1) The tournament format is pool play and every team is guaranteed at least three games. Each team's respective win-loss record will determine their overall placement for the tournament with the top two teams playing a best two out of three championship series to determine the tournament champions. (Note. The championship series may be shortened to a single, winner-take-all championship game at the discretion of the tournament directors in the event of inclement weather, limited field availability, etc.)
- 2) Tie Breaker
  1. In the event of a tie due to teams having the same win-loss record, the team which won the head-to-head game will place higher in the standings
  2. In the event the tie cannot be broken by rule # 1 above, the team that allowed the fewest runs in all games played will place higher in the standings
  3. In the event the tie cannot be broken by rule # 1 or rule # 2 above, the team with the highest run differential (runs scored minus runs allowed) will place higher in the standings
  4. In the event the tie cannot be broken by rule #1, rule # 2 or rule # 3 above, a flip of a coin will be used to determine the tied teams' overall placement
- 3) The winning team is responsible for verifying that the game results have been accurately recorded with the tournament official before they leave the park.

## **Team Management and Conduct**

- 1) Only one manager and not more than 3 coaches are allowed in the dugout and/or well area behind home plate. Fans and parents are strictly prohibited from the playing field, which includes the dugout and well area.
- 2) Only the manager, who will be identified at the start of each game, will be allowed to discuss rules and judgment calls with the umpire.
- 3) No protests are allowed on subjective calls. Umpire decisions are final.
- 4) Managers and coaches will be responsible for their own fans' behavior. Razzing, heckling, booing or making disparaging remarks towards opponents or the umpire(s), in any manner, is prohibited. Inappropriate actions of a fan/parent may result in ejection of the manager or a coach.
- 5) Any manager or coach who becomes ejected by an umpire remains ejected for the remainder of the tournament, including the championship series. The team may continue play for the remainder of the tournament with other coaches.
- 6) A player ejected from a game will also be suspended from their team's next game.
- 7) Alcohol and tobacco are not permitted on the premises.

- 8) A team may be disqualified from the tournament without refund if any of the above regulations are violated. Remember this tournament is for the kids!!

### **The Playing Field**

- 1) The distance between all bases shall be: **70 ft** (Majors), **60 ft** (Minors) and **55 ft** (Rookies)
- 2) The distance from home plate to the pitcher's mound shall be: **50 ft** (Majors), **46 ft** (Minors) and **42 ft** (Rookies)

### **Equipment**

- 1) Bats must not exceed the 2 ¼ barrel diameter. There is no limit on weight differential.
- 2) Helmets are to be worn by all players running or batting. An automatic out will be called for taking helmet off during live ball.
- 3) Metal/steel spikes are prohibited.

### **Number of Innings**

- 1) Regulation game consists of seven (**7**) **innings** for the Majors and six (**6**) **innings** for the Minors and Rookies. A game shall be deemed official after 5 innings for the Majors and 4 innings for the Minors and Rookies (4 ½ and 3 ½ respectively if the home team is winning). If tied at the end of regulation play, the game will continue using the international tiebreaker rules (see attached). No new inning however will start after **1 hour and 30 minutes**. In pool play, games may end in a time. The time limit and international tie breaker rules shall not apply in the Championship series.
- 2) If the game is terminated by the umpire on account to weather, darkness, or any other cause which makes further play impossible the game is determined complete after 5 innings for the Majors and 4 innings for the Minors and Rookies (4 ½ and 3 ½ respectively if the home team is winning). If the game is stopped prior to completion it will be called a suspended game and resumed from the point when it was halted at a date and time determined by the tournament officials.
- 3) If the game is called for whatever reason in the middle of an inning that occurs after the game has been deemed official, the score shall revert back to the score at the end of the last fully completed inning unless the home team is batting and ahead when the game is called.
- 4) Omega Delta Classic Tournament Director reserves the right to re-schedule and/or shorten games should inclement weather be pending or interfere with play.
- 5) A 10-run rule is in effect throughout the entire tournament. Games shall end at the conclusion of 3 ½ (6 inning games) and 4 ½ (7 inning games) if the score differential is 10 or more.

## **Game & Forfeiture Time**

- 1) Games will start at the times indicated on the tournament schedule. A forfeit in favor of the opposing team will be called if the team fails to field eight (8) eligible uniformed roster players within 15 minutes of the schedule game start time.
- 2) Forfeited games will result in 0 runs allowed and 6 runs scored to the team awarded the win.

## **Home Field Advantage**

- 1) A coin flip at the beginning of each game will determine the home team. For the Championship series the higher ranked team will be the home team for games 1 and 3.

## **Offense**

- 1) Batting Order
  - a) The batting order shall constitute all players on the team roster that are present at the beginning of the game. Late arrivals may be added to the bottom of the lineup so long as the leadoff hitter has not batted a second time.
  - b) Free substitution allowed on defense.
  - c) An injured or sick child may be skipped in the batting order without penalty. A skipped player must remain out for the remainder of that game.
  - d) At no time during a game may a team field less than eight players. An automatic out will be charged for the ninth batter in the event that a team fields only eight players. Exception, if the ninth batter is removed from the game due to injury/illness no out shall be charged.
  - e) A batter that bats out of order is only out if the opposing team makes a point of the fact to the umpire after the at-bat has taken place and before a pitch is thrown to the next batter. The correct batter may replace the incorrect batter at any time during the at-bat and will assume the existing pitch count.
- 2) Throwing bats
  - a) Team warning will be issued/ second offense becomes an automatic out
- 3) Base Running
  - a) Stealing:  
Majors - permitted after pitcher releases the ball. Stealing home is permitted at any time  
Minors - permitted after ball crosses home plate. Stealing home is not allowed.  
Rookies – stealing is not allowed
  - b) No lead offs
  - c) A team warning will be issued the first time a base runner leaves early. The next infraction will result in a dead ball and the runner being called out.
  - d) The runner is out if a coach at 1<sup>st</sup> or 3<sup>rd</sup> touches, holds, or physically assists the player running the bases.

#### 4) Slide Rule

- a) A base runner will be called out when he/she does not slide, or avoid contact, if the fielder has the ball or is in the act of fielding the ball. If the fielder is not in the act of fielding the ball, the runner is not required to slide and the fielder must yield the base and baseline. Any flagrant contact caused on the part of the base runner will result in an ejection from the game.

#### 5) Courtesy Runner

- a) A courtesy runner for the catcher is required after the second out of the inning. A courtesy runner may be used for the pitcher or catcher at any time throughout the game. The last batted out shall act as the courtesy runner.

### Defense

#### 1) Pitching

- a) A player may pitch a maximum of **3 innings** per game and a total of 8 innings for the tournament. For the two teams advancing to the Championship series, pitchers will be allowed to pitch 5 additional innings with a maximum of 2 innings per game.
  - b) One pitch thrown shall constitute an entire inning pitched.
  - c) The pitcher shall be removed after hitting 2 batters in the same inning or 3 during the entire game. Pitchers should walk to first base and shake the hit batsman's hand after the incident occurs.
  - d) A manager or coach may visit a pitcher on the field once an inning. A second visit during the same inning will result in a pitching change.
  - e) A player may not re-enter the pitching position for the remainder of the game once he/she has been removed from that position.
- 2) For the Rookie Division, a 10 foot pitching circle will be made around the mound. No base runners may advance once the pitcher has control of the ball in the circle. Once control in the circle is established, play is stopped. Base runners past the mid-line when play is stopped will be awarded the next base. If not completely past the mid-line, the runner must return to the base he/she came from.
- 3) Infield fly rule is in effect for all divisions with the exception of the Rookie Division
- 4) Drop third strike is in effect, ball is still live (**Majors only**)

### Umpires

Umpires are the appointed representatives of the League charged with the responsibility of impartially officiating games. Umpires have the authority to require the full and complete cooperation of all persons directly or indirectly responsible for the preparation for and playing of a game. The umpire shall have the authority to rule on any situation not covered specifically in these Tournament Rules.

## International Tie-Breaker Rules



### Extra-Inning Rule (to be added to the IBAF Competition Norms):

If the game remains tied after the completion of ~~ten (10)~~ <sup>THE REGULATION</sup> innings, the following procedures will be implemented during extra innings:

- Each team will begin the ~~11<sup>th</sup>~~ <sup>NEXT</sup> ~~11<sup>th</sup>~~ <sup>NEXT</sup> inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
- To begin the ~~11<sup>th</sup>~~ <sup>NEXT</sup> ~~11<sup>th</sup>~~ <sup>NEXT</sup> inning, representatives from each team will meet at home plate and will indicate (at the same time) to the home plate umpire where the team wishes to begin the batting order. That is, the teams have the option of beginning the ~~11<sup>th</sup>~~ <sup>NEXT</sup> ~~11<sup>th</sup>~~ <sup>NEXT</sup> inning anywhere in the existing batting order that was in effect when the ~~10<sup>th</sup>~~ <sup>PRIOR</sup> ~~10<sup>th</sup>~~ <sup>PRIOR</sup> inning ended. Note that this is not a new lineup (just potentially a different order), and it may very well be the same lineup that ended the game. The rationale for doing so is to ensure that both teams have an equal chance at having what they consider to be their best hitters and base runners in a position to score in the ~~11<sup>th</sup>~~ <sup>NEXT</sup> ~~11<sup>th</sup>~~ <sup>NEXT</sup> inning.
- For example, if the team decides to have the #1 hitter in the lineup hit first, then the #8 hitter will be placed at 2B and the #9 hitter will be placed at 1B. Furthermore, if the team decides to have the #3 hitter in the lineup hit first, then the #1 hitter would be at 2B and the #2 hitter would be at 1B.
- Once those players/runners are determined for the ~~11<sup>th</sup>~~ <sup>NEXT</sup> ~~11<sup>th</sup>~~ <sup>NEXT</sup> inning, the order of any subsequent ~~innings~~ <sup>innings</sup> will be determined by how the previous inning ended. That is, if the ~~11<sup>th</sup>~~ <sup>NEXT</sup> ~~11<sup>th</sup>~~ <sup>NEXT</sup> inning ends with the #6 hitter having the last official at bat, then the ~~12<sup>th</sup>~~ <sup>following</sup> ~~12<sup>th</sup>~~ <sup>following</sup> inning begins the #7 hitter at bat, and the #5 hitter at 2B and the #6 hitter at first base.
- With the exception of beginning the inning with runners on 1B and 2B with no one out, all other ~~"Official Rules of Baseball" and "IBAF Competition Norms"~~ <sup>"Official Rules of Baseball" and "IBAF Competition Norms"</sup> will remain in effect during extra-innings required to determine a winner.
- No player re-entry is permitted during extra innings.
- The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.

OFFICIAL RULES  
OF THE OMEGA DELTA  
CLASSIC