

Lombard Lightning HS Bash Classic Rules

Length of Games:

1. Home and Away teams are determined by a coin flip.
2. 9u-11u will play 6 innings 12u-18u will play 7 innings
3. All games will be 1 Hour 45 mins no new inning from break of coaches meeting
4. Mercy rules are 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings if at any point a team is up more the 20 runs game is final.
5. 1 Balk warning per pitcher 9u-12u NO Balk warnings 13u-18u

Base Distances:

8u – 60 Feet; 40 Feet

9u – 65 Feet; 46 Feet

10u – 65 Feet; 46 Feet

11u – 70 Feet; 50 Feet

12u – 70 Feet; 50 Feet

13u – 80 Feet; 54 Feet

14u-18u – 90 Feet; 60 Feet

Courtesy Runner - Courtesy runner is optional for pitcher catcher at any time. The courtesy runner must be a legal sub or the last batted out if you are batting a continuous lineup. The courtesy runner will **never** be mandatory. Courtesy runner may be used for pitcher and catcher of the following inning.

Pitching – No Limits every coach is responsible for their team. Breaking Balls are allowed.

Bats – (9u-14u) must be stamped BPF 1.15 or BBCOR .50, (15u-18u) bats must be -3 and BBCOR stamped.

Batting Lineups - You will have three options.

1. Hit 9 hitters with a DH or no DH. We will honor the High School DH Rule. (14 and under).
2. Hit 10 with one EH and with our without a DH
3. Hit a continuous lineup with free substitution. See ejections and injuries rules to see what happens when losing a player.

Reporting Scores – All scores shall be texted to **630-280-6792** or **put in the Group Me** at the conclusion of the game. If scores are not texted within an hour of completion score will be recorded as a 7-7 tie.

Rosters – No player may be double rostered. If a player is doubled rostered team will forfeit all games and will not be allowed to return to ANY Lombard/TNT Event. Please make sure you submit a roster, and all players MUST be in team uniform (No Exceptions)

Tie Games – Games in Pool Play may end in a tie however bracket play games **CAN NOT**. If the game is tied at the end of regulation games will be played until we have a winner. We play straight baseball.

Tiebreakers for Pools:

1. Overall Win-Loss Record
2. Head-to-Head (Only applies when two teams are involved)
3. Runs Allowed
4. Runs Scored – Most to Fewest
5. Run Differential (Max of +8 or -8)
6. Coin Flip

Tiebreakers for Divisions:

1. Pool Place
2. Overall Win-Loss Record
3. Head-to-Head (Two or More)
4. Runs Allowed
5. Runs Scored – Most to Fewest
6. Coin Flip

Conduct:

Ejections:

- 1) If a coach is ejected,
 - a) He/She will be suspended for the rest of that game and the teams next played game **if determined by the tournament committee**. If a coach is ejected from a game, he is ejected from the park and must exit to the parking lot. If coach chooses to remain in park his team will be rewarded a forfeit loss determined by tournament committee.
- 2) If a player is ejected,
 - a) The player shall be suspended for the remainder of the game. If team is hitting a continuous lineup, the player will remain in batting order and his/her team will be forced to take an out. If it is deemed to be malicious contact, or if the player performed in act with intent to injure the penalty will be determined by the tournament committee.

Injuries: If a team is hitting a continuous lineup and a player gets injured and cannot continue to play, his spot in the batting order will be skipped with no penalty. Once a player's spot in the batting order is skipped, the player is out for the remainder of the game and cannot come back into play.

Forfeit Ruling - 13u and up: if a team forfeits a game, it will be scored 7-0. (12 and under 6-0)

1. Tournament Director has the ability to amend forfeit scoring
2. Forfeits cannot better the seed for the forfeiting team

Complete Games

- 1) If rain or weather suspends a game. 4 (3 1/2 innings if home team is winning) innings could be considered a complete game in a 6-inning game. Or 5 (4 1/2 innings if home team is winning) innings in a 7-inning game.

Any Rules not listed above shall be ruled with by the Federation rulebook.

Refund Policy:

0 Games Played – 100% Refund

1 Game Played - 50% Refund

2 or more games played – 0% Refund

ALL REFUNDS ARE IN TOURNAMENT CREDIT FOR ANOTHER EVENT.

Sam Hufnagle

Sam@tntsportsgroup.com

630-280-6792

Any questions please don't hesitate to reach out to me.