

11th Annual Braidwood Baseball & Softball Association

Summerfest Tournament Rules

July, 2025; Braidwood, IL

- **Player Eligibility**
 - Player age determined by age on April 30th, 2025 for baseball, and December 31st. 2024 for softball. Players must have played in house ball, for league team that is registering All-Star team to be eligible. No team that has played together as a team for more than 25 games shall be eligible. Final decision of eligibility of any player or team is up to B.B.S.A. Please bring copies of birth certificates for verification.
- **Home/Visitor**
 - A coin flip will determine home team in pool play, team that travels the farthest gets to call it. Home team during bracket play will be determined by higher seed.
- **Time Limit:**
 - *During Pool Play Games*
 - No new inning shall start later than 1 hour 45 minutes from the start of the game. A new inning starts at the 3rd recorded out of previous inning. Please confirm the time of the first pitch of the game with the umpire and the opposing manager. The umpire will keep the official time. A game may end in a tie after 1:45 or regulation innings have been completed.
 - *During Bracket Play and Championship Games*
 - No new inning shall start later than 1 hour 45 minutes from the start of the game. A new inning starts at the 3rd recorded out of previous inning. Please confirm the time of the first pitch of the game with the umpire and the opposing manager. The umpire will keep the official time. If a game ends in a tie after 1:45 or regulation innings have been completed, speed up rule is in effect, runner on second (must be last batted out from previous inning) 1 out and each batter starts with 1-1 count. Game will continue in this format until a winner is decided.
 - *Championship Games*
 - The Championship game at 8u, 10u, 12u will be a complete game with no time limit (8u-5innings, 10u-6innings, 12u-7innings). This may be adjusted at the discretion of the tournament director if there are mitigating factors (weather, etc.)
- **Bats and Equipment**
 - All baseball bats must be stamped with the USA BASEBALL stamp or BBCOR. No 2 3/4" barrel bats will be allowed. All softball bats must be A.S.A. fastpitch approved maximum barrel diameter 2.25". No metal cleats allowed.

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- **Batting Order 8u and 10u**
 - *Continuous Batting Order*
 - All players shall bat in a continuous order. No penalty will be enforced for a player leaving the game due to injury or illness unless the team has less than 9 players. A team can continue with 8 players but an out will be recorded when the 9th spot is reached.
 - *Batting Out of Order*
 - If batting out of order occurs, the violating team may insert the rightful player at bat, replacing the improper batter at any time of the at bat. The rightful player will keep whatever count the improper batter had. If a valid protest is to be made against a team batting out of order, it must be done immediately after the improper batter has finished his at bat. At that time, the improper batter will be called out and any advancing runners will return to the bases they occupied prior to the improper batter. After the first pitch to the next batter, a valid protest will not be heard and play will move on.
- **Batting Order 12u**
 - Straight Nine: Nine (9) players in the batting order and listed on the lineup card with or without a DH. All player substitutes, subject to NFHS substitution rules (Starter can re-enter into his original spot once, etc.)
 - Extra Hitter: Ten (10) players in the batting order and listed on the lineup card. A DH can be used. Free substitution (defensive players) among the ten (10) players listed on the batting order. All player substitutes, subject to NFHS substitution rules (Starter can re-enter into his original spot once, etc.)
 - Continuous batting order: All players in uniform (unless injured) in the batting order and listed on the lineup card. If a late player arrives after the lineup cards are exchanged, the player must be entered into the last spot in the batting order (The player must be listed on the official tournament roster). Free defensive substitution for all players throughout the game.

The Head Coach shall declare his lineup choice to the opposing coach and the umpire(s) during the plate meeting prior to each game. Once a declaration is made, it cannot be changed for that game.

If a team drops below the number of players in the batting order as determined by the Head Coach and no substitution is available, that spot in the batting order will be determined an out. (Example: Injury, ejection, player having to leave, etc).

- **Defensive Substitutions**
 - Free substitution at any time if using a continuous lineup. Pitchers may not return to the mound once they have been removed from that position. *
 - One mound visit per inning.
- **10 Run Slaughter Rule**
 - If the home team takes a lead of 10 or more runs at any time in the bottom of the 4th or 5th inning (5th or 6th for 12u and up), the game is over. If the visiting team

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leads by 10 or more runs at the end of the 4th or 5th inning (5th or 6th for 12u and up), the game is over.

- **Score Book**
 - Teams shall exchange lineup cards before game.
 - Please include player #'s.
 - Teams shall keep a scorebook and validate in between innings.
- **Catcher Speed-Up Rule**
 - Courtesy runners are optional any time for pitcher and catcher with less than two outs. The courtesy runner shall be a player not currently in the lineup. If hitting everyone the last batted out is used. The pitcher or catcher for this rule is the pitcher or catcher of record (previous inning). If the situation arises in the first inning and no outs have been recorded, the last batter in the lineup can run. No out given if runner on base comes up to hit.
- **Sliding**
 - Runners must slide to avoid contact. Umpire discretion.
- **Chatter**
 - Chatter is allowed.
 - Must be positive, directed at their own team and no saying SWING.
 - Catcher must not chatter.

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- Tournament Specific Information**

| | Baseball | | | | Softball | |
|-----------------------------------|----------------|------|-----|-----|----------|-----|
| | 8U | 10U | 12U | 14U | 10U | 12U |
| <i>Innings Played</i> | 5 | 6 | 7 | 7 | 6 | 7 |
| <i>Base Distances</i> | 60' | 60' | 70' | 80' | 60' | 60' |
| <i>Mound Distance</i> | 38' | 46' | 50' | 54' | 35' | 40' |
| <i>Infield Fly Rule</i> | No | No | Yes | Yes | No | Yes |
| <i>Drop 3rd Strike</i> | No | No | Yes | Yes | No | Yes |
| <i>Base Stealing</i> | Yes* | Yes* | Yes | Yes | Yes* | Yes |
| <i>Lead Off</i> | No | No | Yes | Yes | No | Yes |
| <i>Bunting</i> | No | Yes | Yes | Yes | Yes | Yes |
| <i>Balks</i> | No | No | Yes | Yes | N/A | N/A |
| | Pitching Rules | | | | | |
| | Baseball | | | | Softball | |
| | 8U | 10U | 12U | 14U | 10U | 12U |
| <i>Innings Per Day</i> | 2 | 4 | 5 | 7 | N/A | N/A |
| <i>Tournament Total</i> | 8 | 10 | 12 | 14 | N/A | N/A |

- Pitching/Pitcher Info**

- 1 pitch = 1 inning.
- A pitcher removed from the mound may not return that same game to pitch. *

- Base Stealing**

- *8U Base Stealing*
 - Stealing will be allowed only when the catcher has total control of the ball (A player cannot leave the base until the catcher has total control of the ball). No stealing on pass balls or dropped balls by the catcher. No stealing once the catcher is throwing the ball back to the pitcher. Runners may not advance on an overthrow to any base on a steal attempt.
 - There is no stealing of home once the runner is established on 3rd base.
- *10u Base Stealing*
 - Baseball and Softball,
 - No lead offs.
 - Base runner must stay on base and may not steal until the ball has crossed the plate.
 - Stealing home is allowed.

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- **Sportsmanship & Park District Rules**
 - Use of profanity (by players, coaches or fans), throwing of equipment, or any type of abuse will not be tolerated and will lead to an automatic ejection. Once an individual is ejected, they must leave the ballpark entirely. Failure to comply will result in the forfeit of that game. **Managers are responsible for the conduct of their fans.**
 - Tournament fees are non-refundable.
 - Alcoholic beverages are not permitted.
 - NO PETS ALLOWED anywhere on park district grounds, per the direction of the Braidwood Park District during Summerfest.
- **Tournament Directors, Weather Rules, & Other Misc. Items**
 - If weather or time constraints dictate, BBSA reserves the right to reschedule game days and or times, institute game tie breaker, set game limits, schedule multiple games per day, or institute any other rules necessary to complete the tournament as possible.
 - In the event of rain, a game is considered official if four innings are complete. If rain comes up after the game is considered official, the score shall revert back to the last complete inning if the visitor takes the lead and the home team cannot complete their at-bat due to the rain.
 - Time constraints may cause cancellation of pre-game infield. Umpires have been instructed to start games promptly.
 - When a following game is scheduled, please leave your dugouts promptly and conduct your post-game talk outside the field.
 - No infield practice is allowed, including pitching from the mound, once the pre-game field preparations have begun.
- **Protests**
 - Protest of a rule must be made before a pitch is thrown to the next batter after the play in question.
 - Protests must be made by the Manager to the home plate umpire.
 - Protests will be resolved at that point by umpire, before play continues.
 - Only the applications of a rule may be protested, never umpire judgment may be protested (i.e., balls, strikes, safe, out, fair, foul, tag, no tag, etc.).

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Additional Rules for 8U Baseball ONLY:

- **Pitching**
 - Any pitcher, who hits two batters in an inning or three in one game, must be removed.
 - A pitcher must be removed on the second visit to the mound in an inning. Once a pitcher has been removed from the mound, he cannot return as a pitcher later in the game (innings must be consecutive).
- **Advancement**
 - Runners may not advance once the pitcher has control of the ball with at least one foot on the dirt of the mound. If runners were past the previous base prior to pitcher having control of the ball, they may advance to the next base at their own risk. Otherwise, the runner(s) will be sent back to the appropriate base once play has stopped.
- **Maximum Runs in Innings 1-4: 6**
- **Maximum Runs During and After Inning 5: Unlimited**
- **Visitors Ahead vs. Time**
 - Shall the visiting team be up by more than 7 runs, in innings 1-4, and the time allotted for the game expires during that “top half of the inning”, the score reverts back to the score at the start of the inning, and the game is over.
 - This rule only applies during the “Pool Play” portion of the tournament.
- **Field Coach**
 - One coach from the defensive team may stand behind home plate to assist in shagging past balls.
 - Coach must not give any directions or comments during inning.

Additional Rules for 10U Softball ONLY:

- ***Pitching**
 - The starting pitcher may be taken out of the game as a pitcher and re-enter the game only one time as a pitcher. They may re-enter as many times needed in other defensive positions.
 - Non-starting pitchers may not re-enter the game as a pitcher once they are removed.
- **Maximum Runs in Innings 1-5: 6**
- **Maximum Runs During and After Inning 6: Unlimited**