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# 23rd ANNUAL JIM CHRIST MEMORIAL TOURNAMENT RULES & REGULATIONS

July 10-13, 2025

## 1. Tournament Administration

**1.1** The tournament follows IHSA Baseball Rules except as modified below, and each team is responsible for knowing all posted rules.

**1.2** In pool play, the home team is decided by a coin flip during the plate meeting, with the team that traveled farther calling the toss; in bracket play, the higher seed is home.

**1.3** Dugouts are first-come, first-served for the entire event. Teams must clear equipment and trash immediately after each game and hold post-game talks outside the dugout so incoming teams may begin preparing for their game..

**1.4** Pool-play tiebreakers are applied in this order:

- a. head-to-head record
- b. fewest runs allowed in pool games
- c. run differential (capped at  $\pm 10$  per game)
- d. coin flip.

**1.5** A team delegate must have a birth-certificate copy for every player and produce it on request; failure may

result in forfeit. Use of an ineligible player disqualifies the team from the tournament.

**1.6** Every team must file a general-liability certificate at least one week before its first game naming **Glenview Youth Baseball** and **Glenview Park District** as Additional Insured.

**1.7** No protests are permitted, and all decisions of umpires and Tournament Directors are final.

**1.8** The tournament supplies two new baseballs per game. Teams must help return foul balls to umpires ASAP.

**1.9** Directors may alter schedules, time limits, or match-ups for weather or tournament needs.

**1.10** Any issue not covered in these rules is resolved at the sole discretion of the Tournament Directors.

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## **2. Sportsmanship & Personal Conduct**

**2.1** Coaches must promote sportsmanship and control players, assistants, fans, and themselves.

**2.2** Physical confrontation or abusive language triggers immediate ejection from the facility and disqualification from the tournament under a zero-tolerance policy.

**2.3** Judgment calls by umpires may not be argued or protested, and coaches must ensure players and fans comply.

**2.4** Anyone ejected (player, coach, or fan) is out for the remainder of the tournament and must leave the facility; if a fan is ejected, that team's head coach and the fan's child are also ejected.

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## **3. Rosters & Line-ups**

**3.1** Rosters are limited to 15 players, and no additions are allowed after the first pitch of the team's first game.

**3.2** All rostered players must be regular members who played at least 50 % of the team's pre-tournament games unless injured.

**3.3** A player may appear on only one roster and play for only one team in this tournament—including as a call-up—unless the Tournament Director grants prior approval in writing. Any player found playing for multiple teams will be ejected from the tournament, and any game in which that player participated is subject to forfeit at the Director's discretion.

**3.4** Player age is determined by their age on **1 May 2025**.

**3.5** A maximum of nine defensive players may be on the field at one time.

**3.6** A team must have at least eight players to start or continue; dropping below eight results in forfeit.

**3.7** Teams bat their entire roster in a continuous order; defensive substitutions are free except for the pitcher. If a player leaves early, no automatic out is taken, but once an at-bat is skipped for any reason—including injury or illness—the player is removed from the game and may not re-enter. The lineup simply compresses around the absent spot.

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## 4. Scoring

**4.1** The winning team must report the final score and pitching totals immediately via the tournament website.

**4.2** A forfeit is recorded as a **6 – 0** score and removes the forfeiting team from semifinal or championship eligibility.

**4.3** Scorekeepers from both teams must compare books after each half-inning and resolve discrepancies with the umpire before play resumes.

**4.4** MERCY RULE - The game ends if a team leads by:

- **15 runs after 3 innings** (2 ½ if the home team leads)
  - **10 runs after 4 innings** (3 ½ if the home team leads)
  - **8 runs after 5 innings** (4 ½ if the home team leads)
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## 5. Field Policies & Procedures

**5.1** Teams play at the fields and times assigned by tournament officials, and assignments may change.

**5.2** Teams must be ready to play up to 15 minutes before the scheduled start, or risk forfeit.

**5.3** Spectators may not sit directly behind the backstop.

**5.4** Only adult coaches may coach the bases, with a maximum of two base coaches while the team is batting; all other coaches must remain in the dugout.

**5.5** Coaches must stay inside the coaches' box or dugout area during play.

**5.6** While their team defends, coaches must remain in the dugout unless time is called; a second violation after warning results in removal.

**5.7** Each team receives one warning for a thrown bat; any subsequent thrown-bat incident by that team results in a dead ball, the batter being called out, and all runners returning to their previous bases.

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## 6. Equipment

**6.1 Bats** - Non-wood bats must display **BPF 1.15** (or BBCOR) and meet the size limits below. USA Baseball, USSSA, and BBCOR bats that satisfy these limits are legal.

Division	Max Length	Max Barrel	Max Drop
9U	33 in	2 ¾ in	-12
10U – 12U	33 in	2 ¾ in	-12
13U	34 in	2 ¾ in	-8
14U	34 in	2 ¾ in	-5

**6.2 Illegal Bats** - A bat is illegal if altered or outside the limits in §6.1.

- The play stands and the team is charged an out.
- If the out was the third out, the team begins its next at-bat with one out.
- 1st violation – bat removed and reported; 2nd – manager ejected for the tournament; subsequent violations – tournament disqualification.
- Report suspected illegal bats immediately; do not delay in hopes of nullifying a play.

**6.3 Helmets** - All batters, runners, batboys/girls, and players warming a pitcher must wear double-ear helmets; catchers must wear a full helmet-mask.

**6.4 Spikes** - Metal spikes are permitted only in the 13U and 14U divisions.

**6.5 Protective Gear** - All players must wear proper baseball attire, and male players must wear protective cups.

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## 7. In-Game Rules

### 7.1 Game Duration

Division	Pool-Play Games	Bracket Games
8U – 10U	6 innings	—
11U – 12U	6 innings	7 innings
13U – 14U	7 innings	—

### 7.2 Time & Limits -

**7.2.1** Game time starts with the first warm-up pitch; the plate umpire records the official time. A new inning begins immediately after the third out of the previous half-inning.

Division	Pool Play No New Inning After	Bracket Play
9U – 12U	1 h 50 m	No Time Limit
13U – 14U	2 h 00 m	No Time Limit

**7.2.2** Pool games may end tied, but bracket games continue to a winner.

**7.2.3** If a bracket game is tied after the scheduled regulation innings:

- Extra innings will start **with one out**, a **1-1 count**, and the **last batted out** from the previous half-inning placed on second base.
- Play continues using this format until a winner is determined.

**7.2.4** Any tactic the plate umpire deems as intentional stalling (e.g., excessive conferences, slow warm-ups, repeated batter step-outs) carries escalating penalties: first offense – team warning; second – automatic out on the offending team’s next batter; third – game forfeit recorded 6 – 0.

**7.2.5** Tournament Directors may shorten or impose time limits— including during bracket play—whenever weather delays or schedule constraints require a condensed slate of games.

## 7.3 Weather & Lightning

All GYB parks use the **Thor-Guard® Lightning Prediction System** (≈ 2.5-mile radius, 8-20-minute lead time).

- One long 15-second horn blast plus a flashing strobe signals **immediate suspension**; seek shelter in a building or enclosed vehicle.
- The strobe flashes until danger passes.
- Three short 5-second blasts with strobe off give the **all-clear**, but teams must still wait 15 minutes before resuming play.
- Lightning or thunder heard or seen resets the 30-minute clock.
- Games are official after four innings (three and a half if the home team leads); if stopped earlier, they resume at a time set by the Director.

## 7.4 Pitching

**7.4.1** A maximum of five warm-up pitches is allowed between innings and seven after a mid-inning change.

**7.4.2** Each pitcher is allowed one mound visit per inning; a second visit removes the pitcher.

**7.4.3** A removed pitcher may not return to pitch in the same game.

**7.4.4** Balks: none at 9U; one warning per pitcher at 10U-12U; no warnings at 13U-14U.

**7.4.5** Per-game limits:

Division	Outs	Innings
9U – 10U	6	2
11U – 12U	9	3
13U – 14U	12	4

**7.4.6** Exceeding these limits removes the pitcher immediately and starts the team's next offensive inning with one out.

**7.4.7** If a pitcher hits three batters in one game, he must be removed from the mound (he may play elsewhere and pitch in later games).

**7.4.8** A pitcher may intentionally walk a batter by informing the umpire; no pitches are thrown.

**7.4.9** It is recommended that a player who throws 41 + pitches in a game should not catch that day, and a player who has caught four defensive innings should not pitch that same day.

**7.4.10** GYB endorses the MLB / USA Baseball Pitch Smart Guidelines and urges coaches to honor daily pitch-count caps and rest requirements (e.g., 9-10 yr = 75 max, four days' rest after 66 + pitches; 11-12 yr = 85 max; 13-14 yr = 95 max). [mlb.com](http://mlb.com)

## 7.5 Base Running

**7.5.1** Runners must slide or avoid contact at home; malicious contact results in out and possible ejection. **Head-first slides are not allowed at 9U when advancing** but are allowed when retreating to a base.

**7.5.2** Runners must slide or avoid on tag plays at any base; sliding is not required on pick-off returns.

**7.5.3** A courtesy runner may be used for the current catcher at any time with fewer than two outs and is mandatory with two outs. A courtesy runner may also be used for the current pitcher when there are two outs. In all cases, the runner must be the last batted out.

**7.5.4** The dropped-third-strike rule applies to 10U – 14U but not to 9U.

**7.5.5** Curveballs are prohibited at 9U-11U (one warning, then pitcher removal). Curveballs are allowed at 12U+.

### 7.5.6 Additional 9U Rules

- a) No lead-offs; runners leave only after the pitch crosses the plate; leaving early while the pitcher is on the rubber results in an out and dead ball.
- b) On a walk, the batter stops at first; other runners advance only if forced.
- c) Once the catcher cleanly secures the pitch, a runner must either stay put or go straight to the next base—no pausing for a delayed steal. If the runner stops mid-path and is safe, the umpire will send him back to his original base.

- d) A return throw not caught by the pitcher keeps the ball live.  
e) **Wall at Third:** a runner on third may score only on a batted ball or on a bases-loaded walk/HBP. Stealing home is not allowed.

**7.5.7** A fielder may not fake a tag without the ball; the umpire shall award one base for obstruction and may eject the fielder if the act is malicious.

**7.6** Squaring to bunt and then swinging (slashing) is prohibited; the ball is dead, the batter is out, and all runners return to their base.

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## 8. Awards

First- and second-place teams in every bracket (A & B for each age level 9U–14U) receive a team trophy and individual medals after the championship game at their respective fields.

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## Appendix – Division Quick Reference

	9U	10U	11U	12U	13U	14U
Bases	60 ft	65 ft	70 ft	70 ft	80 ft	90 ft
Rubber	44 ft	46 ft	48 ft	50 ft	54 ft	60 ft 6 in
Leadoffs	No	Yes	Yes	Yes	Yes	Yes
Dropped 3rd	No	Yes	Yes	Yes	Yes	Yes
Balk Warnings	N/A	1	1	1	0	0
Curveballs	No	No	No	Yes	Yes	Yes
Bat Max	33/2¾ / -12	33/2¾ / -12	33/2¾ / -12	33/2¾ / -12	34/2¾/-8	34/2¾/-5
Metal Spikes	No	No	No	No	Yes	Yes

(Size column = length in / barrel in / drop.)

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All rules are subject to change by the Tournament Directors in the best interest of safety and fair play.

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