



*Chills and Thrills Fall 12U Classic*

*October 5 – 6, 2019*

1. **LOCATION** – Tournament will be played at Kiwanis Wallas Park 3300 Norberts Way; Ellicott City, Maryland 21042 Fields #7 & #12. Restrooms are located next field #7 and at the Kiwanis Wallas Park Pavilion (see map at the end of this document).
2. **TOURNAMENT FEES:** \$350 per team. Includes 5 Game guarantee (3 Pools Play - Single elimination with a Constellation game if you lose the 1st Elimination game). 2 Game balls will provided per game. 1 Umpire during pool play and initial rounds of bracket play (i.e., 2 umpires in semi-finals and championship games). Team trophies and individual player awards will be provided for 1<sup>st</sup> and 2<sup>nd</sup> place teams.
3. **INCLEMENT WEATHER** – In the event of inclement weather, please check [www.hcypatriots.net](http://www.hcypatriots.net) for the updated field availability.
4. **RULES** – Except where noted below, USSSA rules will be used.
5. **LOCAL RULES**
  - a. **Batting Lineup:** A Team may bat 9 players, the entire lineup or anywhere in between. Once the number of batters is determined, it must remain for the entire game. If there is an injury and the team has no substitutes, the 9th batting spot will be an out. If the team has fewer than 8 players at the start of the game or during the course of the game due to injury/illness etc, the team forfeits. You may start a game with 8 players, but the 9th spot will be an out.
  - b. **Defensive Lineup:** Any player listed on the lineup (either in starting lineup or as a substitute) card can play defense at any time.
  - c. **Courtesy Runner:** The offensive team may use a courtesy runner for the pitcher and catcher of record from the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If there no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out
  - d. **Linked Players:** If a team is not batting the lineup, and a coach pinch hits or pinch runs for a player, those players become “linked” for the remainder of the game. For instance if Player A is substituted to hit for Player B, then those players are considered as “one” player for the remainder of the game for offensive purposes. Either one can bat and either one can run at any time and can flip flop batting/running all game long.
6. **GAME TIME** – Teams must be prepared to play 30 minutes prior to the scheduled start time of a game. Otherwise, a forfeit may be declared. It is the manager’s responsibility to



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find out if, when and where their team is playing. That information will be posted at the site immediately at the conclusion of pool play.

7. **HOME TEAM** – In pool play, the winner of a coin toss prior to the start of a game will have choice of being home or visitors. In championship play the higher seeded team will have the choice. If both teams are equally seeded in championship play then a coin toss will be used.
8. **GAME TIME LIMIT** – All games will be subject to a time limit of 80 minutes in pool play and 90 minutes in elimination games. A game is official after 2 innings are completed in the event weather stops the game. Game length is 7 innings. A game is ended after 3 innings if a team leads by at least 12 runs (2½ if home team is leading) or by 10 runs after 4 innings (3 ½ if home team is leading) or 8 runs after 5 innings (4 ½ if the home team is leading). No new inning may begin after the time limit has elapsed.
9. **TOURNAMENT FORMAT** – All teams will play 3 pool play games on Saturday. At the end of pool play, teams will be seeded, and Single Elimination on Sunday until a champion is crowned. A Constellation game will occur if you lose the 1st Elimination game. Tiebreakers as follows:
  - a. Win-Loss record
  - b. Results of head-to-head competition
  - c. Fewest runs allowed
  - d. Runs Scored
  - e. Coin flip
10. **INCLEMENT WEATHER** – If inclement weather or other conditions impede the normal progress of the tournament, the director reserves the right to change the tournament format in order to achieve the maximum number of games played or to declare an order of finish. With regards to weather cancellations, refunds will be afforded as follows: \$325 if no games played due to weather; \$300 if only 1 game played due to weather; \$0 if 2 or more games played.
11. **SPORTSMANSHIP** – Each coach is responsible for his/her actions as well as the actions of their team's spectators and players. Un-sportsman-like conduct is reason for game forfeiture. The umpire will issue a warning; there is no appeal for this call. If a team forfeits a game due to un-sportsman-like conduct, either by its coaches, players or fans, the tournament director will make a determination as to whether or not the offending team will be allowed to continue to participate in the tournament. If the team is not allowed to continue it will forfeit its' remaining games as well as its tournament fee



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12. **EJECTION:** Players or coaches that are ejected from a game will be suspended from participating in their team's next game of the tournament. Ejection from a second game will result in that coach or player being barred from the remainder of the tournament.



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