

Lombard Lightning Memorial Day Rules

Length of Games:

1. Home and Away teams are determined by a coin flip.
2. 9u-11u will play 6 innings 12u-14u 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 15 runs after 3 innings, 12 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-14u

Base Distances:

9u – 60 Feet; 44 Feet

10u – 65 Feet; 46 Feet (If available otherwise will be same as 9u)

11u-12u – 70 Feet; 50 Feet

13u – 80 Feet; 54 Feet

14u – 90 Feet; 60 Feet

Courtesy Runners – Courtesy runner is optional for pitcher or catcher at any time. The courtesy runner must be a legal sub or the last batted out if you are batting a continuous lineup. If there are no legal subs left in a non-continuous lineup the courtesy runner shall be the last batted out. The courtesy runner will **never** be mandatory.

Slashing – Is Legal

Headfirst Sliding – Is Legal

3rd to 1st move – Is Legal

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

Bats –

8u to 12u, there will be bat restrictions to BPF 1.15

13u BPF 1.15 or BBCOR. Max Difference of Drop 8

14u BPF 1.15 or BBCOR Max Difference of Drop 5

Lineups –

You will have three options.

1. Hit 9 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 or without a DH. EH can be used as a free defensive substitution.
3. Hit 11 with a DH or no DH and two EH's. EH's can be used as a free defensive substitution.
4. Hit a continuous lineup with free substitution. See ejections and injuries rules to see what happens when losing a player.

Stealing – 9u only no stealing home unless runner has been played upon and runners can only steal once the ball has crossed the plate. 9u NO LEADOFFS.

8u and 9u – NO INFIELD FLY AND NO DROP 3RD.

Reporting Scores – All scores shall be texted to **630-280-6792** 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 TNT EVENT/OR Lombard Event.

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:

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
6. Coin Flip

Conduct:

Any coach or player ejected will be suspended for the remainder of the event and will not be allowed to return. We have zero tolerance for ejections. All ejections will need to be reported to Sam Hufnagle at Sam@tntsportsgroup.com or 630-280-6792.

Any fan/spectator ejected will need to be reported as well.

ALL UMPIRES DECISIONS ARE FINAL THERE ARE NO PROTESTS.

Any Rules not listed above shall be ruled with by the IHSA/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 CREDIT FORMAT NO CHECKS ARE GIVEN BACK.

Sam Hufnagle

Sam@tntsportsgroup.com

630-280-6792

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