

2014 Bensenville Summer Slugfest

Results and Updates will be posted at www.bbaasports.org/2014slugfest

Locations

- **Redmond Park**
[Google Maps Link](#)
Jefferson & John St. Bensenville, IL
Parking lot entrance is on Jefferson St.
- **DiOrio Park**
[Google Maps Link](#)
Memorial & Walnut Bensenville, IL
Parking lot entrance is on Barron near Wood Ave.
- **Veterans Park**
[Google Maps Link](#)
Church Rd. & Main St. Bensenville, IL
- **Fenton High School**
[Google Maps Link](#)
Rte. 83 & Grove in Bensenville, IL
Use parking lot just east of football field.

Tournament Coordinators / Contacts

- **Jason Sabala**
630-935-1234
Jason.Sabala@ptechmetal.com (weekdays only)
and/or
fbcoach1969@gmail.com (weekends)
- **Martin O'Connell**
847-238-2217
martyoconnell@gmail.com
- **BBAA Hotline**
Rainout Info.
630-595-4797 (#3)

Tournament Formats

- 8U, 12U, and 14U – Eight teams, two divisions of four, play every team in your division.
Top two from each division move into Championship Bracket.
Bottom two from each division move to Consolation Bracket.
Pool Play Tie-breakers: 1) Head to Head 2) Runs Allowed 3) Runs Scored
- 10U - Ten teams, two divisions of five, play every team in your division once.
Division standings are used for final game.
Tie-breakers: 1) Head to Head 2) Runs Allowed 3) Runs Scored
1A vs. 1B, 2A vs. 2B, 3A vs. 3B, 4A vs. 4B, and 5A vs. 5B

Age Determination

- July 31st is used to determine age and level of eligibility (some exceptions allowed).
- Since many organizations have adopted the Little League Baseball age determination date of April 30th, each team will be allowed to roster up to 5 players who qualify using the April 30th date.

Awards

- Team and individual trophies for 1st and 2nd Place.
- All players will receive tournament T-shirts.

10U Schedule

Tournament Website: <http://www.bbaasports.org/2014slugfest/>

Division A		Division B	
1	Riverside	1	Bensenville All Stars
2	Westdale Warriors	2	Elmhurst All Stars
3	Arlington Hts. Black	3	Wood Dale
4	Oak Park Eagles	4	River Forest
5	Forest Park	5	Westchester Knights

<i>Winner in Green</i>				
Game #	Mon. July 21			Score
1	Riverside @ Westdale Warriors	6:00 PM	DiOrio #1	
2	Bensenville All Stars @ Elmhurst All Stars	6:00 PM	DiOrio #3	
3	Oak Park Eagles @ Arlington Hts. Black	6:00 PM	DiOrio #4	
4	River Forest @ Wood Dale	6:00 PM	DiOrio #5	
	Tue. July 22			
5	Bensenville All Stars @ Wood Dale	6:00 PM	DiOrio #1	
6	Riverside @ Arlington Hts. Black	6:00 PM	DiOrio #3	
7	Elmhurst All Stars @ Westchester Knights	6:00 PM	DiOrio #4	
8	Westdale Warriors @ Forest Park	6:00 PM	DiOrio #5	
	Wed. July 23			
9	Forest Park @ Oak Park Eagles	6:00 PM	Redmond N	
10	Westchester Knights @ River Forest	8:15 PM	Redmond N	
	Thu. July 24			
11	Oak Park Eagles @ Riverside	6:00 PM	Redmond N	
12	River Forest @ Bensenville All Stars	8:15 PM	Redmond N	
	Fri. July 25			
13	Arlington Hts. Black @ Westdale Warriors	6:00 PM	DiOrio #1	
14	Wood Dale @ Elmhurst All Stars	6:00 PM	DiOrio #3	
15	Forest Park @ Riverside	6:00 PM	Redmond N	
16	Westchester Knights @ Bensenville All Stars	8:15 PM	Redmond N	
	Sat. July 26			
17	Arlington Hts. Black @ Forest Park	9:00 AM	Redmond N	
18	Elmhurst All Stars @ River Forest	11:00 AM	Redmond N	
19	Wood Dale @ Westchester Knights	1:00 PM	Redmond N	
20	Westdale Warriors @ Oak Park Eagles	3:00 PM	Redmond N	
	Sun. July 27			
21	#5 A vs. #5 B *	10:00 AM	DiOrio #1	
22	#4 A vs. #4 B *	10:00 AM	DiOrio #3	
23	#3 A vs. #3 B *	9:00 AM	Redmond N	
24	#2 A vs. #2 B *	11:00 AM	Redmond N	
25	#1 A vs. #1 B *	3:00 PM	Redmond N	
	* Coin flip determines home team.			

10U Rules

- Bases: 60'
- Pitchers Plate: 46'
- Pitchers Circle: 8' Diameter

1. Games will be 6 innings in length (unless shortened by time limit).
2. 15 players per roster maximum.
3. Copies of birth certificates must be presented at check-in and must be available during the course of the tournament.
4. Everyone will play 5 games (weather permitting).
5. Home team to provide two new game balls. A tournament coordinator will provide game balls for every team at the start of tournament.
6. Team trophy to 1st and 2nd place.
7. Individual trophies for 1st and 2nd place, all others will receive participation awards.
8. Pitchers will be allowed to pitch no more than 2 innings per game.
9. Pitchers must be removed if they hit two batters in the same inning.
10. 1 pitch constitutes 1 inning pitched.
11. Pitcher must be removed after second coach's visit in an inning.
12. Base stealing (including home) is allowed. Stealing after a walk (continuation of the walk) is not allowed.
13. Lead-offs are not allowed. Base runners must wait until the ball crosses the plate. Runners who are caught leaving early will be called out. Warnings will not be issued.
14. The dropped 3rd strike rule is not in effect.
15. The infield fly rule is not in effect.
16. Players must slide to avoid contact or may be called out.
17. Slaughter rule is 12 runs after 4 innings (3½ if home team is winning).
18. Home team occupies 3rd base dugout / visitor occupies 1st base dugout.
19. Must start game with at least 9 players and end with at least 9 players. Failure to do so will result in a forfeit.
20. All managers must submit their line-up to the opposing manager before the game starts.
21. Players in uniform may not sit more than 2 consecutive innings.
22. A continuous batting order will be used and free defensive substitution is allowed.

23. Play is dead when the ball is in a player's possession (and held) in the pitcher's circle. Base runners will be awarded the next base if they are more than 1/2 of the way when play is called dead (umpires judgment). This rule does not apply on an attempted steal.

24. Any player that leaves before the end of the game will be an out; injured players will be skipped in the lineup. If a player is skipped in the batting order then he may not return.

25. Players may not wear any type of jewelry including watches, rings, pins, earrings, etc.

26. Players arriving late to the game may be added to the end of the batting order but must be there before the end of the line-up has batted or they cannot play.

27. Pitchers are allowed 5 warm-up pitches between innings. New pitchers are allowed 8 warm-up pitches.

28. Teams may pull their catcher from base and replace him with the last batted out at any time. Catchers MUST be replaced with the last batted out when there are 2 outs.

29. All bats are legal.

30. Games must go a minimum of 4 innings (3½ if home team is winning) to be considered as have reached regulation.

31. All games have a time limit (except Championship) ... a new inning cannot be started after 1 hour 45 minutes. Games may end in a tie during pool play (if played to regulation) but must be played to completion during bracket play.

32. The "California Rule" is in effect for tie games after regulation or if the time limit has been reached during bracket play. The last batted out from the previous inning starts on 2nd base with 1 out. When the California rule is in effect, the catcher may not be pulled from base to prepare for the next inning.

33. Ground rules will be gone over by umpires prior to the game.

34. Games decided by forfeit will be recorded as 7-0.

35. There will be a 10 minute grace period after the scheduled start time for teams who do not have 9 players at game time. The game will be declared a forfeit after this grace period.

36. If any discrepancies occur during a game, a tournament coordinator will decide the outcome before play resumes. This is only for rules, not umpire calls.

37. Tie Breakers:

1. Head to Head Competition.
2. Least amount of runs given up.
3. Total runs scored.

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