#### 2017 Bensenville Summer Slugfest

Results and Updates will be posted at www.bbaasports.org/2017slugfest

#### Locations

Redmond Park
 Google Maps Link
 Jefferson & John St. Bensenville, IL
 Parking lot entrance is on Jefferson St.

Veterans Park
 Google Maps Link
 Church Rd. & Main St. Bensenville, IL

DiOrio Park

 Google Maps Link

 Memorial & Walnut Bensenville, IL

 Parking lot entrance is on Barron near Wood Ave.

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 (evenings and weekends)

BBAA Hotline
 Rainout Info.
 630-595-4797 (#3)

Martin O'Connell 847-238-2217 martyoconnell@gmail.com

## **Tournament Formats**

8U –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

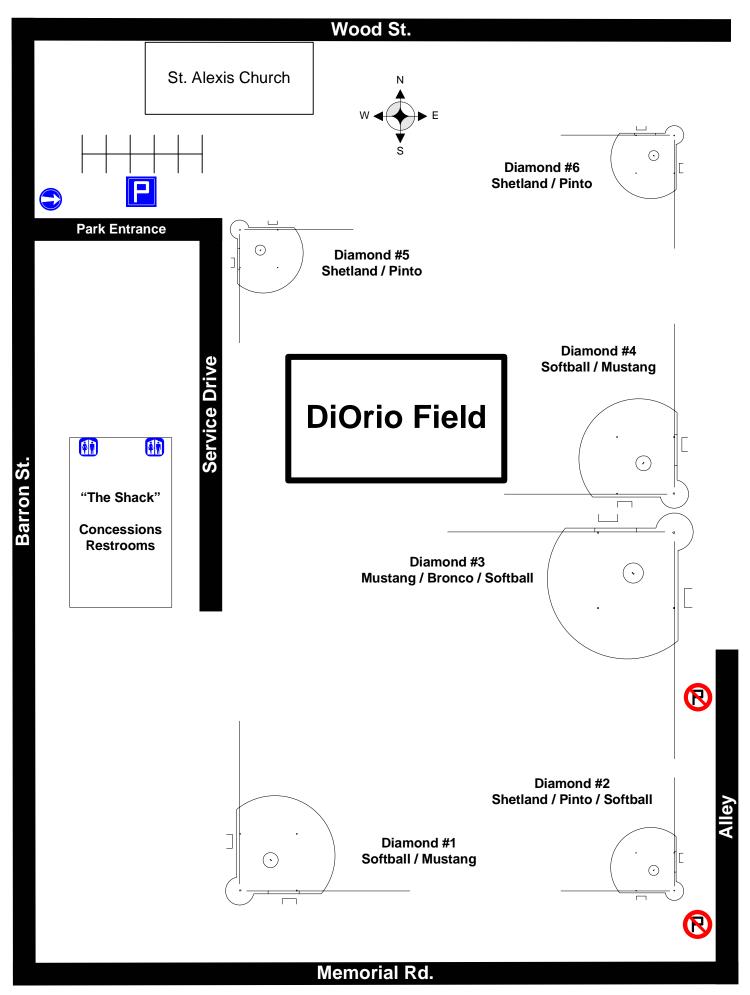
10U - Eight teams, two divisions of four, play every team in your division.
 Top two from each division move into Championship Bracket.
 Bottom two from each division move to Consolation Bracket.
 Pool Play Tie-breakers: 1) Head to Head 2) Runs Allowed 3) Runs Scored

## **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.



## 2017 Bensenville Summer Slugfest 8U Rules

• Bases: 60'

• Pitchers Plate: 39'

• 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 at least 5 games (weather permitting).
- 5. Each team will provide 1 game ball for each game. 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 2<sup>nd</sup>. All participants will receive tournament tee shirts.
- 8. The diamond shall not be used by either team prior to the start of the game. All warm ups should be in the outfield grass or outside of the foul lines within the infield.
- 9. Coach must pitch from inside pitcher's circle (any part of body) and leave immediately after ball is hit.
- 10. Coaches pitch 5 pitches, if the ball is not put in fair territory the player is out. If the player swings and misses three times then the player is out.
- 11. The coach that is pitching is considered fair territory and the ball must be played if the ball strikes the coach.
- 12. Play is dead when the ball is in a player's possession (and held) inside 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).
- 13. The infield fly rule is not in effect.
- 14. The maximum allowed runs per inning is 6 except for the final inning. Teams are not limited in the final inning. The final inning may be called early by the umpire due to time constraints.
- 15. Slaughter rule is 12 runs after 4 innings (3½ if home team is winning).

- 16. Lead-offs are not allowed. Base runners must wait until the ball is hit. Runners who are caught leaving early will be called out. Warnings will not be issued.
- 17. Home team (or team listed second) occupies 3rd base dugout. Visitor (or team listed first) occupies 1st base dugout.
- 18. Must start game with at least 9 players and end with at least 9 players. Failure to do so will result in a forfeit.
- 19. All managers must submit their line-up to the opposing manager before the game starts.
- 20. Players in uniform may not sit more than 2 consecutive innings.
- 21. A continuous batting order will be used and free defensive substitution is allowed.
- 22. Players must slide to avoid contact or may be called out.
- 23. 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.
- 24. Players may not wear any type of jewelry including watches, rings, pins, earrings, etc.
- 25. 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 lineup has batted or they cannot play.
- 26. There will be a time limit of 90 seconds between half innings.
- 27. Teams may pull their catcher from base and replace him with the last batted or fielded out at any time. Catchers MUST be replaced with the last batted or fielded out when there are 2 outs.
- 28. All bats are legal.
- 29. Games must go a minimum of 4 innings (3½ if home team is winning) to be considered as have reached regulation.
- 30. 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.
- 31. The "California Rule" is in effect for tie games after regulation or if the time limit has been reached during bracket play. The last out from the previous inning (last batter) 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.
- 32. Ground rules will be gone over by umpires prior to the game
- 33. 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.

- 34. Games decided by forfeit will be recorded as 7-0.
- 35. Intentional walks are allowed. The plate umpire must be notified and no pitches are required.
- 36. There is a maximum of four coaches allowed in the dugout including the scorekeeper.
- 37. 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.
- 38. Scorekeepers must verify score after each inning.
- 39. Lightning Rule: When thunder is heard or a cloud-to-ground lightning bolt is seen, play shall be suspended for at least 20 minutes. Any subsequent thunder or lightning after the beginning of the 20 minute count shall reset the clock and another 20 minute count shall begin.
- 40. Tie Breakers:
- 1. Head to Head.
- 2. Total runs allowed.
- 3. Total runs scored.

## **Tournament Coordinators**

Jason Sabala (630-935-1234) fbcoach1969@gmail.com

Martin O'Connell (847-238-2217) martyoconnell@gmail.com

#### **BBAA Hotline**

Rainout Info. 630-595-4797 (option #3)

# 2017 Bensenville Summer Slugfest 8U Schedule

	Division A		Division B	
1	Elmwood Park	1	Bensenville	
2	Westdale	2	Northlake	
3	River Forest Green	3	River Forest Gold	
4	Franklin Park	4	Wheaton Briar Cliff	

Game #	Mon. July 17			Score
8U-1	Elmwood Park @ Westdale	6:00 PM	DiOrio #1	
8U-2	River Forest Green @ Franklin Park	6:00 PM	DiOrio #5	
	Tue. July 18			
8U-3	River Forest Gold @ Wheaton Briar Cliff	6:00 PM	Redmond N	
8U-4	Bensenville @ Northlake	8:15 PM	Redmond N	
	Wed. July 19			
8U-5	Elmwood Park vs. River Forest Green *	6:00 PM	Redmond N	
8U-6	Westdale vs. Franklin Park *	8:15 PM	Redmond N	
	Thu. July 20			
8U-7	Bensenville vs. River Forest Gold *	6:00 PM	DiOrio #1	
8U-8	Northlake vs. Wheaton Briar Cliff *	6:00 PM	DiOrio #4	
8U-9	Franklin Park @ Elmwood Park	6:00 PM	DiOrio #5	
	Fri. July 21			
8U-10	Westdale @ River Forest Green	6:00 PM	DiOrio #1	
8U-11	Wheaton Briar Cliff @ Bensenville	6:00 PM	DiOrio #4	
8U-12	Northlake @ River Forest Gold	6:00 PM	DiOrio #5	
	Sat. July 22			
8U-13	#4 B Division @ #3 A Division	10:00 AM	DiOrio #1	
8U-14	#4 A Division @ #3 B Division	10:00 AM	DiOrio #5	
8U-15	#2 B Division @ #1 A Division	1:30 PM	Redmond N	
8U-16	#2 A Division @ #1 B Division	3:45 PM	Redmond N	
	Sun. July 23			
8U-17	#13 Loser vs. #14 Loser **	10:00 AM	DiOrio #4	
8U-18	#13 Winner vs. #14 Winner **	10:00 AM	DiOrio #5	
8U-19	#15 Loser vs. #16 Loser **	9:00 AM	Redmond N	
8U-20	#15 Winner vs. #16 Winner **	11:15 AM	Redmond N	

<sup>\*\*</sup> Higher Seed is Home Team Or If Same Seed Then Coin Flip Determines Home Team