

2018 Bensenville Summer Slugfest

Results and Updates will be posted at www.bbaasports.org/2018slugfest

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
fbcoach1969@gmail.com
- **Martin O'Connell**
847-238-2217
martyoconnell@gmail.com
- **BBAA Hotline**
Rainout Info.
630-595-4797 (#3)

Tournament Formats

- 8U – Ten teams, two divisions of five, play every team in your division once.
Division standings are used for final game.
1A vs. 1B, 2A vs. 2B, 3A vs. 3B, 4A vs. 4B, and 5A vs. 5B
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.

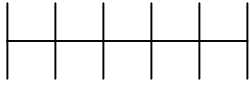
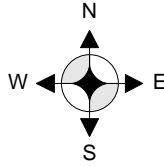
**2018 Bensenville Summer Slugfest
8U Schedule**

	Division A		Division B
1	Lisle Navy	1	Lisle White
2	Westdale	2	Addison
3	Bensenville	3	Norridge / Harwood Hts.
4	River Forest	4	Franklin Park
5	Elmwood Park	5	Melrose Park

Winner in Green				
Game #	Mon. July 16	Time	Field	Score
1	Lisle Navy @ Westdale	6:00 PM	DiOrio #5	
2	River Forest @ Bensenville	6:00 PM	DiOrio #1	
3	Lisle White @ Addison	6:00 PM	Redmond N	
4	Franklin Park @ Norridge / Harwood Hts.	8:15 PM	Redmond N	
	Tue. July 17			
5	Addison @ Melrose Park	6:00 PM	DiOrio #5	
6	Lisle Navy @ Bensenville	6:00 PM	Redmond N	
7	Westdale @ Elmwood Park	8:15 PM	Redmond N	
	Wed. July 18			
8	Elmwood Park @ River Forest	6:00 PM	DiOrio #5	
9	Melrose Park @ Franklin Park	6:00 PM	DiOrio #1	
	Thu. July 19			
10	River Forest @ Lisle Navy	6:00 PM	Redmond N	
11	Franklin Park @ Lisle White	8:15 PM	Redmond N	
	Fri. July 20			
12	Bensenville @ Westdale	6:00 PM	DiOrio #1	
13	Norridge / Harwood Hts. @ Addison	6:00 PM	DiOrio #3	
14	Elmwood Park @ Lisle Navy	6:00 PM	DiOrio #4	
15	Melrose Park @ Lisle White	6:00 PM	DiOrio #5	
	Sat. July 21			
16	Bensenville @ Elmwood Park	9:00 AM	Redmond N	
17	Lisle White @ Norridge / Harwood Hts.	10:00 AM	DiOrio #5	
18	Addison @ Franklin Park	11:00 AM	Redmond N	
19	Norridge / Harwood Hts. @ Melrose Park	1:00 PM	Redmond N	
20	Westdale @ River Forest	3:00 PM	Redmond N	
	Sun. July 22			
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.			

Wood St.

St. Alexis Church



Diamond #6
Shetland / Pinto

Park Entrance

Diamond #5
Shetland / Pinto

Diamond #4
Softball / Mustang



DiOrio Field

Diamond #3
Mustang / Bronco / Softball

Barron St.



"The Shack"

Concessions
Restrooms

Service Drive



Diamond #2
Shetland / Pinto / Softball

Diamond #1
Softball / Mustang

Alley



Memorial Rd.

Parking South Side Only

Parking South Side Only

2018 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. Players may only be rostered on one tournament team.
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 2nd. 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

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