



## Plainfield Athletic Club

### Kledzik and Blast Tournament Rules

### Revised for 2025 Season

#### General Tournament Policies

1. Plainfield Athletic Club (PAC) will treat all teams equally. If a question comes up, coaches should bring it to the attention of the Tournament Director. The ruling from the Tournament Director will be considered final.
2. Teams need to turn in a copy of their team insurance form via email. **Insured should be Plainfield Park District, 23729 W. Ottawa St., Plainfield, IL 60544**

**The home team during pool play will be decided by a coin flip and will keep the official scorebook. In bracket play, the higher seeded team will have the option to be the home team and take the 3<sup>rd</sup> base dugout unless the other team is playing back-to-back games and already occupies the 3<sup>rd</sup> base dugout.**

3. There will be no infield practice prior to games.
4. Teams should arrive 45 minutes prior to game time as games can start 15 minutes early if umpires are ready to go. Teams may start a game with 8 players and finish with 8 players. If batting only 8 players, the 9<sup>th</sup> spot in the batting order will be an automatic out. If a 9<sup>th</sup> player shows up late, he is then placed in the last spot in the order. If a team drops to 7 players or less, the game is then considered a forfeit with a score of 7-0.
5. Final scores will be texted by both managers to ensure the score is correct. A number will be provided prior to the start of the tournament.
6. If a tiebreaker is needed for bracket seeding, the following will be used:
  - a. Overall won-lost record
  - b. Head to Head (only applies when 2 teams are involved. More than 2 teams tied with same record then go to next tie breaker)
  - c. Least number of runs allowed throughout pool play
  - d. Run Differential (+8 is the most per game. For example, 14-1 final is a +8 differential and not +13)
  - e. Runs Scored
  - f. Coin Flip
7. Tournament Director may modify the number or length of games when necessary due to weather, field condition or scheduling issues. This includes modifying the time limit if needed.
8. All teams are required to follow park district policies listed at each park.

## **Rosters and Birth Dates**

9. A player may only be on one roster for the tournament, regardless of age division.
10. There is no penalty for players that have a different jersey. We do encourage everyone to dress the same.
11. Any manager protesting a player will be required to put up \$100 cash. The Tournament Director will investigate the claim and if the protest is won, the manager will get his \$100 cash back. If the protest is lost, the \$100 cash will be forfeited. If the birth certificate shows the player is over age, the team must forfeit all games that the player played in with the forfeit score of 7-0 being used.
12. The birthday age cutoff is May 1. Each head coach should have a copy of all players' birth certificates on hand at every game in case proof of age is needed by the Tournament Director during a protest. For example, if a player is playing in the 11u division, he cannot turn 12 prior to May 1<sup>st</sup>. If his birthday is May 1<sup>st</sup>, then he is good to play in the 11u division. If he turns 12 on April 30<sup>th</sup>, he is not eligible to play in the 11u division.
13. All umpire decisions are final.

## **Playing Rules**

The official playing rules for the tournament shall be the NFHS (high school) rules with the following exceptions:

### **14. Length of Game**

Ages 8u-12u will play 6 innings; Ages 13u-14u will play 7 innings.

### **15. Batting Order and Extra Players**

Teams may bat a nine-player lineup

Teams may bat a nine player lineup and use up to 2 Extra Hitters (EH) and can use a (DH)

Teams may bat a continuous lineup using all present player

Teams will have open defensive substitutions for all players in the hitting lineup

If a team uses a lineup that contains substitutes we use high school re-entry rule

The Head Coach shall declare his line up while meeting with the home plate umpire prior to the start of the game.

### **16. Pitching Limits**

- a. 8u is limited to 2 innings per game
- b. 9u is limited to 3 innings per game
- c. 10u is limited to 3 innings per game
- d. 11u is limited to 4 innings per game
- e. 12u – 14u no limit

### **One Pitch equals 1 inning.**

Once a pitcher is removed from a game, he may not re-enter later in game to pitch again.

**Intentional Walks.** There will be no pitches thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.

The Tournament Director is not involved in pitch counting so please use common sense when pitching the young athletes. Recommended Pitch Count Limits and Recommended Rest are shown below:

				<b>Recommended</b>	<b>Rest</b>	
Age	Daily Max	0 Days	1 Day	2 Days	3 Days	4 Days
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+

## 17. Bat Restrictions

Bats 8u-14u all bats must have a 1.15BPF stamp OR a USA Bat. 14u Teams Can Only Use a Max of -5. 13u Teams Can Only Use a Max of -8. IF YOU ARE USING A -3 BAT, IT MUST BE BBCOR.

**Recalled Bats:** The following bats have been recalled by the manufacturer and are not permitted in PAC tournaments effective immediately.

- As of April 12, 2021 all 2017 Demarini Zens are not allowed
- DeMarini 2018 CF Zen CBZ 2 3/4" (31/-10 and 32/-10) – Not Allowed
- Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only) – Not Allowed.

**Any coach or umpire that notices a recalled bat shall immediately have it removed from the game. A batter in violation of the rule once he steps into the batter's box will be called out. Runners will not be allowed to advance on the batted ball. If there are 2 infractions by the same team during the game, the head coach will be ejected.**

## 18. Time Limits

The game start time will begin with the first warm up pitch and the umpire will announce the official start time. All games for 8u – 14u will have a time limit of 1 hour and 45 minutes. No new inning will begin once the time limit is reached. Teams will be allowed to finish the inning after the time limit. Expiration of time limit shall be ruled upon at the moment the final out in a half inning is recorded. If the home team is winning after the time limit has been reached, then the ball game is over at that point.

In pool play, games can end in a tie. **No extra innings will be played in Pool Play.**

In bracket play, if a game is tied after the time limit, extra inning rules are in play no matter what inning the game is in.

No new inning after 2:15 minutes in the Championship game only. Extra inning rules will apply if the game goes into extra innings.

## 19. Mercy Rules for all games

15 runs after 3<sup>rd</sup> inning  
 10 runs after 4<sup>th</sup> inning  
 8 runs after 5<sup>th</sup> inning

Mercy rule is in effect for all games, including the championship game.

**20. Metal spikes** are not allowed in the age groups of 8 – 12.

**21. 8U Only Additional Rules**

- a. **Pitching** - Any pitcher who hits three batters must be removed.
- b. **Stealing** – No Lead Offs; Stealing will be allowed when the pitched ball reaches the front of the plate; No Delayed Steals.
- c. **Runners** - Cannot steal home on a passed ball, wild pitch, or overthrow; and can try to go to 3<sup>rd</sup> if he steals second base.
- d. **Base runner advancement** - Runners may not advance once the pitcher has control of the ball with at least one foot on the dirt of the mound. If runners were past the previous base prior to the pitcher having control of the ball, they may advance to the next base at their own risk. Otherwise, the runner(s) will be sent back to the appropriate base once play has stopped. Runners may advance on overthrows on balls put into play.
- e. **No dropped 3<sup>rd</sup> Strike or Infield Fly Rule**

**22. 9u Only Additional Rules**

- a. **Lead offs are permitted.**
- b. **Runners** – Cannot steal home on a passed ball, wild pitch, or overthrow; and can try to go to 3<sup>rd</sup> if he steals second base
- c. **No dropped 3<sup>rd</sup> strike or infield fly rule.**

**23. Balk Warnings 9u/10u/11u Only** – one balk warning per pitcher, regular baseball rules apply for everything else.

- **No Fake to 3b and then to 1b allowed. This will be considered a balk.**

**24. Extra Innings** – if tied after time limit or in regulation, the last out of the previous inning will be placed on 2<sup>nd</sup> base and the hitting team will start with 1 out and each batter will start with 1 ball and 1 strike. The game will continue in this format until a winner is determined.

**25. Courtesy Runners** can be used at any time for the Pitcher and Catcher. The courtesy runner shall be the last batted out for a team using a continuous order or a substitute for a team batting 9, 10 or 11 players. This is to be used for the pitcher or catcher of record. If in the last inning of a pool play game, no courtesy runners will be allowed. If in the last inning or extra innings of bracket play, you can run for the catcher or pitcher of record.

**26. Ejections**

If a player or coach is ejected from the game, they will be suspended for the next game as well. If a player is ejected from a team batting a continuous order or cannot substitute no more for the ejected player, that spot in the order will then become an out. A 2<sup>nd</sup> ejection by same player or coach could result in not being allowed in any additional games.

**27. Injuries**– If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped with no penalty. Once the injured player leaves the batting order, he is done for the remainder of that game.

**28. Game Called Due to Weather or Field Conditions**

A game will be considered complete if weather, darkness or field conditions prevent the game from being completed:

6 inning game = 2 innings or 1 ½ if home team is leading, will constitute a completed game  
 7 inning game = 3 inning or 2 ½ if the home team is leading, will constitute a completed game

If not official, the game will be suspended and resume where it left off.

Should a Championship game be interrupted and not an official game, then the championship team will be determined by the score at the end of the last full completed inning. If score was tied at that point, then the higher seed will be awarded the championship.

## 29. Cancellation Policy

Any team that withdraws within 45 days of a tournament will not receive any credit or refund.

## 30. Refund Policy if tournament is cancelled by weather

0 Games = 100% Refund  
 1 Game = 50% Refund  
 2 Games or more = 0% Refund

31. All youth age groups will be played if there are 4 teams registered. A team must be registered and paid in full in order to secure your spot in a tournament.

## 32. PAC Rules Highlights

	8u	9u	10u	11u	12u	13u	14u
<b>Base Distance</b>	60'	65'	65'	70	70	80'	90
<b>Pitching Length</b>	40'	46'	46'	50'	50'	54'	60'6"
<b>Game Length</b>	6 innings	6 innings	6 innings	6 innings	6 innings	7 innings	7 innings
<b>Time Limit</b>	1:45	1:45	1:45	1:45	1:45	1:45	1:45
<b>Leadoffs</b>	No	Yes	Yes	Yes	Yes	Yes	Yes
<b>Stealing</b>	Note 1	Yes	Yes	Yes	Yes	Yes	Yes
<b>Balks</b>	No	Note 2	Note 2	Note 2	Yes	Yes	Yes
<b>Dropped 3rd Strike</b>	No	No	Yes	Yes	Yes	Yes	Yes
<b>Infield Fly</b>	No	No	Yes	Yes	Yes	Yes	Yes
<b>Note 1 - Runner can steal once the ball crosses the front of the plate</b>							
<b>Note 2 - One balk warning per pitcher</b>							

Mercy Rules for all games

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