



2011 Tournament Teams:

Hornets
Junior Phoenix
Lakeshore Rise
Menasha
Off-Speed Storm
PCFC Panthers
Swat Team
Wisconsin Elite



Playing Rules

- *All games are 1hr 15 minutes in length or 7 innings, whichever comes first. A new inning may not be started after the 75th minute. Umpires will use their best judgment on calling games based on time.
- * We will allow up to 15 minutes of warm-up time between games on the field
- *All games will be played on 60' base paths.
- *Coaches are responsible for having players on and off the playing field in a timely manner between innings.
- *Home team will keep the official book.
- *Run rule is 15 after 3 innings, 10 after 4 innings, and 8 after 5 innings of play.
- *All players must be contained within the designated dugout protective screens. **THIS INCLUDES THE ON-DECK BATTER.**
- *Only roster coaches and players allowed on field. No parents or spectators.
- *Any pre-game warm-ups must be conducted on the playing field; check with the front desk for additional areas for warm-ups
- *Free substitutions on defense. Batting order must remain unchanged. Teams may bat the whole lineup if they would like.
- *Courtesy for Pitcher and Catcher will be the last out recorded.
- *No collision rule - must avoid contact if at all possible.
- *A ball hitting the ceiling within the ribbon area designating the infield is an out.
- *A ball hitting the ceiling outside the ribbon area designating the infield in fair territory is a live ball. A ball caught off the ceiling is an out.
- * Please make sure your players always hustle if it's a close play on the ribbon. Umpires will do their best to be clear either way.
- *A ball lodged in the ceiling net or the field divider-dead ball-automatic replay.
- *A ball that is hit below the orange ribbon on a line drive, or an untouched ground-ball is an automatic "SINGLE". A ball hit above the orange ribbon is an automatic "HOMERUN".
- *Fair ball that hits the ceiling netting, then the back outfield netting is NOT an out. The "Green Monster" Rule. Runners advance at own risk.
- *Runners can advance to any base, including home, on a passed ball, at any time.
- *A ball thrown into the dugout area is a dead ball, one (1) base advancement.
- *Pitchers are allowed six (6) warm-up pitches at the start of an inning.
- *All equipment must be kept inside the dugout.
- *All final decisions and calls are at the discretion of the Umpire.