

REGISTRATION FORM

ANTIGO DUGOUT CLUB YOUTH BASEBALL TOURNAMENT

JUNE 15-17 2012 KRETZ/LAKE PARK, ANTIGO

Team Name & City _____

Circle One Please 9U 10U 11U 12U 13U 14U 15U

Coach to contact day of tourney _____ Email _____

Cell Phone _____ Home Phone _____ Work Phone _____

Address _____

Fees: 9u-10U =\$225 11U-12U=\$250 12U-15U=\$300

Direct inquiries to TOURNAMENT managers below

9U Nate Musolff 715 216 2880; nmusolff@antigo-city.org

10U Rob Cornelius 715 216 2508 ; absoluterob79@gmail.com

11U Lance Doering 715 216 4654 or 216 1299; ltdoering4@yahoo.com

12U Craig Husnick 715 216 5157; chusnick@southsidetire.com

13U Tim Husnick 715 216 5156; thusnick@southsidetire.com

14U Bud Falk 715 216 5176; bfalk@southsidetire.com

15U Randy Krebs 715 216 0661 randykrebs@frontier.com

Make checks payable to: Antigo Dugout Club

Mail to: Antigo Dugout Club

 205 Virginia Street

 Antigo, WI 54409

Look for more information on our tournament at eteamz.com and registration form, rules etc. from our website **antigobaseball.org**

Please, no carry-ins allowed. We use this as a fund raiser just like you do at your tournaments. Thank you for your patronage of our community's businesses. We appreciate your anticipated cooperation.

Camping sites may be available by calling Antigo City Hall 715 623 3633.

Holiday Inn 715-627-7500

Super 8 715 623 4188

Days Inn 715 623 0506

ANTIGO DUGOUT CLUB
2012 TOURNAMENT RULES as of 1.3.12 12:00 Noon

All rules are consistent with the Official Babe Ruth (13U-14U) and Little League (11U-12U and 9U- 10U) Tournament rules for the appropriate age group in which your team is participating except for the following:

- 1) First and foremost, proper sportsmanship is expected by all players, coaches and fans. Chatter is a part of the game, but unsportsmanlike conduct will not be tolerated. One warning will be given before the individual(s) involved will be asked to leave the park, by the police if the instruction to leave is not quickly accommodated.
- 2) Time limits for games are 1 hour, 45 minutes for all levels, and game time will commence at the scheduled start time.
 - No new inning may begin after the one hour, 45 minute limit unless the score is tied.
 - There will be a **three minute time limit between innings**. The time will start once the third out is made.
 - 2 hour intervals are allowed between games. **Games may start early, so teams must be available ½ hour prior to the scheduled start time.** Any team which does not take to the field within ten minutes of the schedule start time will forfeit the game upon the opposing team taking the field and throwing the first pitch.
 - Ties will be played out using the California rule, also sometimes referred to as international rule
- 3) One pitch constitutes an inning pitched. Innings pitched is limited to:
 - 13-14 U teams - 4 innings per game max, 12 total for tournament
 - 9- 12 U teams – 3 innings per game max, 10 total for tournament
- 4) Innings to be played in a game:
 - 14U, and 13U - 7 innings and
 - 9-12U – 6 innings

Teams in the 14U can bat 9 players or 10 with an extra hitter or their entire order with free substitution (no DH allowed). 9U – 13U will use a continuous batting order and open substitution for both teams. 9U – 10U can play 4 outfielders in the field. No rovers.

Pool placement will be determined in the following order:

- Win/loss percentage;
- Head to head match-up;
- Lowest runs allowed;
- Most runs scored; and
- Coin-flip.

TOURNAMENT RULES (2)

- 7) A Mercy Rule of a 15 run lead after 4 innings or 10 runs after 5 will be used. Championship games will be played to completion by innings and will not have a time limit.
- 8) A player becomes ineligible in an age bracket if:
 - 14 U teams - a player turns 15 years old before May 1st
 - 13 U teams – a player turns 14 years before May 1st
 - 12 U teams - a player turns 13 before May 1st
 - 10 U teams – a player turns 11 before May 1st
 - 9U teams – a player turns 10 before May 1stProof of age may be requested and must be available. Acceptable proof is original or certified copy of a public record of birth. Violation of this rule results in forfeiture of game(s) and awards.
- 9) No player may play on more than one team during the tournament weekend.
- 10) Home team will be determined by coin flip.
- 11) Players must remain in the same batting order. Substitutions must be reported prior to the substitute entering the game. Both a starter and non-starter may re-enter the game once, and then in the same batting order.
- 12) A pinch runner is mandatory for the catcher with two outs in the inning. The previous out in your batting order will be your pinch runner. Courtesy runners may be used for the pitcher or catcher at any time. This will be the last out recorded.
- 13) Proper gear is to be worn at all times. All batters and runners must wear helmets with ear flaps.
- 14) Metal spikes are allowed for 13-14 U teams, but 12 U-9U teams can not wear metal spikes, only rubber are allowed. 14U bats need BESR certification with 2 5/8 barrel size (-3). 12U, 11U, 10U, 9U standard little league bat sizes. 13U no bat restrictions (umpire's discretion), wood bats all ages are acceptable. Two adult base coaches are allowed.
- 15) Base stealing is allowed, including home:
 - In 13-14 U games, runners can lead off.
 - In 11-12 U and 9U - 10 U games, runners can lead off after the ball crosses home plate.
- 16) A coin flip will determine home team.
- 17) Only the manager may discuss a decision with the umpire, and all umpires are to be treated with respect. There is no appeal on a missed base—the call is automatic out called by the umpire at the end of the play.
- 18) For 13-14 U teams only, the batter can run on a dropped third strike unless first base is occupied with less than 2 outs.
- 19) Antigo Baseball is not liable for injuries occurring during the tournament. Proof of insurance is required.
- 20) Antigo Baseball reserves the right to change the format of the tournament. All decisions are correct and final.

2012 Antigo Dugout Club Tournament

Tie Breaker Rule

There are various ways to break a tie at the end of regulation. In a tournament, it is important that a winner be declared quickly as to stay on schedule as best as possible.

What is important in the tie breaker rule, which ever variation one uses, that each team have an equal chance at winning.

California Rule, International Rule, call it what-ever you'd like, the variation we are using for this tournament is as follows:

Runner begins at second base with one out no count on the batter. The batter is the next man in the line -up that would have batted if game was continuing normally. The runner is the last out if batting a continuous order. If not batting a continuous order than the runner is a player not in the game at that time.

Whichever team advances the runner on 2nd farthest after that inning is the winner. If both teams advance that runner equally, then the team that advanced additional batters to the farthest base wins. If there is still a tie after one inning the game continues from the beginning of the tie breaker rule again until eventually a winner is declared. All other playing rules, including pitching limitations, apply during the tie breaker inning(s).

The umpires will have the final decisions if there is a circumstance in which these rules do not apply.