

Park Ridge Baseball

Memorial Day Classic

10 year-old Boys

Please visit www.prbaseball for schedules, standings, rain out information, play-offs

2 brackets, 3 games, semi's (1 v 2, 2 v 1) and then final game

- **Please let common sense prevail Players ejected will be counted as an out for each time their batting order slot comes up**
- Umpires word is final, no protests
- Little League Rules (with a few modifications) 6 innings
- Stealing after the ball crosses the plate- Offenders will be called out – No team warnings
- No balks or dropped third strike
- Infield fly rule is in effect
- Coin flip to determine who will call 2nd coin flip to determine home team
- 60' bases, 46' mound
- Continuous Batting order, free substitution, **No option for just playing 9**
- Pitchers restricted to 3 innings per game, 1 pitch constitutes an inning, if you pitch more than that – immediate forfeit
- **No new inning to start after 1 ¾ hours – except Championship Game, new inning starts at the last out of the previous, forfeits will be recorded as a 4-0**
- Speed up rules apply at any time for catcher, mandatory after 2 outs for pitcher and catcher, last batted out to be used for replacing catcher and pitcher
- Slaughter rules:
 - 15 after 4
 - 10 after 5
- Games tied after time limit and after 6 innings go to International Tiebreaker – last batted out starts on 2nd base, 1 out.
- No refunds after 1st pitch
- In case of weather, game is final if you play 3 complete innings, revert back to last completed inning with one team head
- Everyone must get in their cars or a building if THOR Guard goes off or if the umpire clears the field due to lightning
- A player late for the game may enter the game at the end of the batting order as long as the manager communicates with the other coach before the start of the 4th inning.
- Injury & Leaving early: In case of an injury, once a player misses his AB, he is no longer available to play in the game. The spot will be skipped and not counted as an out. If a player needs to leave early, please inform the other manager along with the reason, the spot will be skipped and not counted as an out
- No big barrel bats- Bats cannot be larger than 2 ¼

Tie Breakers

1st tie breaker- two teams, Head to Head

2nd tie breaker - three teams, least amount of runs scored against (if two are tied, they go to 3rd tie breaker)

3rd tie breaker - most amount of runs scored, no more than 15 runs differential per game

4th tie breaker - Coin Flip

There will be an official score sheet that the opposing manager MUST keep for the other team. Both managers must sign and put their cell phone number on the score sheet.

- **Winner keeps the yellow, loser the pink, white is turned in to the game official.**