

Prophetstown Park District Annual “Dud Drummet” Major/ Minor Tournament

Specific Tournament Rules

Teams will be allowed an Extra Hitter (you may bat 10 players)

1. Maximum 13 player roster with age and birth date on roster. Player must not turn 11(minors), turn 13(majors) before August 2nd.
2. Games will be A. 6 innings. No new inning after an hour and 15 minutes.
B. 10 runs after 4 innings. 20 after 3 innings
3. Pitchers are allowed to pitch a maximum of 3 innings per game. One pitch Equals one inning. Player may return to the pitching position only once and only if he has not left the game. The pitching of curve balls is not allowed unless it is due to natural pitching motion. Balks will not be called.
4. Reentry rule. Little league rule 3:03 A player in the starting line-up who has been removed For a substitution may reenter the game once, in any position in the batting order, provided:
 - A. His substitute has completed one time at bat, and has played for a minimum of 5 Consecutive defensive outs.
 - B. Only a player in the starting lineup may re-enter the game.
 - C. A starter, (S1), Reentering the game as a substitute for another starter, (S2), Must then fulfill all conditions of a substitute(1 at bat and 6 defensive outs) before starter(S2) can reenter the game.
 - D. An established pitcher and/or catcher may be substitute ran for at anytime with A player not currently in the game
 - E. Any variance of this rule (i.e. heat exhaustion) will be at umpire’s discretion.
5. Infield fly rule applies.
6. Two defensive conferences per inning but the pitcher must be removed on the second conference.
7. Batting helmet rule – dugout to dugout. 1st time warning : subsequent times – team out
8. Dropped third strike – out
9. Player should slide to avoid contact if there is a play at any base. Umpire may call the runner out, if the player does not slide, for excessive contact or intended injury, Head first slides – automatic out. Head first back acceptable.
10. Stealing of all bases is allowed (live plate). Runner must be in contact with base when pitcher is set to pitch to catcher and can not leave until ball crosses plate or bat contact is made. If runner leaves too early, he must return to previous base. 1st time warning second time automatic out. Umpire’s discretion. If runner who left too early, is called out at a base he is attempting to advance to – the out stands.
11. No delay stealing. Umpire discretion. If runner stops forward movement, and pitcher has the ball in the vicinity of the mound then the runner must go back to previous base.
12. No designated hitters
13. No big barrel bats
14. Home team decided by coin flip during pool play, during single elimination lowest seed home.
15. Three coaches allowed in dugout
16. Umpire’s decision is final. No protests acknowledged after game is completed.
17. Manager’s and coaches are responsible for the conduct of their players and fans. The umpire has the authority to remove any offending players, coaches, and/or fans from the playing area for any abusive conduct and /or language. Failure to leave the baseball grounds immediately will result in game forfeiture for the offending team.
18. Both teams will provide scorekeepers and verify score and player line-up. Line-up changes must be reported to opposing team at time of change. Penalty: team out
19. Game will start 10 minutes after the completion of the previous game even if running ahead of schedule. Have your players at the scheduled field 30 minutes before the start off your game. Check with tournament officials on game start times.
20. Winning team will report scores to: Tommy Barton – cell phone 815-718-5640