

LARRY H. MILLER UTAH SUMMER GAMES BASEBALL

DATES: June 16-17, Friday-Saturday

FEE: \$425 per team

SPORT COORDINATOR:

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Rocky Mountain School of Baseball
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HOW TO REGISTER: Register online. If you are mailing in your registration form, send it to Utah Summer Games Registration, 351 West University Blvd., Cedar City, UT 84720. Use Team Registration Form. Team registration is not complete until full payment is received by USG at which time the team's slot is confirmed for the tournament. Please note that online registration is strongly encouraged.

REGISTRATION DEADLINE: Final online registration is due by Tuesday, June 6, 2017

SCHEDULES: It is anticipated that game schedules will be posted to the web site Saturday, June 10 (afternoon). Teams are responsible for monitoring this site for notices of schedule changes occurring prior to the beginning of the tournament

Game Length: 7 Innings or No new inning at 1 hour, 45 minutes

CHECK-IN: All Baseball teams need to check in at the SUU Sorenson PE building, 560 W University Blvd., on Friday, June 16 between 7:00am and 7:00pm PRIOR TO YOUR TEAM'S FIRST GAME. Each athlete will receive a welcome packet containing the official Utah Summer Games Athlete shirt and other assorted goodies. All teams must have waivers signed by all team members if over 18 or by parents or guardians if under 18. NO EXCEPTIONS.

**All teams must bring birth certificates. They will only be checked upon request by RMSB Staff.

Penalty - If a player is not of age and birth certificate cannot be produced, he will be unable to play the remainder of the tournament. This is not a retroactive rule. Suspension will be only after discovery. Age Divisions will be determined by your age on April 30, 2017.

TOURNAMENT RULES AND REGULATIONS:

1. Home team listed first on schedule for first 4 games. Highest seed will be Home Team for Medal Games.
2. All games will be 7 innings or no new inning at 1 hour and 45 minutes. 2 hour 15 minute time limit for Gold Medal Game. 1 hour and 45 minutes for Bronze Medal Game. In the event there is a tie and the time limit has expired we will use the International Tie Breaker to break the tie. A runner will be placed on second base (last out the previous inning) at the start of the top and bottom half of the inning. If the tie is not broken that inning the runner will be placed on third base the next inning and subsequent innings until the tie is broken.
3. 9 run rule after 5 innings.
4. 4 innings constitutes a complete game when delayed or called because of inclement weather.
 - **9u and 10u Age Divisions ONLY:**
 - 8 runs per half inning: After 8 runs score, teams exchange offense and defense. Only on a over the fence Home Run can more than 8 runs be scored. In the last inning the trailing team can score unlimited runs. If entering the last inning and the score is **tied**, then both teams can score unlimited runs. The last inning is either the 7th inning or last inning to be played due to time limit (this is the umpire's discretion).
 - Base runner may steal or advance to any base after the ball crosses home plate if a baserunner leaves the base before the pitched ball has crossed the plate, and is not put out on the play, the runner must return to the base occupied before the pitch was made. If a baserunner leaves early and the ball is put into play. The baserunner(s) may only advance as far as forced to advance by the batter/runner.
 - Batter is automatically out on a 3rd strike. **(9u ONLY)**
5. Batting Order Re-entry Rule: Starters may only re-enter one time and in the same spot in the batting order.
6. Batting Order: There is no limit to the number of players you have in the batting lineup. A team must bat a minimum of 9 players.
7. Unlimited Defensive substitutions. Your defensive lineup is non-related to your batting order. A player may play defensively even if they are not in the batting lineup.
8. No Restrictions on Cleats. No bat restrictions for 8u, 9u, 10u, 11u, 12u, 13u. Wood Bats are required for 14u and 16u Age Divisions. *No restrictions on wood bat types.*
9. Home team will be official scorer unless otherwise designated by umpire. Put starting time in the book.
10. Protests will not be allowed on judgment calls. Protests must be handled at the time of protest. Umpire can confer with RMSB for help on ruling.
11. We will enforce an avoid contact or must slide rule at all bases. Malicious contact-runner will be ejected. It is the discretion of the umpire if the runner is trying to avoid contact or a collision.
12. A must slide rule will be in effect when an infielder is attempting to turn a double-play at second base. If the runner is not close enough to merit a slide, he must peel away from the baseline. This rule is for the protection of the base runner. The runner will be called out only if by his not sliding or peeling away affects the defensive play.
13. No speed up rules for Catchers and Pitchers. Everyone needs to learn how to run the bases.
14. Many fields have portable mounds. Pitchers are not allowed to wear metal cleats on the portable mounds.
15. Show respect to the umpires, your players, your opponents and most of all to this great game.
16. Have a Great and FUN Tournament!!!

PITCHING RULES:

1. If a pitcher pitches more than **4** innings in one calendar day, they cannot pitch the next day.
2. Maximum Innings in One Calendar Day = 7 innings (Note: This is a "per day" rule not a "per game" rule).
3. Maximum Innings for Tournament (including championship day) = **11** innings.
4. You may re-enter the starting pitcher one time. The starting pitcher is the only pitcher that may re-enter to pitch.
5. Each team will keep, and be responsible for, their own pitching log. It can be signed by the opposing coach, umpire or USG staff at the conclusions of each game.

TIE BREAKER SEEDING FOR SEMI's & CHAMPIONSHIP GAMES:

1. Best Record
2. Head to Head (tied teams)
3. Fewest runs allowed to Common Opponents. A "Common Opponent" is defined as: A team or teams that all tied teams have played. If the tied teams have a common opponent - the runs will be totaled of only the Common Opponents. Keep in mind, you cannot play yourself, so runs that other teams allowed to your team or that you allowed to their team are not considered.
4. Fewest runs allowed to All Opponents.
5. Coin Flip or mini-playoff game per the discretion of USG.

AWARDS:

- 1st Place = Gold Medal for each player and 2 coaches
- 2nd Place = Silver Medal for each player and 2 coaches
- 3rd Place = Bronze Medal for each player and 2 coaches

TOURNAMENT FORMAT:

Teams will all play a minimum of four games. Teams will be seeded during pool play with top teams in each pool continuing on to medal games based on standing within pool play.

ROSTER:

Team Size: 18 player's maximum and two coaches.

Age: Determined by age on April 30, 2017. Proof of age may be required.

HOME TEAM:

1. Home team listed first on schedule for first 4 games. Highest seed will be Home Team for Medal Games.

CODE OF CONDUCT POLICY:

1. All participants, coaches, and spectators shall refrain from using profanity or verbal abuse towards other players, coaches, spectators, referees and the tournament staff.
2. Team coaches will be responsible for the conduct of their players. Teams and spectators shall abide by the tournament rules and regulations.
3. The Tournament Director and the tournament staff are not responsible for any personal items that are left behind, lost, or stolen.
4. Physical contact with officials, USG personnel, or other players will warrant an automatic ejection from the game and a possible ejection from USG participation.

FIGHTING:

1. Fighting is an attempt to strike an opponent with the arms, hands, legs, feet or a combative action by one or more players, a coach or other team personnel. Any member or team personnel who participate in a fight shall be immediately suspended from the game for duration to be determined by the Tournament Director and associates. Length of suspension will be assessed on an individual basis
2. Let it be known that spectators and visitors who also elect to involve themselves in a fight during a game, will be suspended from the facility for a length of time to be determined by the Tournament Director and associates.
3. Should any team, player(s) or coach be disqualified from tournament play, there will be no refunds.

VENUES:

Cedar City Little League Complex
300 E 275 N
Cedar City, Utah

Cedar City Bicentennial Park
660 W 1045 N
Cedar City, Utah

Cedar City Field at the Hills
2090 W Royal Hunte Drive
Cedar City, Utah

Cedar High School
703 W 600 S
Cedar City, Utah

Canyon View High School
166 W. 1926 N.
Cedar City, Utah

Field Dimensions

Age Division	Caught 3rd Strike	Leading Off	Mound	Bases
8u	NO	NO	44'	60'
9u	NO	NO	46'	60'
10u	YES	NO	46'	60'
11u	YES	YES	50'	70'
12u	YES	YES	50'	70'
13u	YES	YES	54'	80'
14u	YES	YES	60', 6"	90'
16u	YES	YES	60', 6"	90'
18u	YES	YES	60', 6"	90'