



IMPACT BANANA BALL BONANZA TOURNAMENT RULES

(Rules Written in **YELLOW** are the adopted Banana Ball Rules that we will be using)

GAME PLAY

- Teams shall arrive on site at least 40 minutes prior to their scheduled start time, as games may start prior to scheduled times. Any team playing back-to-back games will have no more than ten minutes between games.
- For pool play games the home team shall be determined by a coin flip and will keep the official scorebook. Before the game both teams shall exchange lineups. The higher seed (lower number) will be designated the home team for all playoff/bracket games. Seedings for the championship bracket are final and will not be flipped around regardless of if teams have already matched up in pool play.
- There are no home and away dugouts. Dugouts are selected on a first come, first served basis. If a team has back-to-back games on the same field, they should remain in the same dugout.
- All 10U-11U games will be 6 innings, with no new inning starting after 1 hour and 45 minutes.
 - 3 innings are considered an official game (2 ½ if the home team is ahead)
- All 12U-14U games will be 7 innings, with no new inning starting after 1 hour and 45 minutes.
 - 4 innings are considered an official game (3 ½ if the home team is ahead)
- **Win the inning, get the point. In Banana Ball every inning counts. Whichever team scores the most runs in an inning wins a point. The first team to win four points wins the game (or whoever has the most points at the end of the game).**
 - **Every inning brings the opportunity for a walk-off. If the home team scores the go-ahead run for the inning, then the inning is finished as a win for the home team, and the next inning starts.**
- The above innings per game rules are in effect for all games excluding the championship game which will have no time limit. An inning may be finished, but a new inning cannot be started after the above time limit expires. If the time limit expires while the home team is batting, and they are winning the game will be called. Any runs scored before the time limit expires by the home team will count towards the final score of that inning. Any pool play or playoff/bracket game tied after 1 hour and 45 minutes will go to extra innings. See the TIE BREAKERS section below for procedure when a game is still tied after the time limit has expired or a score is tied at the end of regulation.

- A game will be forfeited if a team does not have eight players present in uniform ready to play by their designated start time. If a team must play with eight players, the ninth spot in the batting lineup will be an out each time around. If a ninth player arrives that player may be inserted into ninth spot in the lineup. If a team has seven or fewer uniformed and roster players to start a game or at any point during the game, the game shall be declared a forfeit. A forfeit will be scored 4-0.

SCORE & REPORTING

- Each manager, upon checking in at the registration table before their first game, will be given scorecards for their pool play games. Coaches should verify the game score at the end of each ½ inning to avoid any issues at the end of the game. At the end of each game the WINNING team is responsible for filling out the scorecard and having the opposing coach and umpire sign it. The scorecard then needs to be turned in to the registration table.
 - **The score reported is based on the innings won by each team, not runs scored per team.**
- All scores will be posted on Tourney Machine (<https://tourney-machine.com>). Teams' coaches should download the app on their phones as they are responsible to track and follow scores and all updates accordingly. All schedules, scores, directions, and other pertinent tournament information will be available via Tourney Machine by searching the applicable tournament. In the event of an error with a score or standings the tournament director will work to correct the error as quickly as possible and communicate accordingly.
- John Roman Award: Following each pool play game (the first three games for all teams), each manager needs to identify, using uniform jersey numbers, one player from his team AND one player from the opposing team who showed the characteristics of the IMPACT player (Integrity, Maturity, Perseverance, Attitude, Character, Team Player). These jersey numbers will be recorded on the bottom of the scorecard before being turned into the registration table.

MERCY RULES

- If a team wins four innings then the game stops and that team is declared the winner.

WEATHER IMPACT

- In the event of inclement weather, adverse field conditions, or scheduling issues the tournament director reserves the right to modify the number of games, shorten time limits or alter the format of the tournament. This includes modifying the time limit if games get backed up. Teams are responsible for being ready to play at the designated scheduled time provided by the tournament director. If bad weather occurs, managers are responsible for checking for any schedule changes (updates related to weather, weather delays, game changes, etc.), which may be found on Tourney Machine or in an email or text from the tournament director. The tournament director holds the right to make any modifications to the rules, schedule, etc. Any interpretation and decision of the

tournament director will be final. Everything possible will be done to complete the tournament in the case of inclement weather.

- If a game is called due to weather, darkness, or field conditions, or if a game is suspended and not yet an official game the tournament director will schedule a time to make up the game *only* if the game is deemed pertinent to tournament standings. In the event of a suspended game, it is the responsibility of both teams to huddle with the umpire to establish the exact amount of time left, the inning, and score and then report accordingly to the tournament director to ensure both teams are on the same page.

PITCHING MOUND/BASE DISTANCES

- Pitching mound distances: 10U (46') 11U & 12U (50'), 13U (54'), 14U (60'6")
- Base distances: 10U (60'/65') 11U & 12U (70'), 13U (80'), 14U (90')

PITCHING RULES

- Impact Baseball tournament staff will not be involved in counting pitches or innings for pitchers. Impact Baseball endorses the Major League Baseball pitch smart program and recommends that managers, coaches, parents, etc. avoid over usage of their pitchers. We highly encourage that managers, coaches, parents, etc. take some time to review the following link and below chart:

<https://www.mlb.com/pitch-smart/pitching-guidelines>

- Pitch Count Limits and Required Rest Recommendations: It is important for each team to set workload limits for their pitchers to limit the likelihood of pitching with fatigue. Research has shown that pitch counts are the most accurate and effective means of doing so. See required rest recommendations below:

AGE	DAILY MAX PITCHES PER GAME	0 DAYS REST	1 DAY REST	2 DAYS REST
9 - 10	75	1 - 20	21 - 35	36 - 50
11 - 12	85	1 - 20	21 - 35	36 - 50
13 - 14	95	1 - 20	21 - 35	36 - 50

- Any pitcher that hits three batters in a game must be removed from the game. Any pitcher removed from the mound may not return to pitch again in that game.
- NO METAL CLEATS WILL BE ALLOWED ON ANY PORTABLE MOUNDS OR TURF FIELDS—REGARDLESS OF AGE.

- One manager trip to the pitcher's mound per pitcher. A second trip in an inning and the pitcher must be replaced.
- Per IHSA Rules, pitchers will have one minute from the time the final out of the inning is recorded to warm-up. New pitchers will have one minute to warm-up when entering a game in progress. If a pitcher makes the last out of the previous inning, he will be granted an extra minute to warm-up.
- No pitches need to be thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.
- One balk warning per pitcher 11U and 12U. No balk warnings for 13U-14U.
- The fake to third/throw to first pickoff attempt with runners on first and third will be allowed and not deemed a balk.

BATTING RULES

- Continuous Batting Order: All players in uniform (unless injured) hit in the batting order and are listed on the lineup card. If a player arrives after the game has started, he must be entered in the last spot in the batting order (he can be entered into the field immediately). There is free defensive substitution for all players throughout the game.
- Bat restrictions: 10U-14U Bats must be stamped 1.15 BPF or USA Baseball. Alternatively, BBCOR and or wood bats may be used. BESR stamped bats are illegal and cannot be used.
- Drop restrictions for the different ages are as follows:
 - 14U: drop 5
 - 13U: drop 8
 - 10U-12U: No restrictions
- Illegal Bat Penalty for All Ages: It is the responsibility of the manager to ensure the bats used by players meet the requirements of the Impact Baseball bat rules. A batter is in violation of the rules when they step into the batter's box with an illegal bat. An illegal bat must be pointed out to the umpire prior to the first pitch to the next batter, or before all defensive players leave fair territory. The penalty for a confirmed violation is the batter is called out. All outs recorded during the time at bat count. Runner(s) will not be allowed to advance on a batted ball. If there are two infractions by the same team during the tournament, the team's manager will be removed from the remainder of the tournament.
- **ABSOLUTELY NO SLASHING IS ALLOWED. PENALTY FOR SLASHING ATTEMPT WILL RESULT IN AN AUTOMATIC STRIKE TO THE BATTER; IF THE BALL IS PUT IN PLAY, THE BATTER IS OUT AND A DEAD BALL WILL BE CALLED. IF A TEAM ATTEMPTS A SLASH PLAY FOR A SECOND TIME IN A GAME OR TOURNEY IT WILL RESULT IN AN AUTOMATIC EJECTION OF THE MANAGER AND PLAYER.**
- **No Stepping Out: If a batter steps out of the box w/ both feet in between pitches, a strike is called!**

- **NO BUNTING: Swing the bat! If you attempt to bunt, you're out!**
- **Fans Matter: If a ball is hit into foul territory and a fan (not a bench player) catches the ball on the fly, the batter is out!**

BASERUNNING RULES

- Leadoffs, infield fly, and drop third strike all apply at 10U-14U (full baseball rules).
- **No Walks, Only Sprints: If a batter walks, they can sprint around the bases until the defense successfully throws the ball around to all nine players.**
 - **Once the catcher receives the pitch that is called "Ball Four," the catcher begins the process of having the other seven defenders (pitcher and catcher excluded) throw the ball around to each other. Once the final defender catches the ball it becomes a live ball, putting the runner(s) in play. Regular base running rules apply once the ball is live, meaning that runners can be tagged or forced out.**
 - **Any runners on base when a walk is issued may also start to sprint once ball four is called. They also can be tagged or forced out once the ball is live.**

COURTESY RUNNERS

- Courtesy runner for the pitcher and catcher is allowed at any time. Teams must run for the catcher when there are two outs. The courtesy runner must be the last batted out. The pitcher or catcher for this rule is the pitcher or catcher for the next inning except for the final inning, in which case it is then the pitcher or catcher from the previous inning.

CONDUCT/INJURY

- A runner must avoid contact as the safety slide rule will be in effect. Any player who, in the judgment of the umpire, illegally runs into a fielder rather than sliding or avoiding contact will be called out. If the umpire deems the play malicious the player will be ejected from the game.
- Any person ejected from a game will be subject to suspension of his team's next game. This decision will be made at the discretion of a tournament official. If a player is ejected during a game, he will be suspended for the remainder of the game.
- An automatic out is taken any time an ejected player's spot comes up in the lineup if the team is batting the entire lineup and has no substitutions available.
- If a player is injured and cannot finish the game, their spot in batting order will be skipped with no penalty if there are still at least 9 batters in the lineup. Once an injured player leaves the batting order, they are done for the remainder of the game.
- **ABSOLUTELY NO OPEN TOE SHOES OF ANY KIND CAN BE WORN ONTO THE PLAYING FIELD; THIS INCLUDES BUT IS NOT LIMITED TO FLIP FLOPS, SANDALS, ETC.**
- **Team managers are responsible for the conduct of their players, coaches, parents, and fans. If any players, coaches, parents or fans are ejected or become abusive and are**

asked to leave by the umpire or tournament director, they will have two minutes to leave the complex. Failure to do so could result in a forfeit. Tournament officials will address any issues solely with the team's manager. If at any point players, coaches, parents, fans, etc. become unruly and will not abide or cooperate with Impact Baseball tournament representation or umpire(s) either the Impact representation or umpire(s) have the authority to stop and/or cancel the game and any future games for the team.

TIE BREAKERS

- **One-On-One Showdown for Tie Games:** If the game is tied after regulation, the format switches to a 1 vs 1 scenario where there is a skeleton crew of a pitcher, catcher, and one fielder vs the hitter. If the hitter gets a hit, he either scores or is thrown out at home.
 - Each team will, continuing the batting order from regulation time, have a maximum of four batters hit. The visiting team will hit first.
 - If a batter walks or is hit by the pitch, they automatically go to second base. (No intentional walks during showdown innings.) If a second batter walks, they go to second base and the first runner moves to third. If a third runner walks then the runner on third scores, the runner on second goes to third and batter goes to second.
 - Baserunners from walks during showdown innings may take a “normal” lead off the base, however stealing bases is not permitted
 - If the hitting team hits into an out (i.e., does not hit a home run) then their half of the inning ends.
 - During showdown innings, it is always a tag play situation to get an out.
 - Runners who were walked or hit-by-pitch that score on a hit that ultimately results in the batter getting out still count.
 - During pool play, if the score is still tied after one showdown inning then the game will end in a tie. Just as during regulation play, the winning team gets 1 point for winning the showdown inning.
 - During bracket play and championship games, showdown innings will continue until there is a winner.
- The following are the factors, in order of sequence, that will be used to break any ties in the standings after pool play to determine ranked seeding for bracket play:
 1. Head-to-Head (only applicable when two teams are involved)
 2. Fewest innings lost
 3. Winning inning differential
 4. Innings won
 5. Coin toss to be done by tournament official
- Anytime more than two teams have the same record in pool play head-to-head is thrown out and the next tiebreaker (fewest innings lost) is in effect.
 - This rule is in play regardless of if there are common opponents or not. See example below.

Example: Three teams finish with a 1-1 record. The Cubs lost 4 innings, the Tigers and Cardinals both lost 7 innings. The Tigers won 6 innings and the Cardinals won 5 innings.

The Cardinals beat the Tigers head-to-head but since head-to-head was thrown out and they both allowed the same amount of runs the Tigers would be seeded ahead of the Cardinals because they won more innings and that is the next tiebreaker. The Cubs would be rewarded the highest seed among the three teams since they lost the fewest innings among the teams tied.

- When the time limit has expired for any playoff/bracket game (including championships) or the end of regulation has occurred and the score is still tied, the tie breaker procedure of extra inning showdowns will begin.
- If a tournament is canceled due to weather before the championship game is official, the higher seed will be awarded 1st place.

ROSTERS/BIRTH CERTIFICATES/INSURANCE

- Managers are mandated to submit their roster and proof of insurance to Impact Baseball prior to the first day of the tournament. All players also need to be registered and sign waivers prior to the first day of the tournament. No player will be eligible without a signed waiver. Managers are solely responsible for ensuring the waivers are completed by each player's parents/guardians. All individuals are responsible for self-governing in accordance with all state, county, and local rules, regulations, recommendations and laws.
- Teams must always have their birth certificates present at the field. Tournament officials reserve the right to request to review them. Any team that cannot produce any of the mentioned items when asked to by a tournament director is subject to forfeit of all games.
- There is no rule against a team having mismatched jerseys in the case that a team does not all match if the player is on the team roster. Any concerns between teams regarding such should be discussed during ground rules prior to the start of the game so both teams and umpire(s) are on the same page.
- In the case of a roster protest only the manager listed on the roster form can initiate. The manager must protest at least one hour and fifteen minutes prior to the next ballgame for the player in question. The protesting manager must also submit \$100 cash at the time of the protest. If the player is found to be in proper standing age-wise the \$100 will not be returned to the manager. If the protest finds the player to have violated the age restrictions the protesting manager will receive his deposit back and all the games that the illegal player participated in will be forfeited.
- No 10U-14U team will be allowed more than 14 players on their roster without prior tournament consent.
- A player may only be on one roster in any given tournament, regardless of age division.
- The birthday age cutoff is May 1st.

MISCELLANEOUS

- No infield practice or hitting on the infield is allowed prior to ANY of the tournament games. Time between games will be used to rake the field and alter field dimensions if necessary. Teams are to warm up in the outfield. Flip drills into a fence are not allowed.
- **No metal cleats will be allowed for players ages 10U-14U. Absolutely no metal cleats will be allowed on any turf fields or any portable mounds regardless of age. Acceptable footwear for turf fields and portable mounds consists of plastic cleats, molded cleats, gym shoes, or turf shoes.**
- Teams are EXPECTED to hustle on and off the field after each half inning.
- The tournament director at each complex will supply official baseballs for each game. Teams are asked to shag foul balls on while they are at bat and get them back to the umpire as soon as possible. Game balls should be returned to the umpire after each game. All patrons should be alert for foul balls from other fields.
- No alcoholic beverages or smoking is allowed in any area of the baseball facility. Managers are responsible to ensure teams abide by all Impact Rules and Regulations as well as local park district policies.
- All patrons are responsible for parking at their own risk and abiding by all street signs.
- There is no rule against teams proactively cheering or chanting for their own team while at bat or in the field.
- There will be one umpire for every 10U-14U pool play game.
- One umpire will be provided for the championship games. All umpire decisions are final and based off of their best discretion, no protests allowed. IHSA rules will apply, unless otherwise stated.
- In the event of an umpire injury or no-show for games that were scheduled to have two umpires will be played with one umpire instead. All umpire decisions are final and based off of their best discretion, no protests allowed. IHSA rules will apply, unless otherwise stated.
- If there is an umpire no show, Impact Baseball will provide a staff member to umpire a game/join a two-man crew. Due to the current umpire situation this could happen throughout the tournament-teams are to comply with Impact Baseball tournament staff.
- Individual awards (14 per team) will be awarded to 1st and 2nd place in each age bracket.
- The John Roman Impact Player Award will be awarded to the one player at each age group who received the most votes through the first three games of the tournament.
- Every effort will be made to make sure base distances, pitching distances, and field dimensions are accurate. If the field dimensions are reasonable and the same for both teams, play shall not be stopped to reinstall bases or pitching rubbers.

REFUND POLICY

- If any scheduled tournament games are canceled at any time due to weather, field conditions, or darkness, Impact Baseball will issue refunds as delineated below. (This is in effect for any canceled games due to the above circumstances regardless of when the weather, field conditions, darkness took place during the weekend as often times earlier weekend canceled games can lead to shortened format/games later on in the weekend.)
 - 0 games started: 100% refund (Minus a \$50 administration fee)
 - 1 official game played: 75% refund
 - 2 official games played: 25% refund
 - 3 official games played: No refund