



**2023 Mount Horeb Summer Frolic
12U (50-70) Youth Baseball Tournament**

June 10th – June 11th

**\$400.00 Entry fee. 8 team pool play with 3 game guarantee.
Awards for 1st -3rd place. Rosters limited to 14 players maximum. Games may start on
Friday with championship game played Sunday. Full concessions available through Mt
Horeb Summer Frolic festivities, no carry-ins please. This tournament is not intended for
elite travel / AAU teams. All players should be from the same community. If the teams
HS enrollment is more than 1,000 students your team might be put on a waiting list.**

**Mike Laesch
3236 N Riley Circle
Verona, WI 53593
608-338-9193**

mounthorebyouthbaseballclub@gmail.com

**Registration Form
2023 Mount Horeb Summer Frolic 50/70
12U June 10th -June 11th**

Team Name: _____

Coach or Contact Name: _____

Address: _____

Email: _____

Phone: Home _____ **Cell:** _____

Please send this form and a check made payable to Mt. Horeb Summer Frolic to:

**Mike Laesch
3236 N. Riley Circle
Verona, WI 53593**

2022 Mount Horeb Frolic 12U Tournament Rules and Regulations

Policies and Procedures:

1. All teams are guaranteed three games, provided weather doesn't cause an issue.
2. 14 player roster limit.
3. The Tournament Director may modify the number or length of games when necessary due to weather, field conditions, or scheduling issues. This includes modifying the time limit if games get backed up.
4. Teams may start and finish games with eight (8) uniformed and roster players. If a team plays with eight (8) players, the ninth spot in the batting order is an automatic out. If the ninth uniformed and roster player arrives, that player may be interested into the ninth spot of the batting order and the automatic out shall stop. If a team has seven (7) or less uniformed and roster players to start a game, or at any point during the game, the game shall be declared a forfeit and scored 8-0 for seeding purposes.
5. Teams should fill first and third base dugouts on a first come, first served basis, irrespective of home and away designation.
6. The home team for pool games shall be determined by a coin flip, and will keep the official scorebook. Either an umpire or a member of the tournament staff must be present for the flip. For bracket play the higher seeded team will be the home team.
7. No infield practice will be allowed. Teams are allowed to play catch in the outfield and take ground balls in foul territory, if time allows. No team shall do hitting warm up/practice into the fences.
8. If a tiebreaker is needed to determine playoff teams (wildcards, etc.) the following criteria shall be used: We will seed the teams using the criteria below as well.
 - a. Overall win-loss record (for the tournament)
 - b. Head-to-head (only applies when two teams are involved)
 - c. Runs Allowed – Fewest to Most
 - d. Run Differential (max of +8 or -8)
 - e. Runs Scored – Most to Fewest
 - f. Coin Flip
9. Any team that forfeits in pool play may result in team not advancing to championship bracket.
10. The birthday age cutoff is May 1st.
11. Metal cleats prohibited.

Playing Rules:

1. Length of Game: 6 innings. No new inning will start after 1 hour and 30 minutes from the start of the game unless the score is tied. There is no time limit for the championship game.
2. Batting Order

- a. Straight Nine: Nine (9) players in the batting order and listed on the lineup card with or without a DH. All player substitutes, subject to NFHS substitution rules (Starter can re-enter into his original spot once, etc.)
- b. Extra Hitter: Ten (10) players in the batting order and listed on the lineup card. A DH can be used. Free substitution (defensive players) among the ten (10) players listed on the batting order. All player substitutes, subject to NFHS substitution rules (Starter can re-enter into his original spot once, etc.)
- c. Continuous batting order: All players in uniform (unless injured) in the batting order and listed on the lineup card. If a late player arrives after the lineup cards are exchanged, the player must be entered into the last spot in the batting order (The player must be listed on the official tournament roster). Free defensive substitution for all players throughout the game.
- d. The Head Coach shall declare his lineup choice to the opposing coach and the umpire(s) during the plate meeting prior to each game.
- e. If a team drops below the number of players in the batting order as determined by the Head Coach and no substitution is available, that spot in the batting order will be determined an out. (Example: Injury, ejection, player having to leave, etc.). The exception is if you are using the continuous batting order, then that spot in the line-up will be skipped, but the player cannot return later in the game to play if he is skipped in the batting order.
- f. If the team drops below nine batters, regardless of batting order, the ninth spot is declared in out.

3. Pitching Rules and Limitations

- a. Tournament management will not be involved in counting pitches or innings for pitchers.
- b. Mt. Horeb Youth Baseball endorses the [Pitch Smart Program](#), developed by USA Baseball and Major League Baseball. This program is a series of practical, age appropriate guidelines to help parents, players and coaches avoid overuse injuries and foster long, healthy careers for young pitchers.
- c. Each pitcher can only pitch 3 innings per game.
- d. 1 pitch in an inning is considered a full inning.

- e. A pitcher removed from a game may not re-enter the same game as a pitcher.

USA Pitch Smart						
		Recommended Rest				
Age	Daily Max	0 Days	1 Days	2 Days	3 Days	4 Days
7U - 8U	50	1 to 20	21 to 35	36 to 50		
9U - 10U	75	1 to 20	21 to 35	36 to 50	51 to 65	66 Plus
11U - 12U	85	1 to 20	21 to 35	36 to 50	51 to 65	66 Plus
13U - 14U	95	1 to 20	21 to 35	36 to 50	51 to 65	66 Plus
15U - 16U	95	1 to 20	31 to 45	46 to 60	61 to 75	76 Plus
17U - 18U	105	1 to 20	31 to 45	46 to 60	61 to 75	76 Plus

- f. Each pitcher will be given 1 balk warning and have violation explained.
g. Maximum 6 pitches between innings.
h. Pitcher must be taken out upon coach making 2nd trip to the mound in the same inning per pitcher.

4. Bat Restrictions

- . All bats must have the USA or USSSA stamp. Bats must be stamped 1.15 BPF.

5. Time Limits

- a. The game start time shall begin at the plate meeting. The home plate umpire or base umpire will be the official game time. If the game time is not announced, it is recommended that the Head Coach ask for the official start time.
b. No new inning after 1 Hour 30 minutes.
c. Championship Game will have no time limit.
d. Expiration of the time limit shall be ruled upon at the moment the final out in a half inning is recorded.
e. Games may start up to 30 minutes early. Please have your team ready to play 30 minutes prior to the scheduled start time. Please check in to see where you field is at.
f. The Tournament Director reserves the right to modify the time limits in the event of weather or other unforeseen circumstances.

6. Mercy Rules shall be twelve (12) runs after 3 innings and eight (8) runs after 4 innings. Mercy rules shall be in effect for all games, including championship game.

7. The dimensions of the field will be 70 foot bases and a 50 foot mound.

8. Extra Inning and Tie Games Pool/Preliminary Play:

- . If a game is tied after the time limit expires or when the regulation innings have been completed the game will be scored as a tie.
a. Bracket Play: If a game is tied after the time limit expires or when the regulation innings have been completed the following tiebreaker will be used. The batter previous to the batter due up will be placed at 2nd base with one out. (Example: The #5 batter in

the lineup is due up; the #4 batter will be placed at 2nd base. Regardless if the #4 batter scored the previous inning or was not the last out). The game will follow this rule until a winner can be determined. Every batter will start with a 2-1 count.

9. Intentional Walks There will be no pitches thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded 1st base.

10. Courtesy runners are optional any time for pitcher and catcher with two outs. The courtesy runner shall be a player not currently in the lineup or the last batted out. The pitcher or catcher for this rule is the pitcher or catcher of record (previous inning). If the situation arises in the first inning and no outs have been recorded, the last batter in the lineup can run. No out given if runner on base comes up to hit.

11. Game Called Due to Weather or Field Conditions 6-inning game is considered completed after 4 innings or 3.5 if the home team is leading. If the game is not official as described above, the Tournament Director will either (a) suspend the game and arrange to have it resumed where it left off, or (b) cancel the game such that it does not count toward tournament standings. Should a Championship game be interrupted by weather or unplayable field conditions, and is not an official game per the above Rule, then the Championship team will be determined by the score at the end of the last full completed inning. If score was tied at the end of the last completed inning or if the first inning of the game is not completed, the higher seed shall be named Champion.

12. Home plate will be open at all times. Runners must slide on any close play at home plate or be called out.

13. Steals and lead offs are allowed.

14. Infield fly rule is in effect.