



ISA TOURNAMENT RULES

Updated (4/17/2023)

AGE GROUP	MACHINE	46/60	50/70	54/80	14U/15U	16U/17U/ SHOWCASE
Base Dimensions	60'	60	70'	80'	90'	90'
Mound Distance	N/A	46'	50'	54'	60'6"	60'6'
Time Limit	1 hour 15 min	1 hour 30 min	1 hour 30 min	1 hour 45 min	1 hour 45 min	2 hours (per event)
Innings	6	6	6	7	7	7

Pre-Game

- **Teams need to be prepared to play 15 minutes before their scheduled game time.**
- **TEAM CHECK IN:** Rosters will be submitted in advance. If there's a need to add a player before the first game, see on site director. Adding players after the first pitch of the first game will result in forfeit of all games.
- **Line-Up:** must be presented to Umpire at home plate meeting.
 - **Substitutions** need to be reported to Umpire.

Coaches

- ISA provides each team with 3 free coach entries per tournament. We strongly encourage only 3 coaches be in the dugout. We reserved the right to limit the number of coaches in the dugout if deemed necessary.

Player Eligibility

- A player is only eligible to play for 1 team per **TOURNAMENT INSTANCE**. Players can compete in multiple age groups on a given weekend, if also in separate **TOURNAMENT INSTANCE**.
 - A 15u athlete CAN compete on a 15u roster in a 15u event and on an 16u roster in an 16u event
 - A 15u athlete CANNOT compete on a 15u roster and 16u roster if the event is a 15u/16u combined event.
 - Players must be age and/or grade eligible to do this.

Age Restrictions

- Your age is determined by the May 1st date of that year **OR** your high school graduation year.
- If the team is found with an illegal player due to incorrect report of that players age or grade, that team will be **DISQUALIFIED** from the tournament and will forfeit all games. (6-0 for 6 inning games, 7-0 for 7 inning games)

Coin Flip

- In pool play, the home team is determined by a coin flip. Higher seed will determine home/away during tournament play. The home team will be the official book and will record game start time when announced by umpire.

Tie Breaker and Advancement Rules

- Within Pool
 - Record (win percentage)
 - Head-to-head (does not apply with 3 or more teams tied)
 - Runs allowed
 - Runs scored
 - Coin flip
- **Pool winners will always be the higher seed than a non-pool winner. From there all wild card teams will be determined based on the rules below:** (After pool winners, pool seed will have no bearing on who advances, i.e., a 2-0 team who finishes 2nd in their pool will be seeded behind a 1-1 team who wins their pool.)
 - Record (win percentage)
 - Runs allowed
 - Runs scored
 - Coin Flip
 - **In bracket play, better seed is required to be the home team.**
- In-Game Tie Breaker/Extra Inning Procedure
 - 1st Extra Inning
 - Normal rules
 - 2nd/3rd Extra Innings
 - California Rule: Last batted out on 2nd base, 1 out, 1-1 count to every batter.
 - 4th and beyond Extra Innings
 - Texas Tie Breaker:
 - Last batted out on 1st base
 - Next batted out on 2nd base
 - Next batted out on 3rd base
 - 1 out, 1-1 count to every batter

Mercy Rules

- 15 runs after 3 innings
- 10 Runs after 4 innings
- 8 Runs after 5 innings
 - **In bracket play, mercy rules will remain in effect, including championship game**

Courtesy Runner

- Courtesy runner is OPTIONAL for pitcher catcher at any time. The courtesy runner must be a legal sub or the last batted out if you are batting a continuous lineup.
- Courtesy runner for the catcher with 2 outs is encouraged for pace of play, but not mandatory.
- If an incorrect courtesy runner is discovered the offending team must put the correct courtesy runner on base. The original runner may NOT return.

General Rules

- **Intentional Walks:** Head Coach needs to inform the umpire of the intentional walk and the hitter will be awarded first base
- **Slashing:** Is legal for 14u and older ONLY
- **Headfirst sliding:** into any base is legal
- **Balks:** Balks will be live
 - **3rd to 1st Pick-off** move is ILLEGAL
- **Force Play Slide Rule:** Runners are required to slide or veer out of the way to avoid contact when they are a part of a force play
- **Number of Players:** A game can start with 8 or more players. However, if a team drops to 7 or less, the game will be automatic forfeit
- **Warm up Pitches:** 7 Pitches Maximum between innings unless granted more by umpire.
- **Catchers:** Must wear a mask to warmup a pitcher pregame or between innings.
 - Please have a warmup catcher ready in the event the current catcher isn't ready.
 - Lengthy delay waiting on a warmup catcher can result in losing between inning warmup pitches.

Batting Lineups

- *Hit 9 hitters with a DH or no DH.
- *Hit 10 with one EH and with or without a DH
- *Hit 11 with one EH, one XH, and with or without a DH
- Hit a continuous lineup with free substitution. See ejections and injuries rules to see what happens when losing a player.
 - Once a player is subbed from the mound, they may NOT return to pitch in the same game.
 - ****You follow high school substitution rules.***
- Maximum of 3 Hitters at a time swinging bats (on-field) between innings.

Ejections

- If a coach is ejected:
 - They will be suspended for the rest of that game and the teams next played game **if determined by the tournament Director/Host**. If a coach is ejected from a game, he is ejected from the park and must exit the tournament grounds. If coach chooses to remain in park his team will be rewarded a forfeit loss determined by tournament Director/Host.
- If a player is ejected:
 - The player shall be suspended for the remainder of the game. If team has no substitute, the player will remain in batting order and his/her team will be forced to take an out. If it is deemed to be malicious contact, or if the player performed in act with intent to injure the penalty will be determined by the tournament Director/Host.

Injuries

- If a team has no substitutes and a player gets injured and cannot continue to play, his spot in the batting order will be skipped with no penalty. Once a player's spot in the batting order is skipped, the player is out for the remainder of the game and cannot come back into play.

Complete Games and Extra Innings

- If rain or weather suspends a game.
 - 4 (3 1/2 innings if home team is winning) innings will be considered a complete game in a 6-inning game
 - 5 (4 1/2 innings if home team is winning) innings will be considered a complete game in a 7-inning game
- If a game is tied after 6/7 innings and time remains you will be allowed to play one extra inning. After the 7/8th inning if the game is tied it will end in a tie even if time remains.

Forfeit Ruling

- 13u and Older
 - If a team forfeits a game, it will be scored 7-0
- 12u and Younger
 - If a team forfeits a game, it will be scored 6-0
- Tournament Director can amend forfeit scoring
- A Forfeiting team cannot participate in bracket play
- Forfeits cannot better the seed for the forfeiting team
- ISA has the authority to amend any of these rules due to weather or other unforeseen circumstance

Pitch Rules/Guidelines

- Use common sense, arm care should be the priority.
 - Recommendation, not mandatory: No pitching in multiple games per day
 - **USA PITCH SMART GUIDLINES: ISA will not police these, they are simply guidelines to reference.**

Age	Daily Max	0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	-	
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+

Bat Rules

- 7u to 12u, there will be bat restrictions to BPF 1.15
- 13u BPF 1.15 or BBCOR. Max Difference of Drop 8
- 14u BPF 1.15 or BBCOR Max Difference of Drop 5
- 14u (Showcase) BBCOR
- 15u-18u BBCOR or Wood
 - Metal or wood will be determined in tournament description.
- You may NOT use a wood bat unless specifically stated.
- Illegal Bat Penalty:
 - It is the responsibility of each team's head coach to monitor bats that are in play. If a player uses an illegal bat. The umpire must be notified prior to the first pitch of the next batter or before all defensive players leave fair territory.
 - If the bat is found illegal, the batter will be ruled out and runners will not be allowed to advance.

Rules of Conduct

It is required that all teams in the tournament comply with the following rules:

- Team managers must always have full control of their players and parents. This means “on” and “off” the field. Failure to do so can result in removal from event and/or banishment from future events.
- In case of disputed play or decision, team managers, only, may consult with the game officials in a respectful manner. The other coaches are expected to remain out of the discussion.
 - This is a NFHS Rule. Here is the lingo and the rule from the rule book. *3-3-1 f6: A coach, player, substitute, attendant, or other bench personnel shall not: commit any unsportsmanlike act to include, but not limited to, any member of the coaching staff who is not the head coach (or designee) in 3-2-4 leaving the vicinity of the dugout or coaching box to dispute a judgment call by an umpire.*
- Managers are to report any unsportsmanlike or derogatory acts by players or spectators to the tournament director. The purpose here is to prevent any serious situation developing that would be harmful to the tournament.
- Managers, coaches, players, and teams are liable for suspension by not adhering to the tournament rules in effect. This could mean suspension for a game, games, tournament, or a longer duration depending on the act of violation.
- A player, coach, manager, or sponsor may be suspended for fighting, swearing, any contact with an official on or off the field, obscene gestures.
- Any intentional destruction of property or abuse of ISA property will be dealt with very sternly. Team managers and sponsors will not be warned other than through this notice. Punishments can be, but are not limited to, fines, ejections, and/or team disbarment from future ISA Tournaments/Events.

Protest Rules

- Protests are only available for a violation or misapplication of rules, not for disagreement with an umpire’s judgement call.
- You cannot protest an umpire’s interpretation of a play.
- You cannot protest (Not limited to these items)
 - Balls and Strikes
 - Out and Safe Calls
 - Balk Calls
 - Obstruction Calls
 - Judgement calls by an umpire are not grounds for protest.

Protest Process

- How to initiate a protest.
 - Stop the Game. If a pitch is thrown the protest is null and void.
 - Do not argue with the umpire, ask to speak with tournament director, and tell them you would like to protest.
 - Present your \$100.00 non-refundable* cash payment to site leader. (*\$100 refund will be issued if protest is upheld.)
- What can you protest?
 - Illegal Players
 - Illegal Bats
 - Substitutions

Locations, Rules, and Notes

ISA Indoor Facility
2350 Lawrence Parkway
De Pere, WI 54115

- Turf
- No Metal Spikes
 - Plastic spikes, Turf or athletic shoes ONLY
- No gum, seeds, tobacco, or alcohol is permitted
 - Breaking this rule is grounds for removal from facility
- Vending Machines Available for limited Beverages and Snacks
- Parking on South side of facility (big parking lot)

Capitol Credit Union Park
2231 Holmgren Way
Green Bay, WI 54304

- Turf
 - NO batting cages
- Spikes are permitted except on the mound
 - Turfs/Shoes/Plastics Allowed
- No gum, seeds, or tobacco is permitted
- Concessions open at 10am
- Clean up dugout after games
- Parking
 - Epic Events Center (one Block South of stadium)
 - Side Streets
 - **Village Hall (Behind Left Field Wall)**
 - **ONLY AFTER 5PM**
 - **DO NOT park at Nakashimas or MyPlace Hotel**
 - **Subject to be towed**

Mel Nicks Sports Complex
1300 Lost Dauphin Rd
De Pere WI, 54115

- Turf infield/grass outfield
- No Metal Spikes
- No gum, seeds, or tobacco are permitted
- Concessions are dependent on St. Norbert College staffing
- Parking is on the street
- Clean up dugout after games

Joannes Stadium
215 S Baird St
Green Bay, WI 54301

- Natural surface
 - Natural Mound
- Spikes are permitted
- No Tobacco
- Clean up dugout after games

Locations, Rules and Notes Cont.

West De Pere High School Field

1155 Westwood Dr

De Pere, WI 54115

- Natural surface
- Cages require shoes/turfs to hit in, no spikes
- No Tobacco
- No concessions
- Across street from Westwood Elementary School
- Clean up dugout after games

Southwest Park

2472 Lawrence Dr

De Pere, WI 54115

- Natural surface
- Cages require shoes/turfs to hit in, no spikes
- No tobacco
- No concessions
- Clean up dugout after the games

Mulva Family Fields

1865 Scray Hill Rd

De Pere, WI 54115

- Turf infield/natural outfield
- No metal spikes
- No gum, seeds, or tobacco are permitted
- No concessions
- On Site Parking
- Clean up dugout after games

Cornerstone Park

1640 Fernando Dr

Ashwaubenon WI, 54115

- Natural surface/turf Mound
 - No batting cages
- Spikes are permitted except on the mound
- No Tobacco
- No concessions
- Clean up dugout after games

Cancellations, Credits, and Refunds

- If zero games are played, 75% of entry fee will be returned as a credit for a future event run by ISA Tournaments.
- If 25% of your guaranteed tournament games are played, 50% of entry fee will be returned as a credit for a future event run by ISA Tournaments
- If 33% of your guaranteed tournament games are played, 40% of entry fee will be returned as a credit for a future event run by ISA Tournaments
- If you play 2 or more of your scheduled games, that is considered a full tournament.
- Credits are valid for 12 months from the time of the cancelled event.
- Teams that withdraw after an event is sold out will not receive any refund or credit.
- Teams that withdraw within 90 days of an event will not receive any refund or credit.
- Teams that withdraw prior to the 90 days of an event will receive a refund minus \$100 processing fee.
- ***Gate Fees are non-refundable. ISA Tournaments will do everything we can to play all scheduled games.***

ISA Tournament Machine Pitch

UPDATED (4/24/2023)

Rules

- Players can only be included on one team roster per tournament.
- No limit to number of players on team roster
- 10 players on the field (4 outfielders)
 - All players must play at least one inning in the field.
- Catchers with gear are required on defense.
- Roster bat - All players on the roster will bat in lineup.
- Unlimited defensive substitutions
- Machine Pitch ONLY (Blue Catapult)
 - No Tees
- Machine Pitch Settings (Back of Machine 40' from Home Plate)
 - Settings (Can be adjusted)
 - Raise Pitch = 5
 - Lower Pitch = 2
 - Speed = 4
- 5 Pitch Maximum per at bat.
 - Players CAN strike out on the 5th or later pitch.
 - Foul balls on 5th or later pitch, will extend the at bat.
 - Players CANNOT walk on machine pitch.
- Dropped third strike is a dead ball.
- Runner may lead off as ball crossed the plate.
- Stealing is not allowed.
- Bunting is not allowed.
- **BASERUNNER STOP RULE**
 - Baserunners must stop at the next base when all 3 of the below have happened:
 - The ball is in the possession of a defender.
 - The defender is inside the basepaths.
 - The defender is facing home plate.
 - Defenders may call timeout after the runners have stopped (per BASERUNNER STOP RULE)
 - Coaches may NOT call timeout in attempt to stop a play.

INDOOR Rules

- Pop Ups off the Ceiling Net will be dead and replayed with same count/situation.
- Flyballs/line drives off the back net (over the wall) on the fly will be considered a homerun.
- Flyballs/line drives off the black padded wall ON THE FLY (without contacting a player) will be considered a double
 - Play will stop and the hitter will be awarded 2nd base
 - Any baserunners will also be awarded 2 bases from their starting point
- **Comebackers off the machine will be a dead ball and the hitter will be awarded a single**
 - **All baserunners will also get 1 base.**
- Batted balls that hit the back wall on the ground, on a bounce, or off a player will be played live
- Only advance one base on an overthrow unless defense makes attempt to throw out runner advancing.
- Outfielders must start each play behind designated white line (If you have questions day of, find umpire)

Home/Away

- Home team for pool play is decided by a coin flip by umpire.
- Home team in bracket play is the higher seed.

Time Limits

- No new inning will start after 1 hour and 15 minutes
- Each game will be 6 innings (if time allows)
- **Run Rule**
 - 15 runs after 3 innings
 - 12 runs after 4 innings
 - 10 runs after 5 innings
- No extra innings in pool play games
 - Games can result in a tie
- Max. 5 runs allowed per inning.
 - Unlimited runs allowed in last inning.
 - The umpire will determine the final inning of the game and notify each team before the to of the inning.
- Championship game will not have time limit.

FACILITY Rules

- Park on South side of ISA. (The bigger of the two parking lots)
- Dugout assignments will be determined by home and away on the official schedule. (Coinflip will determine which team hits first.)
 - Home designation is by mezzanine (South side of Field)
 - Away designation is by cages (East side of Field)
- For incoming teams waiting for next game, designated waiting area for players/equipment will be under the Mezzanine.
 - Behind South side dugout.
- Do Not Warm-Up Outside on Grass or Parking Lot
 - See ISA staff member for designated warm up area.
- **No Metal Cleats**
 - Plastic spikes/Tennis shoes/Turf shoes ONLY)
- **No Portable Speakers**
 - Being indoors, a portable speaker is too loud and interferes with communication with the young athletes.
- Abuse of umpires/ISA Staff/opposing coaches/fans will not be tolerated.
 - Grounds for Removal
- Weight Room Area is OFF LIMITS
- No Carry-Ins Allowed
 - Exceptions Below
 - Water/Sports drinks
 - Reasonable meal for player. (No food in dugouts)
 - Please clean up any food.
 - Vending is available.
- No Gum/Seeds (Please shake out the bags from last year if possible.)
- No Tobacco/Alcohol/Drugs
 - Grounds for Instant Removal and Banishment from Facility
- Day of event questions can be directed to an ISA staff member.

WE WILL NOT TOLLERATE DISRESPECT TOWARDS UMPIRES, COACHES, OPPOSING PLAYERS AND FANS. THE CULTURE OF THIS EVENT MATCHES THAT OF ISA. DEVELOPMENT, SAFETY, FUN. IF YOU HAVE QUESTIONS EMAIL: erik@impactsportsqgb.com