

**MITCHELL ATHLETIC CLUB ANNUAL
MEN'S TOURNAMENT
CLASS D (ONLY)
LOOKING FOR 26 TEAMS
SEPTEMBER 6 – 7 – 8 – 9**

ENTRY FEE: \$125 and must accompany your 20-man roster.

* * Players can play on only one team

NO EXCEPTIONS

GAME BALLS: MAC will furnish them.

DEADLINE: All entries must be received by Tuesday, August 21, 2018

Entrance into tourney will be decided on first come basis.

NO EXCEPTIONS

CASH AWARDS WILL BE DETERMINED BY THE NUMBER OF TEAMS ENTERED IN THE TOURNAMENT.

RAIN DATES: September 13 – 14 – 15 – 16 or at discretion of the Tournament Committee.

RULES:

1. ASA RULES WILL BE USED. ALL RULES ARE SUBJECTED TO THE DISCRETION OF THE TOURNAMENT COMMITTEE.
2. ONLY TWO (2) HOME RUN HITTERS PER GAME. ALL OTHERS ARE OUT.
3. 15 RUN RULE AFTER 4 COMPLETE INNINGS, 12 RUN RULE AFTER 5 COMPLETE INNINGS WILL APPLY. CHAMPIONSHIP GAMES WILL PLAY SEVEN 7 COMPLETE INNINGS.
4. BASE RUNNERS MAY ANTICIPATE THE SWING.
5. MAXIMUM OF 14 BATTERS IN LINE-UP.
6. A BATTER'S MAT WILL BE USED.
7. NO STEEL SPIKES.
8. BATS MUST BE ASA APPROVED.
9. PLAYERS PLAY AT YOUR OWN RISK.

FOOD AND REFRESHMENTS WILL BE SERVED.

NO CARRY-INS/NO PETS WILL BE ALLOWED.

THIS WILL BE STRICTLY ENFORCED.

SEND CHECKS AND ROSTER TO:

Mitchel Athletic Club
W8052 Parnell Road
Cascade, WI 53011

Questions, Call Laura Jensen: 920-838-4830 or Rich Schroeder: 920-980-9791

**MITCHELL ATHLETIC CLUB TOURNAMENT ROSTER
CLASS D (SEPT. 6 – 7 – 8 – 9)**

TEAM NAME: _____ **GAME PREFERENCE:** _____
MANAGER: _____ **THURS. NITE:** _____
ADDRESS: _____ **FRI. NITE:** _____
Preference decided by Tourney
Committee 1st come 1st served

E-MAIL _____

PHONE NUMBER: _____

LEAGUE/LOCATION: _____

- | | |
|-----------|-----------|
| 1. _____ | 11. _____ |
| 2. _____ | 12. _____ |
| 3. _____ | 13. _____ |
| 4. _____ | 14. _____ |
| 5. _____ | 15. _____ |
| 6. _____ | 16. _____ |
| 7. _____ | 17. _____ |
| 8. _____ | 18. _____ |
| 9. _____ | 19. _____ |
| 10. _____ | 20. _____ |

PLEASE RETURN BY August 21st, 2018!

The Mitchell Athletic Club, its members, and the Town of Mitchell will not be held responsible for any injuries incurred or any items lost or stolen at or during the tournament.

NO PETS! NO CARRY INS!!

Signature: _____

Good Luck!

Please return above Roster with Money to:

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W8052 Parnell Road
Cascade, WI 53011
Questions, Call Laura Jensen: 920-838-4830 or Rich Schroeder: 920-980-9791

M.A.C MEN'S TOURNAMENT RULES

***All games have a 1 hour time limit.**

1. ASA rules apply
 - A. AH allowed
 - B. No steel spikes
2. 3 Balls and 2 Called Strikes, 1 swinging strike or 1 foul ball and batter is out.
3. Pitching
 - A. The pitched ball must arch at least 3 feet after leaving the pitcher's hand before it passes any part of home plate. (Umpire's Judgment)
 - B. The ball shall not rise higher than twelve feet above the ground. (Umpire's Judgment)
 - C. The umpire will call the ball "Too flat" or "Too high" when it is in the catcher's glove.
 - D. Ball striking any part of the plate and/or mat is a strike.
4. Runners can leave base when the ball passes home plate.
5. Runners can tag up on a caught foul ball.
6. Warming up is permitted only north of the bathroom and behind the outfield fence on the big diamond or on the small diamond when it is not being used for a tournament game.
7. All games will be played seven innings. If it rains, and the game is not finished it will be a suspended game and finished at a convenient time for both teams. There is a 15 run rule after 4 complete innings or a 12 run rule after 5 innings. If a team scores the 12th run in the top of the 6th or 7th inning that inning will be played-out.
8. A team can play with 9 men (no automatic out). If a team starts with 9 and one gets hurt you can finish with 8 men and one automatic out.
9. Special injury rule. In the event all eligible players have been used and one of the remaining ten or 11 players having the field is injured, a free substitution will be allowed. The free substitution shall be picked by the opposing manager.
10. A courtesy runner can be used once per game. "Plymouth Rule"
11. Substitutions must be made at the scorer's table. Re entry rule is in effect.
12. NO throwing the ball around the infield between outs. Two warm up pitches between innings.
13. Only 2 home run hitters per game. After the first 2 home run hitters are established any other batter hitting a ball over the fence in home run territory is an OUT.
*If a team walks a home run hitter, it will be considered a double and all players on base will advance 2 bases.

*****All bats must be ASA approved.*****

GROUND RULES

BIG DIMOND:

1. Batter hits a ground ball in the infield and the fielder over throws the fence, the batter gets second base.
2. On overthrows from the outfield or infield, runners will advance bases from where they are when the ball is thrown. Two bases will be awarded from the last base touched. (Same rules as used in Plymouth League)
3. Any fair ball hit into dead ball territory will be a ground rule double if any player intentionally kicks the ball into dead ball territory, bases will be awarded by the umpire.
4. Ball hitting on light post above the fence and bouncing back on to the playing field is a home run.
5. Ball bounces in playing field and hits a light post above fence will be in play. If ball bounces out of the playing field it will be ground rule double.

SMALL DIAMOND:

1. Ball bouncing over or through fence is a ground rule double. Outfielders must catch the ball on this side of the fence. If a player catches the ball on this side of the fence and jumps over the fence, it is a home run.
2. Ball hit over the fence in the right field:
 - A. Single from the foul line to the first pole.
 - B. Double from the first pole to pole in right center.
 - C. Home run ball from right center pole to the right of it.