

ASHWAUBENON INVITATIONAL 2010 LITTLE LEAGUE TOURNAMENT RULES

RULES: Little League rules shall prevail, except as changed by the tournament committee and provided herein.

AGE/ ROSTERS: Final team rosters must be turned in to the tournament director prior to your first game. They may consist of any 15 players who compete in the same communities Little League program and have not reached their next birthday *before April 30th*. Proof of age (Birth Certificates) must be available upon request. If a concern arises and proof of age cannot be produced, that player will unfortunately not be able to play until proof of age is furnished.

INELIGIBLE PLAYER: Games in which an ineligible player has been used shall be declared a forfeit. The score will then be reflected as 1 – 0 for the winning team.

TIME: Each game will be six innings with a time limit of 1 hour and 30 minutes. Extra innings may be played but no new inning will begin after the time limit expires. If time expires and the home team is batting, once they take the lead the game is finished. The inning will not be completed. (All runs will score if a Home Run “over the fence” ends the game) Ties will be entered as ties. Championship games, 1st and 3rd place, will have no time limit, however the 10 run rule will still be in affect.

10 RUN RULE: There will be a “ten run rule” after 5 innings. (4 ½ if the home team is ahead).

PITCHERS: Pitchers will be limited to 3 innings per game and 12 innings maximum for the tournament. Once a pitcher is removed from mound, he may not return to pitch in that game. One pitch constitutes an inning.

WARM UP PITCHES: Five warm-up pitches will be allowed between innings. Eight pitches will be allowed for a new pitcher. Since game time is limited, an effort will be made to keep the time between innings to a minimum.

PITCHER REMOVAL: The coach or manager may make one trip to the mound, per pitcher, in any one inning. The second trip shall result in the removal of that pitcher from the game as a pitcher.

PLAYERS IN THE FIELD: At least eight (8) players must be on the field at all times or the team will have to forfeit the game.

For the **10, 11 & 12 year olds**, nine (9) players will be in the field and those nine players will bat. There will be no designated hitter. (To keep the players involved, the coaches may decide before the games if they want to bat their entire respective rosters. You must inform the opposing coach of your decision prior to the game starting. That decision must then be adhered to throughout the game.)

10 year old teams may have 10 players in the field if approved by both coaches – four must be outfielders. Those 10 players must then bat.

For the **9-year-olds**, ten (10) players may be in the field – four must be outfielders - and you must bat your entire roster for the entire game.

SUBSTITUTIONS: 10, 11 & 12 year old teams – If the entire roster is being batted, substitutions may occur at any time. If not, then any starting player may re-enter the game one time. If there is an injury, **free substitution is allowed, but the injured player may not be used the remainder of that game.** Previous pitchers may not return to pitch.

9-year-old teams – Free substitution may be used anytime during the game, however, if a pitcher is removed from the mound, he may not return to pitch in that game.

SLIDING: Runners must slide at 2nd, 3rd and home plate, **if they are played on**, or they will be called out automatically. It will be the umpire's judgement if a play has been made on a runner.

STEALING: There is No leading off. Stealing is permitted **after the ball crosses the plate**. There will be **NO delayed steals**. One warning will be given to each team, after that the runner will be called out automatically. When the ball is thrown back to the pitcher, the runners must return to the base.

For the **11 and 12 year olds**, stealing 2nd, 3rd and home is allowed.

For the **9 and 10-year-old** teams, stealing 2nd and 3rd is allowed but stealing home is allowed **only** allowed if a play is made on a runner in the field. (An overthrow from the catcher to the pitcher does not constitute a play being made on the runner)

OVERTHROWS: On overthrows to 1st and 3rd base, that stay in play, the base runners and batter can advance as far as they can. If the ball goes over the fence or into any dead ball territory, the runner(s) will be allowed **one base** from the base they started at, if the **initial throw** came from the infield, and **two bases** from the base they started at, if the **initial throw** came from the outfield.

BUNTING: Faking a bunt and then swinging away is not allowed. The batter will be called out automatically and any runner advancing on the play must return to the base he started at.

MANAGER: A manager or coach may not leave the bench areas except to confer with one of his players or with the umpire. This must be done only when time is called.

COURTESY RUNNERS: Courtesy runners may be used for the pitcher and catcher if there are two outs. Courtesy runners are players who are not playing in the game. If all players are being used, the courtesy runner will be the person who made the last out. Courtesy runners, not currently playing, can return to the ballgame later as a player. The same person cannot courtesy run for both the pitcher and catcher.

TIEBREAKERS: The following will be used to break ties in poll play.

1. Best Record – In the event of a 3-way tie, if one of the teams in the tie has beaten the other two teams then they advance. If each of the three teams has gone 1-1 against the other two teams the tie-breaker goes directly to “Runs Scored Against.”
2. Head to Head
3. Runs scored against
4. Coin Flip

BALK RULE: The balk rule **will not** be enforced.

INFIELD FLY RULE: The infield fly rule **will not** be used

THIRD STRIKE: The hitter **may not** advance on a dropped third strike.

INTENTIONAL WALK: Intentional walking a batter may be done by telling the umpire.

SPIKES: Rubber spikes **only** are permitted

HELMETS: Must be worn at all times when on deck, batting, or running the bases.

BAT SIZE: As per the Official Little League rules, No bats with a barrel diameter larger than 2-1/4 inches will be allowed.

ORANGE BASE: When a safety white/orange base is used at first base, the white portion of the base is for the defensive team and the orange is for the offensive team (batting). The intent of the orange base is to avoid collisions at first base. Once the batter reaches first base the orange portion is no longer in use.

SPORTSMANSHIP: No abusive or profane language by anyone connected with the tournament will be tolerated, nor will misuse of equipment or unsportsman-like conduct. The use of tobacco or alcoholic beverages is prohibited in the playing and bench areas.

INSURANCE: Each team is responsible for its own insurance.

GAME POSTPONMENT: No game will be postponed except for weather related conditions. If a game is to be postponed by the **tournament director or designate** (management), the team's managers will be contacted by phone. Please have your team report not less than 30 minutes before your game is scheduled to start. (Games may start up to 15 minutes early.) In case of rain, an official game will be after 4 complete innings. (3 ½ if the home team is ahead)

FAILURE TO SHOW: Any team not showing up for their scheduled game will lose that game.

HOME TEAM: A flip of a coin will determine home team, with the team traveling the longest distance making the call.

SCOREKEEPING: The home team is the official scorekeeper. If there are any discrepancies, the official book will be final. Umpires will check with the opposing coaches each inning to validate the score.

GAME RESULTS: Home team to turn in the Official Game Results sheet to the concession stand after each game. The official results will be posted as soon as possible.

CHECK IN: The manager/coach must furnish the Tournament Director or concession stand with a copy of his roster 15 minutes prior to the game.

INFIELD USE: Before each game please do not use the infield portion of the diamonds, as we will rake them between games and chalk them as necessary.

PROTEST: In all cases the ruling of the umpires is final. **Appeals of a rule interpretation, not of a judgment call, can be made to the tournament director or designate at the time of the call. The tournament director's call is final.**

CHANGES: The tournament committee reserves the right to make changes to game times, fields, pairing and length of games based upon changes in weather or other conditions.