

# 2016 South Fayette 10U Tournament

## Official Tournament Rules



**Major League Baseball Rules will apply except as modified or covered below.**

<b>Age Group</b>	<b>Bases</b>	<b>Mound</b>	<b>Innings</b>	<b>Metal Cleats</b>	<b>Bat Restrictions</b>
10U	60'	46'	6	No	2 ¼" barrel (Little League Approved)

### **10U Specific Rules:**

- **Pitching Restrictions –**
  - A pitcher may pitch a maximum of 2 innings per game.
  - A pitcher may pitch a maximum of 4 innings per day.
  - With the delivery of one pitch that player is considered to have pitched one inning.
  - A pitcher must be removed after more than one trip to the mound in the same inning by a manager or coach. If a manager or coach calls the pitcher over to the line, it will be considered a trip to the mound. If a Manager makes a trip to the mound prior to the start of an inning it will not be considered a trip if the Manager leaves the field prior to the last warm-up pitch.
  - A pitcher hitting 2 batters in one inning or 3 in one game shall be lifted
- **9 players.** This tournament will be played with three outfielders.
- **No leading.** Runners may steal bases (NOT including home plate), but may not leave the base they occupy at the time of the pitch until the pitched ball crosses home plate or is hit by the batter. If an **umpire** rules that a runner has left his base prematurely, the runner will go back to the base and the results of the pitch do not count (i.e. no pitch). That runner will be given a warning and will be called out on the next occurrence.
- **Stealing bases:** A runner can steal second and third base after the ball crosses the plate. A runner cannot steal home plate, A runner can advance as many bases as possible on a catcher's overthrow during a stolen base attempt on both second and third base. With a runner on first base and third base...the runner on first base can steal second base but the runner on third base cannot advance under any scenario including a catcher's over throw to second base. We encourage catchers not to attempt pickoff throws to the bases. A runner cannot advance on a pick- off attempt at any base including a catcher's overthrow.

- **No dropped third strike.** Batter is out.
- **Infield Fly Rule is not in effect.**
- **Sliding.** No head first slides when advancing to a base. You may slide head first when caught in a run down or Going back to a base. The offensive player must avoid “non-sliding” contact with the defensive player when going into a base or home plate in the process of a play being made at that base. If an offensive player is involved in a collision with the defensive player as a result of choosing not to slide, the offensive player will be called out, the ball is dead, and the trailing runners may not advance from their base of origin at time of collision. This applies to all bases (except 1<sup>st</sup> base). If in the judgement of the umpire the collision is intentional or flagrant, the offending player will be ejected from that game and the team’s next game.

- **General Rules**

#### **Uniforms**

- All players must wear matching team hats and numbered shirts/jerseys with shirts tucked in. No duplicate numbers. Players are not permitted to wear any items on either arm when pitching. Pitchers are not permitted to have sunglasses.

#### **Bat Restrictions**

- As noted above. Please see the following site if you would have any questions:  
[www.littleleague.org/Assets/forms\\_pubs/2013LicensedBatList.pdf](http://www.littleleague.org/Assets/forms_pubs/2013LicensedBatList.pdf)

#### **Line-ups**

- Roster Batting – Must bat all available players on bench.
- **Exception 1:** A player may leave the game early if, before the first pitch of the game, the player’s manager (or his scorekeeper) informs the opposing manager (or scorekeeper) and the official scorekeeper that the player must leave early, and of the appointed time the player must leave. Upon such notification, and upon penalty of forfeit, the player may not bat or play in the field after his appointed time of leaving. Conversely, should the player be removed from the game prior to his appointed time of leaving, for whatever reason, that player is considered an out during his next one scheduled plate appearance, unless Exception 2, below, applies. To prevent potential protest situations, please sign the official scorebook prior to the game with details of the player’s departure.
- **Exception 2:** A player who is injured on the field of play, and who is immediately and permanently removed from the game, will not be considered an out in subsequent plate scheduled appearances if he is unable to complete his next at-bat (assuming team maintains at least nine players in their batting order).

**Injured:** Exception 2 applies only to players who are injured during play, not to players who may become ill, or need to be removed from the game for any reason other than injury. A player leaving for illness will be counted as an out on subsequent at bats.

**Immediately:** A player is considered to have been removed immediately after injury

*only if he is removed from the game prior to the next pitch.*

**Permanently:** A player is considered to have been permanently removed from the game if he does not, following removal from the game, play in any defensive or offensive capacity for the remainder of the game following his removal. If an injury occurs to a base runner and no substitute is available, the last batter out may take his place on the bases. If an injury results in a team being left with less than nine players, that player's subsequent at bats will be considered outs.

## **Defense**

- *Teams must start their respective games with 9 players in the field.*
- *Free defensive substitutions may be made. Defensive substitutions may be made at the start of any half inning. None will be permitted during an inning unless there is an obvious injury, or during a pitching change, in which the pitcher and any number of players may be changed. These substitutions will not result in a player being removed from the line up and will not affect the batting order.*
- *A defensive unit must start the game with nine rostered players and may finish a game with no less than eight players. The game will be considered a forfeit unless these minimum standards are met.*

## **Home Team/Coin Flip and Dugouts**

*Coin flip prior to the game determines home and visiting team in preliminary round play. In elimination round play, the higher seeded team has its choice of home or visitor. Dugout selection is first come first served.*

## **Official Game**

*Four (4) innings shall constitute an official game or three and one half (3 1/2) innings if the home team is leading. If a game is stopped for any reason (e.g. weather, lightning or darkness) before the game is official, the game is suspended and will be resumed from the point of curtailment at a time scheduled by tournament officials with one exception. If one full inning has not been completed the game will be replayed in its entirety.*

*In the event of a tie game that starts at 6:00PM no full inning should start after 8:15PM. The game will be delayed and re-started at the game situation in place when it was delayed at a pre-determined time scheduled by the Tournament Director.*

*In the event of a tie game that starts at 8:15PM no full inning shall start after 10:30PM. The game will be delayed and re-started at the game situation in place when it was delayed at a pre-determined time scheduled by the Tournament Director.*

*In the event of a tie on a Saturday or Sunday game no full inning shall start after 150 minutes (2 ½ hours) from the time of the first pitch. The game will be continued from its current point the following day or later in the day at the discretion of the Tournament Director and availability of teams.*

## **Mercy Rule**

*Fifteen (15) runs after 3 innings, ten (10) runs after 4 innings.*

*The home team does not bat if ahead by the mercy limit, but does bat if the visiting team goes ahead by the mercy limit in the top of an inning.*

### **Courtesy Runners**

*Courtesy runners are allowed for the catcher with 2 outs. The player that made the last out is the substitute runner.*

### **Intentional Walk**

*An intentional base on balls may be given by the defensive team, requested by coach or catcher, without pitching to the batter or on any ball/strike count. The ball is declared dead before the umpire awards first base to the batter.*

### **Protests**

*No protests are permitted on any umpire judgment calls. If there is a valid dispute over a rules issue, the decision of the tournament director (or designee) will be final. Resolve any disputed rule questions before play continues.*

*Umpire Appeals: Only valid with two umpires on the field. One umpire can appeal a play to another umpire only in those situations where the umpire closest to the play has his vision obstructed. Appeals cannot be made on judgement calls where the umpire has an unobstructed view of the play.*

### **Player Eligibility**

*All coaches will provide a copy of birth certificates and a roster. A roster format will be provided. If a coach/manager questions the eligibility of a particular player or players, he may do so privately with the tournament director (or designee). He/she will investigate and resolve eligibility questions immediately. Player eligibility protests must be addressed during the game or immediately (within 15 minutes) following the game. Age eligibility is determined as the players' age on May 1, 2016.*

*We would not expect that an ineligible player would ever be asked by a coach/manager to play. However, if that were to occur and it is discovered, the player and his head coach/manager will be disqualified for the remainder of the tournament. A game underway will be forfeited immediately to the opposing team, as would a game completed in which the ineligible player participated. The team (without its head coach/manager and the ineligible player) may continue to play in the remainder of the tournament.*

### **Additional Important Information**

#### **Pre-game Warm-ups**

*No batting practice or infield practice is permitted on the infield prior to the games. **Do not expect or plan for the infield to be available before your game.** Cages should be available prior to the start of games along with area in the outfield to warm-up.*

#### **Reporting Game Results**

*On-Site Field Coordinators will provide Post Game Reports for each game. Immediately following the conclusion of each game, the **winning** team is responsible for getting the form*

*signed by both coaches and for turning in the Post Game Report to the On-Site Field Coordinator or the individual operating the scoreboard.*

### **Tie Breakers**

*After win/loss record, the following tie breakers will be used to determine seeding following preliminary round play:*

- Overall record
- Least amount of runs allowed
- Run differential
- Total runs scored.
- Coin flip

### **Playing Conditions**

*The tournament director (or his/her appointees) will make all decisions regarding playing conditions prior to each game. He/she will determine whether or not the field conditions are fit to play with the safety of the players first and foremost in mind at all times. After a game starts, the umpire is responsible for stops/starts. Any sound of thunder or sight of lightning in the area will immediately stop play for 20 minutes. Weather related make-ups/continuations will be re-scheduled by the tournament director.*

### **Sportsmanship**

*We anticipate that tournament games will be emotionally charged and competitive. However, we also expect that every participant will conduct him/herself at all times in a manner that is appropriate for youth baseball. Accordingly, arguing with or complaining about umpire judgment calls (balls/strikes, out/safe or fair/foul) or any display of inappropriate behavior (to include foul language used) by coaches, managers, players, parents or spectators simply will not be tolerated. Anyone (except players) in violation of this sportsmanship rule will be asked to leave the premises immediately by either the umpire or On-Site Field Coordinator. If after five (5) minutes the offending person is not out of sight and sound of the field, the team will forfeit the game in progress. An ejected player will be confined to the dugout. A player ejected from a game is suspended from participating at the next game. A coach or parent ejected from a game is suspended from participating or being a spectator for the remainder of the day. Team head coaches/managers are 100% responsible for the conduct of their assistant coaches, players, parents and any other related spectators. Anyone who threatens a tournament official, umpire, opposing coach or player (either physically or verbally) will be asked to leave immediately and will not return for the duration of the tournament. Team managers should make certain that everyone associated with their team is fully aware of the sportsmanship rules in advance of the tournament. The games should be fun for all involved, especially the **kids playing** in them. The Tournament Director reserves the right to remove any manager, coach, player, or spectator from the ball park for unsportsmanlike behavior.*