

2016 South Fayette 9U-B Tournament

Official Tournament Rules

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

Age Group	Bases	Mound	Innings	Metal Cleats	Bat Restrictions
9U	60'	46'	6	No	2 ¼" barrel (Little League Approved)

9U 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.
 - A pitcher may pitch a maximum of 10 innings per the tournament.
 - 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.
 - A pitcher hitting 2 batters in one inning or 3 in one game shall be lifted
 - Once a pitcher is removed from that position, the player cannot re-enter as a pitcher during the game.
- **10 players.** 4 Outfielders. The 10th player must play as an extra outfielder not as a rover.
- **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 team will receive one warning (subsequent team offenses will be declared out) and the pitched ball will be declared a dead ball immediately. In this instance the results of the pitch do not count (i.e. no pitch).
- **Home base must be earned.** A runner on third is only permitted to attempt home on a play with a batted ball, a walk, or a "baseball play" is made on the runner at 3rd base. A player who steals 3rd base may not advance to home on an errant throw from the catcher.
- **No 2 base walks.**
- **No balks.**
- **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. Failure to slide at home plate can cause a player to be ejected. A player must avoid contact with the player attempting a tag when going into a base or home plate. The player May be called out for not sliding (except 1st base) or for making unnecessary contact.(UMPIRES DISCRETION)
- There will be a 5 run maximum per inning with no continuation, except in the 6th inning and/or any extra inning of play.
- A batter is not permitted to fake bunt and/or slap-swing. This attempt will result in an immediate out.
- In the event a batter is deemed by the umpire to have thrown their bat, that team will be issued a team warning. Any additional violations by that team will result in immediate dead ball and an out being recorded.
- Forfeiture is fifteen minutes after the scheduled starting time unless otherwise approved by a Tournament Director. Teams failing to have at least 8 players available to play will forfeit the game unless otherwise approved by a Tournament Director. Forfeited games will be entered as a score of 10-0.
- Games will last 6 innings. In pool play, no new inning will start 2 hours after the 1st pitch of the game (ie for a 6PM start, no new inning may begin once the time reaches 8PM). A pool play game could end in a tie. A bracket game, the game will continue until there is a winner.

General Rules

Uniforms

- All players must wear matching team hats and numbered shirts/jerseys with shirts tucked in. Players are not permitted to wear any items on either arm when pitching.

Bat Restrictions

- As noted above. Please see the following site if you would have any questions:
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.

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.

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. A team may play with 8 players, but must start the game with 9. A team with only 8 players must take an out each time the missing player(s) is/are scheduled to bat. If an injury occurs to a base runner and no substitute is available, the last batter out may take his place on the bases.

Defense

- Teams must start their respective games with 9 or 10 players in the field.
- If Player loss is due to an injury or illness during the game, the player IS NOT an out in any subsequent at-bats. If a player is ejected or leaves not due to injury or illness, the player IS an out in all subsequent at-bats.
- 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.

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.

Mercy Rule

Fifteen (15) runs after 3 innings, ten (10) runs after 4 innings and/or 5 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.

Collision Rule

All runners must slide or otherwise attempt to avoid a fielder who has possession of the ball and is waiting to make a tag. If the runner fails to do so and a collision occurs the runner is out, the ball is dead and trailing runners may not advance. If in the judgment of the umpire the collision is intentional or flagrant, the offending player will be ejected from that game and the team's next game. If a runner does not slide and there is no collision and the umpire rules the runner safe, the runner is safe.

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.

Player Eligibility

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.

Additional Important Information

Pre-game Warm-ups

No batting practice is permitted on the infield prior to the games. No infield practice on game field either. Adjoining fields, if not occupied, may be used by teams. Please pay attention to fans and children that may also be spectating in those fields as to not interfere or cause potential harm with overthrows. **Batting Cages** will be shared prior to the start of games (30 minute time limit to accommodate both teams game preparation).

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 turning in the Post Game Report to the On-Site Field Coordinator and validate the final score.

Tie Breakers

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

- Head to head competition (only applies when two teams are tied)
- Run Differential
- Runs Scored
- Runs Against
- Coin flip

Bracket Play

Initially there will be 3 teams assigned to play in the "Green Pool" and 3 teams assigned to the "White Pool". Each team will play the other 2 teams in their assigned pool for Bracket Seeding. In Bracket Play, the #2 Seed and #3 Seed (as determined by Pool Record, using tie-breaking criteria if necessary) will play each other in the Quarterfinal Round. The #1 Seed from each pool will receive a bye to the Semi-Final. In the Semi-final Round, the winner of the Quarterfinal Games will play the #1 Seed from the other pool (For Example: #1 White Plays Winner of #2 Green vs. #3 Green AND #1 Green Plays Winner of #2 White vs. #3 White). The winners of the Semi-finals will meet up in the Final. Trophies will be awarded to the first and second place teams.

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.

Official Team Roster and Insurance

*Every team must fully complete and submit a **Roster Form**.*

Proof of Age

The head coach/team manager is required to maintain in their possession a copy of the official team roster and a copy of each player's birth certificate in the event that an eligibility question arises. 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.

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. **If anyone other than the head coach/manager or assistant coach is ejected by an umpire, the team's head coach/manager will be automatically ejected from the game in progress and suspended for the next game as well.** Anyone who threatens a tournament official, umpire, opposing coach or player (either physically or verbally) will be asked to leave immediately and may 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.*