

Bob O'Connor Memorial Sq Hill Baseball Tournament 2009

Items not addressed follow the rules of Little League. The Umpire will rule on unique situations.

Sportsmanship

- Players, coaches & fans must exhibit good sportsmanship at all times. Umpires shall, at their discretion, warn or eject any player, coach or fan, which argues, curses, intentionally throws equipment, or displays other inappropriate behavior. There will be a maximum of one warning. *At the umpire's discretion, an ejection can occur without warning.*
- Extremely inappropriate acts, or behavior that recklessly endangers the safety of others, can be accompanied by further suspension by the Tournament director.

Use of the Dugout and Backstop Area

- Only players and coaches are permitted in the dugouts.
- Coaches should not hold post-game talks in the dugout area. Please clean out all trash from the dugout area and get your team and equipment out as quickly as possible.
- Spectators are not permitted to sit or stand behind the backstop.

Uniforms

- Players must wear their shirt tucked in and cap with the bill facing forward
- Players are NOT permitted to wear watches, rings or other jewelry.
- Pitchers may not wear white or light-colored sleeves that extend from under the T-shirt. They may not wear any other item that, in the umpire's opinion, could distract the hitter.

Forfeits

- A team will forfeit a game if they do not have at least EIGHT players available to begin a game. They will be given a grace period of 15 minutes from the umpire's start time for the game.
- The game may continue as long as the team has at least SEVEN players.
- For tie-breaker purposes, forfeits will be scored 6-0
- No team forfeiting their last pool play game can qualify for the playoff rounds.

Pre-Game Field Use

- Each team will have 5 minutes to practice on the field before the start of the game. The visiting team practices first, then the home team, which will then stay on the field to start the game.

Batting Cage Rules

- Helmets must be worn at all times and only coaches may operate the pitching machine.
- Teams preparing for the next game should attempt to share available cage time.

Ground Rules

- A fair ball that rolls under the outfield fence (even if it rolls back onto the field) shall be ruled a double. Outfielders must signal the umpire with a raised arm and should not play the ball.
- When a ball is thrown by a fielder and leaves the field of play, the runner(s) will be awarded the base they are going to (umpire's judgment) at the time the throw was made, plus one base.
- Play, once started, is not "dead" until the pitcher is on the rubber with the ball. A runner cannot begin advancing once the pitcher has the ball on the rubber. If a runner begins movement toward the next base, and then the pitcher steps on the rubber, play continues. Pitchers may not be on the rubber when receiving the ball back from the catcher. The umpire will call time when they feel the play is dead.

Hitting, Bunting & Base Running

- Each team will bat all players at the game and the batting order cannot be altered during a game.
- Should a player be removed from the game for injury, the player's place in the order will be vacated and the entire order will move up one position. Should that player re-enter the game, the player will be re-inserted into their previous spot in the order.
- A player arriving after a game has started must be placed at the end of the order. This applies to both teams even if the late arriving player is on the home team and they have not yet batted.
- Bunting is permitted. For safety purposes, a player squaring then taking a full swing will be out.
- Any hitter that has just bunted, or placed a short hit in front of home plate, **MUST** run to first base in foul territory. The umpire **MAY** call the hitter out if this rule is broken.
- Headfirst slides are allowed only when going back to a base.
- **Any base runner that, in the umpire's judgment, causes meaningful contact by not sliding at home plate shall be ruled out. To avoid a judgment call - TELL THEM TO SLIDE**
- The runner is also responsible for avoiding contact with any fielder that is making a play on a batted ball. However, fielders must not be in the base paths or standing on any base if they are not attempting to field a batted ball or make a play at that base. (Standard interference rules)
- Stealing of all bases is allowed. Runners may only go after the ball passes the hitter. (no leads)
- Two Adults may act as base coaches.

Catchers

- Catchers **MUST** wear a cup
- A catcher on base with two outs **MUST** be replaced by a runner that was the last out recorded.
- Catchers (or other players acting as catchers) must wear facemasks while warming up pitchers.

Pitchers

- Pitchers new to the game will be permitted 8 warm-up pitches before their first pitch.
- A pitcher will be permitted only 5 warm-up pitches before their 2nd or 3rd inning pitched.
- Pitchers due to pitch the next inning and on base **CAN** at any time be replaced by a pinch runner that must be the last out recorded.
- Intentional walks are **NOT** permitted.
- Pitchers will be allowed to pitch up to 3 consecutive innings in any game. There are no tournament limits on IP. Any inning a pitcher throws even one warm-up pitch is considered an IP. Once removed, a pitcher cannot return to pitch in that game.
- Upon hitting a 3rd hitter in the same game, a pitcher must be replaced.
- A pitcher must be replaced with the coach's 2nd trip to the mound in the same inning.

Fielding

- For ages 10, 11 & 12, teams may use no more than 9 fielders.
- For age 9, teams may use up to 10 fielders. The 10th fielder must be in the outfield (no rovers)
- The infield fly rule is in effect for ages 10, 11 & 12 only.
- Free substitution is allowed in the field and there is no minimum innings any fielder must play
- You may request an appeal on a player tagging on a fly ball simply by asking the umpire before the next pitch is thrown.

Official Games

- The home team will be determined by a coin flip for all pool games. During the playoff rounds the highest seed in each game will be home team.
- Scheduled game length is Six innings. Extra innings will be played until a winner is determined.

- A game will be official after the team trailing has finished **4 ABs** if either the losing team is behind by **10 runs** or more, or the game is interrupted by inclement weather. A game will be official after the team trailing has finished **5 ABs** if they are behind by **8 runs** or more. If the team leading is the road team and pushes their lead over the limits listed above in the top of an inning, the trailing team still hits in the bottom of the inning.
- In the case of a shortened game due to weather, if the road team takes the lead in the top of an inning, the home team must complete their at bat in that inning. If teams must return to complete an inning, the game will be played to its normal conclusion (6 inn, 8 or 10 run rule, etc...)
- A game interrupted by inclement weather prior to becoming official, shall be completed at a future time picking up the game from where it was stopped.
- For an unofficial game that is continued at a later date, the exact batting order from the original start must be used. If a player in the original line up is not there for the continued game he is just bypassed in the order (not considered an out). If additional player(s) that were not there for the original game are there for the continued game, they are placed at the end of the lineup.

Tournament Format and Tiebreakers

- Given the possibility of different numbers of teams in the age groups, we may use different formats. Pool play will be used for all age divisions and every team will be guaranteed at least 3 games. We will provide a specific format for each age group once the number of teams is set.
- The following Tie-Breakers will be used:

Two Teams tied

- 1) Head-to-Head
- 2) Fewest total runs allowed in all pool games
- 3) Greatest total run differential in all pool games. (No single game can be more than +10)
- 4) Coin Flip

Three or more Teams tied

- 1) Head-to-Head (all teams involved must have played each other)
- 2) The ranked order of fewest total runs allowed in all pool games.
Should 3 teams be vying for 2 playoff positions, those 3 teams will be ranked by fewest runs allowed and the two with the lowest totals will advance.
- 3) If still 3 or more teams remain tied we will use greatest total run differential in all pool games. (No single game can be more than +10)
- 4) If still 3 or more teams remain tied we will use a Coin Flip or a series of coin flips

If after ranking the teams under #2 above produces one playoff team but leaves exactly 2 others tied, those two tied teams will revert to the “Two Team” rules, not go to #3 in the three-team tiebreakers.

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