

# West Linn Battle at the Bridge 9U Tournament

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## 2017 Rules



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**NO SUNFLOWER SEEDS ARE ALLOWED AT ANY OF THE TURF FIELDS**

### Tournament Directors:

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**PLEASE TEXT SCORES TO THESE DIRECTORS AT THE CONCLUSION OF EVERY GAME.**

- **The 2017 Official Cal Ripken** rules shall govern in all tournament play except as outlined below.
- **Ages:** All players are to be under the division's age limit. A player's "baseball age" is his age as of April 30, 2017.
- **Set Roster:** No floating rosters all rosters need to be handed to tournament director at check in before first game when they pick up their welcome packet.
- **Free Substitution:** Teams will bat entire line-up and once the full team batting order has been established it must continue for the duration of the game. Any player unable to bat in their designated spot for any reason during the game shall be called out unless for an injury and the next player in the order shall come to bat. Only the starting pitcher is able to re-enter the game unless he was taken off the mound on the second manager visit of that inning.
- **No substitution runners** allowed except for injured player. In that case the last out is runner. Injured player may not return to game.
- **Slug bunts** are NOT allowed per Cal Ripken rules.

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- **Leading off** is not allowed in 46'/60' divisions. Runners must not leave the base prior to the pitch crossing the plate. Leading off is allowed in the 50'/70' divisions.
- **Dropped 3<sup>rd</sup> strike** is not in effect in the 9U and 10U divisions only.
- **Home team:** Home Team will be decided by coin toss prior to the start of each game. During pool play, team traveling farthest makes call. During bracket play, the team with the best seed is Home Team.
- **Dugouts:** No assigned dugouts. All teams are responsible to clean up all trash and debris in the dugout after each game.
- **Pitching:** Pitchers may not pitch more than 6 innings in two consecutive games with a cap of 12 maximum innings for the tournament. Each Manager must turn in pitching card into Tournament Host OR to concessions at Fields Bridge at the conclusion of each day. One pitch thrown during an inning constitutes an inning pitched. The starting pitcher can reenter the game as a pitcher unless they have been A) taken off the mound on a manager's second visit that inning or B) they have exceeded the 6 inning max. Violation of pitch maximums or failure to submit pitching logs each day results in a forfeiture of that game.
- **Rainouts:** In the event of a rainout during a game and after waiting a substantial amount of time (tournament director's discretion), the team leading the game in the last completed inning will win the game if at least three innings have been completed. Weather delays will count toward the 1:45 time limit. During pool play, if three innings have not been completed and the game has reached the time limit, the team leading the game in the last completed inning will win the game, or a tie if no team is leading. During bracket play, if three innings have not been completed and the game has reached the time limit, the Kansas City tie breaker (see below)

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will be in effect until at least three innings have been played and the game is untied. In the event of a tie or if the game has not started yet, a coin flip will be used to determine which teams move forward.

- **Time Limit:** All games shall be 6 innings unless called by the time limit or 10 Run Rule. No new inning will start after 1:45 with exception of bracket play and championships. No time limit for Championship game. In the case of a tie after the time limit, the Kansas City tie-breaker will be in effect.
- **Inning Run Limit:** There is no run limit per inning.
- **Tie games:** During pool play any game tied at the end of six innings will end in a tie. During bracket play a game tied at the end of six innings will continue with additional innings using the Kansas City tie breaker rule in effect, with the last batter completing an at bat in the previous inning placed on second base with one out to start the inning. If the game is still tied after 8 innings, the game will revert back to last untied inning with that team winning. If there is no untied inning during the game, coin toss called by team travelling furthest will determine winner. Championship Games that go to extra innings, will have the Kansas City Plan in effect and will be played to its entirety.
- **Mercy Rules:** A 15-run limit after 3 innings and 10-run limit after 4 innings will be in effect for all games including the championship game.
- **All players**, with the exception of the on-deck batter, pitcher warming up, or player about to enter the game, must remain inside the dugout.
- **Speed of Play:** In order to speed up play, warm-up pitches cannot take more than one minute from time of the last out. A new pitcher entering the game during an inning will be allowed at least 6 pitches.

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- **Bats:** All bats must be official Little League/Cal Ripken approved bat maximum length 33 inch (no larger than 2 ¼ inches in diameter).
- **Protests:** NO protests will be allowed, with the exception of pitching rule violations. In all other situations, the umpire decision is final.
- **Expected Behavior:** All players, coaches and fans are expected to conduct themselves in a fashion that is fitting this great game. Unsportsmanlike behavior towards the opposing team, umpires or fans will be grounds for ejection from the field for the remainder of the game and could be determined to be for the entire tournament. Managers are ultimately responsible for the conduct of their team and fans. Failure to manage the conduct of the team or restrict any player, coach or fan who has been ejected from the game could be grounds for forfeit. The umpire and/or Tournament Director will be the only ones to take action on unexpected behavior.
- **MVP Pins:** Coaches will hand out an MVP pin to a player on the opposing team at the completion of each pool game at the tournament. Coaches should select the MVP based not only on performance on the field, but effort, attitude and exemplary behavior.

### **Bracket Play Placement:**

#### Criteria for placement in Bracket Play

1. Win/Loss record
2. Head to Head record
3. Least runs allowed
4. Most runs scored - - no more than 10 runs per game
5. Coin toss