

Belmont Blasters 10U Tournament Rules

1. TEAMS

- a. Birth certificates are to be present at all times during the tournament. Each team must turn in a copy of their Liability Insurance certificate and Roster/Waiver before the start of their first game.
- b. Check in located at Belmont Sports Complex before your first game. Birth certificates will be checked and must match the roster that was submitted during registration.
- c. All teams must submit a 10 – 15 player roster. Roster should include
 - i. Player's uniform number and birthdate. Only those players submitted on the roster will be eligible to participate in the tournament. Duplicate jersey numbers need to be reported in advance.
- d. A team must have a minimum of 10 players at each game. If a team will have less than 10 players at the start of any game, permission must be granted by the Tournament Director beforehand. A game will not start if either team has less than nine players, and the team with fewer than nine players shall forfeit the game.
- e. Players must play in at least two pool play games (bat in the lineup) to be eligible to play Sunday in the playoff or championship games.
- f. All coaches and managers will be adults (minimum 18 years old). A maximum of three coaches and one manager will be allowed for each team.
- g. All teams must be available for the coin toss (1) hour before their start time.
- h. Tournament officials will be empowered to move start times up thirty (30) minutes if it can be warranted.
- i. Each team is to be at the field one (1) hour before the scheduled start time.
- j. All ages must comply with the birthdate cutoff of August 31 unless approved by the tournament organizer.
- k. No noisemakers or radios/speakers are allowed to be used by teams or spectators.
- l. Managers are responsible for the conduct of their team and parents.

2. Regulation Game

- a. All games will be six (6) innings.
- b. Mercy Rule – If after 3 and a half innings (home team), or 4th inning for the visitor a team is ahead by 15 runs the game will end. The mercy rule drops to 10 runs after 4 and a half (home team) or 5 innings (visiting team).
- c. Time Limit: No inning may be started after 1 hour 45 minutes from game start time. Time is calculated from the last out of the prior inning not when a team re-takes the field. Yes, there can be a tie games in pool play! If 6 innings have been completed prior to the 1 hour 45 minutes time limit and the game is tied, extra innings may be played, till the 1 hour and 45 minute limit is reached, in which case no more innings may be started. No time limit for playoff games. No time limit for Sunday playoff games.

- d. In Pool Play, home team determined by a coin toss prior to the game. Winner of coin toss has choice of being "home" team or choosing dugout. For Playoffs, the higher seed will be the home team and will occupy the 1st base dugout. If teams have a back to back game, just remain in the same dugout as the prior game.
- e. Home team shall keep the Official scorebook for the game.
- f. The umpire will track pitchers and innings pitched. At the conclusion of the game a representative from each team will be asked to verify their teams pitch count and sign the pitch count card. Report all pitching changes to both the head umpire and scorekeeper.

3. Playing Rules

- a. Little League Rules shall govern play on issues not covered below.
- b. Only bats showing the USA baseball logo will be legal for use in the tournament. Wood bats are also allowed.
- c. Bunting is allowed. Slash bunts are not permitted. If a slash bunt is attempted the play will be called dead and a warning given to the batter. Any subsequent attempts to slash bunt will result in an immediate out.
- d. Stealing is permitted after the ball has crossed the plate. Leading off from the base is not allowed.
- e. The runner may leave their base after the pitch crosses the plate. If the runner leaves early, the runner will be called out and the result of the play stands for the batter.
- f. Infield fly rule is in effect as called by the umpire.
- g. No dropped third strike.
- h. No sitting on buckets on the field during a game.
- i. No metal cleats.
- j. No seeds or gum are allowed on the field or in the dugouts.
- k. No "on deck" batter.
- l. No pinch runner.
- m. A courtesy runner may be substituted for a catcher with (2) outs so the catcher will be ready to resume his duties as soon as the side is retired. The courtesy runner shall be the player who made the second out in the inning.
- n. Open substitution will apply.
- o. Continuous batting order will be used. Bat through the entire lineup.
- p. No Game will be played under protest. The umpires on the field and the final judgment being made by the Tournament Director or his delegate will settle all questions with regard to the interpretation of a rule.
- q. No minimum play is required.
- r. Any of the players, coaches, managers or spectators who acts in an unsportsmanlike manner may be warned once by the umpire. The second time, that person will be removed from the field. If in the judgment of the umpire or tournament officials the offense is of a serious enough nature, that person may be ejected without warning.

- s. Any player, coach, manager, or spectator ejected from a game may be suspended from further tournament play or participation.
 - t. Runner must attempt to avoid contact with a fielder on ALL plays. Failure to do so will result in the player being called out and could result in ejection from the game. The umpire has the final say as to whether the runner made sufficient effort to avoid a collision. When in doubt SLIDE.
 - u. A fielder (including catcher) may not block or stand on a base unless they have possession of the ball.
 - v. Youth and adult umpires will be used. Mistakes will be made and they should be taken as part of the game.
 - w. There is a Zero Tolerance for Bad Behavior. The penalty for any Coach, Player or Spectator of a team that excessively objects to an Umpire decision or shows an unsportsmanlike conduct or language will be ejection from the playing field. In addition, the Manager of that team will also be ejected from the playing field.
4. Pitching:
- a. Pitching limits. A pitcher may pitch up to 4 innings in a single game, 6 innings per day, and up to 10 innings during the tournament.
 - b. If a pitcher pitches 4 or more innings in a day, they must rest 1 calendar day. As an example, if a pitcher pitched 4 innings on Saturday, that pitcher is not eligible to pitch on Sunday.
 - c. A pitcher must be removed from the game after two mound visits during the same inning, or three total mound visits during the same game.

5. Playoffs:

Seeding for Sunday will be based on pool play as follows:

- 1. Overall record
- 2. Head to Head
- 3. Run allowed
- 4. Run differential
- 5. Coin Flip (done by tournament director, teams need not be present)

Higher seed is home team.

6. EQUIPMENT:

- a. All players are required to wear protective cups.
- b. All Catchers Masks must have a throat protector.
- c. Any player warming up a pitcher must wear a catchers mask.

GOOD LUCK AND THANK YOU FOR PLAYING IN THE BELMONT BLASTERS
END OF SUMMER BASH!