

2021 Lou Gehrig 9U Iron Horse Classic Tournament

August 5th - August 8th, 2021

Tournament Directors:

Chris Costanzo – (716) 695-9348

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Dave Lichner – (716) 901-6191

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Lou Gehrig Park Rules:

1. No Alcohol or tobacco
2. No foul or abusive language
3. No pets
4. No bikes, scooters or roller skates/blades
5. No batting practice on Lou Gehrig diamonds or in batting cages
6. Teams are allowed infield practice for 5-10 minutes each if both managers are in agreement

ZERO Tolerance

No judgment call may be debated by any manager, coach, player or fan. Rule interpretations may only be raised by the team manager, not asst. coaches. The team manager is held responsible for the behavior of his coaches, players and fans. A manager that cannot control any of the above will have his team suffer a forfeit as well as any ejection that the umpire or Lou Gehrig league official may apply. Anyone ejected from the field during a game will be asked to not come back to the field during the tournament.

Equipment: No metal cleats, no jewelry. No sunglasses for pitchers.

2020 LOU GEHRIG 9U TOURNAMENT RULES

GAME PLAY AND GENERAL RULES

- Babe Ruth rules apply unless specifically noted below

Both head coaches are to **TEXT all final scores to Chris Costanzo (716-695-9348) and Dave Lichner (716-901-6191)**. Coaches are responsible for checking score reports and resolving discrepancies.

1. Both Managers will meet 5 minutes prior to game time for ground rules/coin flip (pool play games only). Each Manager should check in with the Tournament Director prior to each team's **first tournament game**.
2. Games will be **six (6) innings in length with a 1-hour 45 minute time limit**. A new inning is considered to have started at the immediate conclusion of the previous inning. **No new inning will start after 1 hour and 45 minutes**. This applies to all pool play games.
3. If a pool play game is tied after the completion of 6 innings, it will remain a tie regardless of whether the time limit has been reached. **Medal round games will be played to completion**.
4. Teams must have a minimum of 9 players at the start of the official game time or the game will be considered a forfeit.
5. Any protests or rules in question must be addressed immediately during the game with a Tournament Director.
6. There is a **six (6) run per inning** rule in the first five innings. **For the 6th inning, there is no run limit**. There will be **no "continuation rule"** and only six (6) runs should be credited after the play is complete, unless the hit resulting in the play is a home run that clears the fence.
7. **A twelve (12) run mercy rule is in effect after 4 innings (3 ½ if home team leading) and ten (10) run mercy after 5 innings (4 ½ if home team leading)**.
8. In all medal round games, the higher seeded team shall be the home team

OFFENSIVE RULES

1. All teams will **bat all uniformed players** during the course of the game. Players that arrive after the game begins will be placed at the bottom of the batting order. If a player is injured and cannot continue to play, the player's position in the batting order will be **skipped without penalty**. However, that player cannot re-enter the game.
2. Bunting is allowed at any time during the game. Foul bunts with 2 strikes will be considered an out. There will be no fake bunt/swings allowed! If a batter shows bunt, pulls back and swings, the batter will be declared out and it is a dead ball.
3. **Stealing is allowed when the ball crosses the plate**. Any player who is deemed to have left the base early by the umpire is given a team warning. The pitch is considered a no pitch and all

runners must return to their original bases. If anytime thereafter, the same player or another player from the same team is deemed to have left the base early, the runner is automatically out. The pitch is considered to be a no pitch and all other runners must return to their bases. If multiple players leave the bases early after a warning has been issued, all runners who have been deemed to have left early will be out.

4. There can only be one (1) coach in each of the coach boxes, and up to two (2) coaches in the vicinity of the dugout when that team is up to bat.
5. Players must slide to avoid contact at any base.
6. A runner MUST SLIDE and/or attempt to avoid contact when a play is being made on them at HOME PLATE. PENALTY: Runner will be called out and all runners will return to their bases occupied at time of violation.
7. Players may NOT slide head first going into any base. Any player deemed to have slid head first will automatically be called out. Players ARE allowed to dive head first when going back to a bag. This is an umpire judgment call in all instances.
8. **The maximum barrel diameter for any bat that can be used is 2 7/8 inches and all bats must be stamped with the USA Baseball logo.** Bats will be checked prior to each game. If a batter is found to use an ineligible bat ("use" defined as holding the bat in the batter's box for at least one pitch), the batter will be declared out, and the runners will not advance. If the bat is discovered after the player hits, the batter will be declared out, and the runners will return to the positions they were at the beginning of the batter's appearance. If the bat is not discovered until after the next play (i.e., next pitch), play continues with no penalty.



9. Batters **may not advance as a result of a dropped ball third strike.**
10. There is **no infield fly rule**
11. There is no stealing of home. Players cannot score from third on a passed ball or wild pitch. The only way to score from third is on an actual play (Bases loaded walk, bases loaded hit by pitch, sacrifice fly, fielder's choice, actual hit, error(s) on a hit ball, etc...).
12. Runners on first and third. If the runner from first goes to steal second, the runner at third cannot advance to home even if the catcher attempts a throw to second. Also, with a runner on third, it is a free throw for the catcher to try and pick off the runner at third. Even if the catcher throws the ball out of play, the runner at third may not advance. A runner may advance on an overthrow as the result of an attempted throw on a ball in play. (For example, a runner attempting to stretch a double into a triple may score if the defensive team overthrows third base.)

DEFENSIVE RULES

1. Defensive positioning: teams may field ten players on defense, 4 INF, 4 OF, P, C.
2. At no time should an outfielder be placed in the infield as a 'shift' or vice versa
3. Defensive substitutions may be made freely
4. Catchers must be in full protective equipment
5. **A speed up rule is allowed for both P and C with two outs. Last recorded out will be able to pinch run, if both P and C are on base, the two recorded outs can run.**
6. Infield fly rule does NOT apply
7. All plays end at the natural conclusion of the play or when time is granted by an umpire.

PITCHING RULES

1. A player is allowed to pitch no more than 6 consecutive outs PER GAME and 12 outs PER DAY. Innings pitched must be consecutive. Once a pitcher leaves the game, they may NOT return to the mound again that game. Most importantly, we request that you respect the health and safety of your players as you coordinate this rule and monitor their pitch counts. In the event of a double or triple play that surpasses a pitcher's number of outs limit for a game or day will be the only time a pitcher will be able to exceed limitations.
2. The second mound visit in the same inning to the same pitcher shall automatically result in the removal of that pitcher.
3. Once a pitcher is removed from the mound for any reason, he/she may NOT return to the mound during that game. If a pitcher hits 2 batters in the same inning, the pitcher will receive a warning. If the pitcher hits a 3rd batter, regardless of the number of innings pitched, the pitcher must be removed from the game.
4. There are no balks or intentional walks
5. Pitchers must wear protective helmets while warming up
6. Any new pitcher will receive (8) warm-up pitches prior to (or during) an inning, any returning pitcher will receive (5). If a catcher is putting on gear, it is expected that another player (wearing a mask) or a coach will warm up the pitcher. Pitchers that enter the game due to an injury will receive unlimited warm-up pitches.

MEDAL ROUND BRACKET ASSIGNMENTS (3 Total Brackets)

1. Win Percentage
2. Head-to-Head (only when two teams are tied)
3. Runs allowed
4. Run differential (mercy rule max if applicable)
5. Runs scored
6. Coin Flip

STANDINGS, GAMES AND RAIN

1. All teams must be available to start a game between 3pm-8:30pm on Thursday or Friday
2. All teams must be able to start games any time between 8am-8:30pm on Saturday or Sunday
3. In the event of weekend rain, teams need to be available to play on Monday 8/9
4. All games are considered complete after four complete innings (3 ½ if home team is leading)
5. In the event of a rain delay, no game may be delayed more than one hour until the game is called and either rescheduled or terminated.
6. If a game is suspended for any reason prior to reaching complete game status, the game will continue in the situation (score, outs, count, etc.) where it was delayed.
7. The tournament directors have the right to adjust the schedule and criteria for medal round bracket assignments in the event that rain does not permit all pool play games to be played.