

Lou Gehrig 10U Tournament Directors

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2021 Lou Gehrig 10U Tournament July 29 - August 1

Lou Gehrig Complex Rules:

No alcohol

No foul or abusive language

No pets

No batting practice on diamonds or in cages

Teams are allowed 5 minutes each infield practice prior to games if time permits.

Any protests must be made to a tournament director at that point DURING the game. All decisions made by the tournament director(s) are final.

- **Both teams please text final scores to Joe Spano, 716-479-2225 following each game**

1. Game Rules

- Opposing teams will meet five minutes prior to the game for ground rules.
- All pool games begin with a coin flip to determine home/away. All Sunday games are determined by seeding.
- Pool play games will be six (6) innings with a 120 minute time limit. No inning may begin after 2 hours have passed from the first pitch. Sunday games play to completion.
- The 12-run mercy rule is in effect after 4 complete innings (3.5 if home team is leading) or the 10-run mercy rule after 5 complete innings (4.5 if home team is leading)
- Should the game be tied after six complete innings and the time limit not expire, (1) extra inning will be played.
- All teams will bat every uniformed player during the course of each game, a late arriving player is added to the bottom of the batting order.
- A team cannot play with less than eight players at any time.
- A team will be forced to record an out if at any time the lineup drops below nine players.

2. Pitching Rules

- No pitcher may pitch more than **6 consecutive outs per game**.
- Pitchers are required to wear a helmet during mid-inning warmups.
- The second mound visit in the same inning to the same pitcher shall automatically result in the removal of that pitcher.
- (3) HBP for one Pitcher in any game will require automatic removal

3. Offensive Rules

- a. (6) run max for innings 1-5 unless HR (over fence), unlimited for inning 6 and beyond.
- b. Bunting is allowed, no fake bunt/swings permitted, immediate dead ball, batter declared out.
- c. If a player is ejected from the game, an out will be recorded for subsequent at bats.
- d. If a batter cannot bat due to obvious injury or sickness, the spot in the lineup will be skipped. No penalty (out) will be recorded, however, that player will not be able to re-enter.
- e. Lead offs are not allowed. Runners can advance once the ball crosses the plate. First team violation is a warning, subsequent ones are an out.
- f. Runners are not allowed to slide head first into a base, however, a runner may dive back to a base head first. This is an umpire judgment call in all instances.

4. Defensive Rules

- a. Infield fly rule and dropped 3rd strike is NOT in effect.
- b. You may freely substitute players on defense (excluding Pitcher).
- c. No 'shifts' allowed, no fake tags or hidden ball tricks.
- d. You will be allowed (1) Intentional BB per game, no pitches need to be thrown.
- e. Catcher 'Speed Up' Rule - With two outs, a baserunner scheduled to be the Catcher in the next inning may be replaced by the player that recorded the last out.

5. Bat Rules

- a. Bats must be USA Baseball 'stamped' and shall not exceed 2 $\frac{3}{4}$ " in diameter.
- b. Any player deemed using an illegal bat will be immediately called out at time of appeal.



6. Coach / Spectator Behavior

- a. All parents, coaches, and spectators are required to display sportsmanship.
- b. Coaches cannot argue judgment calls. All umpire judgment calls are final. An umpire may ask for help from his/her partner umpire in the case of an obstructed view.
- c. The Manager of the team is in charge of his/her team, including but not limited to the coaching staff, players, parents and spectators.
- d. Any player, coach, or spectator ejected from a game is also ejected from the park for the remainder of that day and/or that team's following game. If an ejected party refuses to leave the site, the game will be considered a forfeit.
- e. Please do not allow your coaches/fans/spectators to make safe/out or ball/strike calls in an attempt to persuade an umpire. Let the umpire make the call.

7. Additional Rules

- a. Only the manager may discuss a decision with an umpire.
- b. No manager/coach will be allowed behind the backstop during any game they are coaching.
- c. Teams are NOT allowed to have players participate that are not currently playing in their organization.
- d. The tournament director(s) reserve the right to change the format/schedule due to weather and other non foreseen circumstances.
- e. In an act of sportsmanship, teams should refrain from loud cheering/chanting when the opposing Pitcher is on the rubber.
- f. Any rule not specifically covered in this document, we will refer to the Little League Rulebook.

8. Schedule, Standings, Rain

- a. All teams must be available to start a game any time between 8am-8pm on Sat/Sun.
- b. All teams must be able to start games any time between 3pm-8pm on Thurs/Fri.
- c. All games are considered complete after four complete innings (3 ½ if the home team is winning). If a new inning is started and not completed, the score will revert back to where it was at the start of the last complete inning.
- d. In the event of a rain delay, no game may be delayed more than 60 minutes until the game is called and either rescheduled or terminated.
- e. In the event of a mid-game rain delay of more than one hour, game will be continued immediately after it is determined that field conditions are playable and played until the game has reached complete game status (3.5 or 4 complete innings). If the game is deemed unplayable that day, the tournament directors will determine the course of action based on field availability and scheduling.
- f. In the event of a partial or complete Sunday rainout, we will attempt to re-schedule **Monday, August 2nd**. If not possible, the tournament directors will make a decision on the next course of action.
- g. If rain/weather has affected the ability for each team to play (3) pool play games, the tournament director(s) will have final decision on the brackets/seedings for Sunday.

9. Bracket Tie Breakers

- a. Record
- b. Head to Head (in 2 way tie only)
- c. Runs Allowed
- d. Run Differential
- e. Runs Scored
- f. Coin Flip
- g. **We will use the “re-seed” formula for ALL Sunday games**