1- TEAMS

Tournament Baseball 10U/12U (46/60) Rules

A. Team roster and birth certificates are to be present at all times during the Tournament. Each team must turn in a copy of their Liability Insurance certificate before the start of their first game. **Check in located at the snack shack.**

- All teams must submit a 10 14 player roster. Roster should include each
 Player's uniform number. Only those players submitted on the roster will
 be eligible to participate in the tournament. A team must have a minimum of 10
 players at each game. If you do not have 10 players at the time of the coin
 toss you must let the Tournament Official know so that they can let you
 know if you can play or not.
- No players can be added to your roster after you 'check in' or play your first game
- Players may not be placed on multiple rosters even if teams are in different divisions
- 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.
- All teams must report for the coin toss at least 30 mins before their start time.
 Tournament officials will be empowered to move start times up thirty (30) minutes if it can be warranted.
- Each team is to be at the field 30 mins before the schedule start time.
- All ages must comply with the birth date cutoff of April 30.
- No noisemakers allowed by spectators.
- Managers are responsible for the conduct of their team and parents.

2. Regulation Game

A. All games will be six (6) innings.

B. Mercy rules: rules apply for both pool play and playoffs

- 1. The team that is ahead by (15) or more runs will be declared the winner after 3 innings or 2 and a half if the home team is ahead. (The game will end in the middle of the 3rd inning).
- 2. The team that is ahead by (12) or more runs will be declared the winner after 4 innings or 3 and a half if the home team is ahead. (The game will end in the middle of the 4th inning).

- 3. The team that is ahead by (10) or more runs will be declared the winner after 5 innings or 4 and a half if the home team is ahead. (The game will end in the middle of the 5th inning).
- 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,
- D. extra innings may be played, till the 1 hour and 45 minute limit is reached in which case no more innings may be started. Time limits apply for both pool play and playoffs. There will be no time limit in Championship games.

In Pool Play, home team determined by a coin toss prior to the game. Winner of coin toss has the choice of being "home" team or choosing dugout. For Playoffs, the higher seed will be the home team and will occupy the 3rd base dugout. If teams have a back to back game, just remain in the same dugout as the prior game.

3. Playing Rules

- A. Little League Rules shall govern play on issues not covered below.
- B. Little League USA Approved Bats Only
- C. No pitcher may pitch more than (7) innings per day or (4) innings per game.
- D. Pitchers are limited to (**10**) innings total for the tournament.

E. 1 pitch thrown in an inning counts as 1 full inning

- F. The pitcher must be removed when the manager makes a second trip to the mound in the same inning (or three in a game). Umpire discretion on trips for injury.
- G. After the game, the manager should verify the pitching record with the official scorer. No changes will be made in the pitching record beyond that time. The official scorer will have the final say. Managers will be asked to sign the Pitch Count card after every game. Pitch counts will be posted online at the end of each day.
- H. A player who played catcher during the game (regardless of # of innings) may pitch in that game.
- I. **No leading off in all divisions**. Runner may steal after the pitch crosses the plate.

- J. Dropped Third Strike:
 - 1. 10U: Batter may not advance, batter is out.
 - 2. 12U: (46/60) division Batter may advance, per Major League Rules
- K. You may use an Extra Hitter. (i.e. 10th Hitter in Batting Order) **Note: you may bat your entire Roster if you desire.**
- L. The Extra Hitter is considered a defensive position
- M. No head first slides except when going back to a base. Runner is out with a head first slide.
- N. No metal cleats
- O. No "on deck" **NOTE:** No swinging the bat behind the Dugout
- P. No pinch runner
- Q. 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.
- R. All players can move freely in defensive positions (players not in the batting lineup are allowed to play defense without being reported until they are inserted in the batting lineup).
- S. All substitutions to the batting lineup must be recorded through the official scorer and umpire.
- 1. Starters may re-enter one time only in their original spot. Non-starters are not allowed to re-enter.
 - 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 of the rule interpretation.
 - Any player, coach, manager or spectator who acts in an un-sportsmanlike 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 official the

offense is of a serious enough nature, that person may be ejected without warning.

- 1. Any player, coach, manager, or spectator ejected from a game may be suspended from further tournament play or participation.
 - 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.
 - If a field has Cones instead of a fence, a ball hit over the cones on a fly will be a home run, and a ball that rolls thru the cones will be a ground rule double

4. Playoffs:

A. Playoff seeding rules will be determined once registration closes.

5. EQUIPMENT:

A. All players are required to wear protective cups. B. All Catchers Masks must have a throat protector

GOOD LUCK AND HAVE A GREAT TOURNAMENT