



## Modified LL Rules For 9U,10U, 11U, 12U Divisions

### PLAYING RULES

Playing rules will follow the Little League “Green Book” for Majors Division, Regular Season, including:

- All Little League rules for bats at Rule 1.10 apply.
- Point of emphasis: warm-up pitches limited to 8 pitches or 1 minute and 30 seconds in between innings to keep the pace of play moving.
- Batters MAY advance on uncaught third strikes at 12U & 11U Divisions. Not at 9U, 10U Divisions.
- **Continuous batting order is mandatory.**
- No head-first slides allowed while advancing. Runners may dive head-first only when returning to a base with the penalty being the runner called out.
- Mercy rule of 10 runs after 3 ½ innings is in effect; 15 runs after 2 ½ innings.
- Called games after four innings are regulation games.

Exceptions to Official Little League rules:

- Regulation III(b): batboys are allowed, provided they wear a helmet.
- Regulation IV is modified to require that players may only play on one (1) tournament team roster, forfeiture will be enforced for both teams.
- Regulation IV and rule 3.03 (substitutions) are modified. Instead: there are no minimum required innings for play in the field; *all players must bat in a continuous batting order*. Players arriving after the start of the game must be inserted at the bottom of the lineup.
- Regulation VI, regarding pitcher eligibility and pitch counts, is replaced with:
  - Pitchers can pitch a maximum of 3 innings per game in pool play.
  - Pitchers can pitch a maximum of 3 innings per game in bracket play.
  - Pitchers can pitch a maximum of 5 innings in one day.
  - Note: Players who have caught for four or more innings in a game are still eligible to pitch in that game.
  - A pitcher must be removed from the mound upon the 2<sup>nd</sup> visit by the coach/manager.

- Rule 1.08 is modified: on-deck batters are allowed.
- Rules 1.11 (i) and (j) are modified to allow necklaces on players and uniforms and/or baseball attire for coaches.
- Rule 4.19 (Protests) is modified. Protests shall be resolved prior to the next play or pitch. The protesting team shall present a \$100 protest fee to the UIC/Tournament Director. If the protest is upheld, the \$100 fee will be refunded.
- Rule 6.06 (illegal action by batter) is modified to prohibit "slug bunts." If the batter shows bunt but attempts to swing away (whether the ball is hit or not), the ball is delayed dead. At the conclusion of action, the batter will be called out, all runners not retired by the defense will be returned to their bases at time of pitch.
- Rule 6.06 is modified to penalize throwing of bats by the batter. A player judged by the umpire as throwing the bat will be warned once. The second offense by the same player will be penalized: at the conclusion of playing action, the batter will be called out, all runners not retired by the defense will be returned to their bases at time of pitch.
- Rule 7.09 is modified to include malicious contact by a runner with a tag play at home plate. If a runner attempting to reach home plate intentionally/maliciously runs into a defensive player in the area of home plate (including one who is blocking the plate with or without the ball), he will be penalized in accordance with the penalty at Rule 7.09.
- Rule 7.14 (special pinch runner) is replaced. Courtesy runners are allowed for the catcher only (regardless of the number of outs); the courtesy runner must be the last recorded out.

## STARTING/ENDING THE GAME

- Teams may warm-up in the outfield grass before their game if time permits. **Game time is "Forfeit Time" be ready to play. No formal infield/outfield is allowed prior to the game. Latitude will be given to teams changing field locations.**
- **In Pool Play, the home team will be determined by a the home team represented by the team that's listed on the bottom/second.** In Bracket Play, the higher seeded team will be designated home team – may require using tie-breaker rules to determine higher seed.
- **Pool Play Time-Limits: No new inning after 1 hour 35 minutes. No new play or pitch (drop dead) after 1 hour 50 minutes; score reverts to previously completed inning. Games are allowed to end with a tie at the conclusion of any pool play game.**
- **Bracket Time Limits: No new inning after 1 hour 40 minutes, however, there is no drop-dead time limit. If the score is tied at the end of an inning after 1 hour 40 minutes, the winner shall be the last team that held a lead after the prior inning. If the teams are tied and six innings have been completed prior to 1:40, a seventh inning will be started and must be completed. In the event that every inning concluded in a tie, additional innings will be played until a winner is determined.**

- Championship Games will NOT have a Time-Limit. If the teams are tied after six innings, all subsequent innings will begin with the last recorded out on 2<sup>nd</sup> base.

## **IMPORTANT HOUSEKEEPING NOTES → PLEASE READ:**

### Tourney Tracking:

Please refer your families, parents and other fans to [www.legendsbaseballclub.org](http://www.legendsbaseballclub.org) for schedules, any updates to the schedule and for results of the games.

Click on the green "NOTIFICATIONS" button to get scoring and schedule change alerts sent directly to your cell or email address. Also there is a "WEB APP" button that will send you a link to a mobile web version of the brackets for you to follow. Here is the shortcut if you want to share with your team: <https://tourneymachine.com/R112758>. This will be the best way for you and your team to know when/where they will play after Pool Play and if there are any weather-related adjustments.

### Score Reporting

We make it easy on you. **Winning** team must text to **(425) 236-1504** with your NAME, DIVISION (10U, 11U, 12U) and the SCORES for each team. Look for updates on the website and on your web app -- let us know if you see an error, please. I HAVE ALLOWED COACHES WHO HAVE THE TOURNEYMACHINE APP TO UPDATE SCORES DIRECTLY INTO THE APP. I HAVEN'T USED THIS FUNCTIONALITY SO YOU CAN ALWAYS JUST TEXT IF YOU HAVE ISSUES.

### Rain Contingency Plan

**Saturday Games:** we will not be rescheduled for another time on Saturday (other than delayed starts). Please be at the fields at your scheduled game time and we will make the call at that time. We may shorten games to 4-innings or 1:30 if necessary to get Pool Play games in on Saturday.

**Sunday Games:** please be ready to play Sunday morning. We may need to finish some Pool Play games or adjust the brackets based on Saturday's outcome.

We will be updating the website Saturday evening and will send an email to let you know that it's been updated. If you have set up "NOTIFICATIONS" from the website, you should automatically be alerted as well.

Brackets may be adjusted going into Sunday.

### Rain Refunds:

- 3 games; no refunds
- 2 games; \$125 refund
- 1 game; \$250 refund
- 0 games; \$450 refund (administrative costs)

### Home Team:

- Pool Play
  - Home team will be determined by the bottom/second team listed. Every team should have one home and one away game.
- Bracket Play
  - Higher seed will be the home team in Bracket Play; if teams from different pools have the same seed (e.g. A1 vs. B1) a coin flip will take place at the plate meeting and the team winning the coin toss may select home or away.

# **Seeding Guidelines & Tiebreakers**

## **Determining Pool Play Standings**

Pools will be ranked 1-3 based on pool play record. If ties exist, the following tiebreaker criteria will be used:

- 1) Head-to-Head Record (in the case of a two-way tie)
- 2) Total runs allowed (ranked fewest to most)
- 3) Run differential (max +/- 7 per game)
- 4) Fewest runs allowed in a single game  
(EX) If a team allowed 3 runs in one game and 5 in the other, the tiebreaker score would be 3
- 5) Runs allowed in each inning (compare 1<sup>st</sup> inning first, followed by 2<sup>nd</sup>, 3<sup>rd</sup>, etc)
- 6) Runs scored in each inning (compare 1<sup>st</sup> inning first, followed by 2<sup>nd</sup>, 3<sup>rd</sup>, etc)
- 7) Coin flip (should hopefully never get to this point)

## **EXAMPLE**

- Teams A, B and C all finish at 1-1 in pool play. Since head-to-head record would not break this tie, you move to step 2 above (runs allowed).
  - Team A = 7 runs allowed
  - Team B = 10 runs allowed
  - Team C = 13 runs allowed
- Team A would be the winner of the tie based on fewest runs allowed. Team B would be the runner up and Team C would be the last place finisher from this pod.

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## **SPORTSMANSHIP**

All players, coaches and fans will conduct themselves in a sportsmanlike manner at all times. Heckling, taunting, rude gestures and disparaging remarks directed towards coaches, players, or officials will not be tolerated. That person or persons will be removed from the ballpark by the tournament director.

**PLEASE, NO SEEDS OF ANY KIND AT ROTARY FIELD OR LAKE TYE-2. ONLY WATER IS ALLOWED IN THE DUGOUT ON THE TURF FIELD. THANK YOU FOR YOUR HELP IN KEEPING OUR CITY OF MONROE FIELDS IN GREAT SHAPE!**

THANK YOU

LEGENDS BASEBALL CLUB

[www.legendsbaseballclub.org](http://www.legendsbaseballclub.org)