

LOU GEHRIG 12U "A" TOURNAMENT

June 14-18, 2023



TOURNAMENT DIRECTORS:

Joe Spano, 716-479-2225

Sean McCarthy, 716-491-3565

Chris Pietrzyk, 716-480-7890

Dave Lichner, 726-901-6191

Luke Collard, 716-308-6009

FIELD LOCATIONS:

Lou Gehrig Youth Baseball and Softball, 50 Dann Rd. East Amherst, NY 14051

Williamsville North High School, 1595 Hopkins Rd. Williamsville, NY 14221

LOU GEHRIG PARK RULES

- No alcohol or tobacco
- No foul or abusive language
- No pets
- No bikes, scooters, or skates or the like
- No batting practice on Lou Gehrig diamonds
- No batting cage use

WILLIAMSVILLE NORTH TURF RULES (IN ADDITION TO LG PARK RULES)

- No seeds, gum, or colored drinks

PLEASE clean up all dugouts at conclusion of every game

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 other 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 tournament director may apply. Anyone ejected from the field during a game will be asked to not come back to the complex for the remainder of the day. There are to be no comments or remarks directed at umpires or members of the opposing team.

- Both teams should **text game scores** to Joe Spano at 716-479-2225. Please include the name of both teams. Managers are responsible for reporting scores immediately.

PRE-GAME:

- Teams are allowed 5 minutes each of infield practice prior to games (if time permits).
- The team listed FIRST on Tourney Machine will be on the 1st base dugout side.
- Please have your players/coaches/spectators help with retrieving foul balls.

1. GAME PLAY GENERAL RULES

- A. Opposing teams will meet five minutes prior to the game for Ground Rules.
- B. All pool games begin with a coin flip to determine home/away.
- C. Games will be seven (7) innings in length with a (2) hour time limit. No inning may begin after 2 hours have passed from the first pitch. Sunday bracket games will all be completed in their entirety including extra innings if needed.
- D. 8 run max per inning rule is in effect excluding what is deemed the last playable inning (due to time constraints). Any player scoring on a ball hit over the fence that exceeds the 8 runs/inning will count.
- D. For all games: (12) run mercy after 3.5 innings (if home team is winning) and (10) run mercy after 4.5 innings and every complete inning after. Game will conclude immediately upon the mercy rule, when applicable.
- E. Teams must have a minimum of 8 players at the start of the official game time or the game will be considered a forfeit. Late arriving players must be added to the end of the lineup.
- F. All protests are handled by the onsite umpire and/or the umpire in chief. If there is no resolution agreed upon then a tournament director needs to be notified before the next pitch is thrown when dealing with the baseball rules - otherwise the protest is surrendered. The game clock will NOT stop during a protest. All decisions made by the tournament directors are final.

2. PITCHING RULES

- A. **No pitcher may pitch more than 3 innings or 9 consecutive outs per game and a maximum of 12 innings for the tournament. Furthermore, a pitcher will have a maximum of 18 outs per day.** Please use judgment with your pitchers throughout the weekend. We trust you to keep track of your pitch counts and keep all players healthy.
- B. Each team is responsible for keeping a list of innings pitched for each of the pitchers. In the event of a protest over innings pitched if an inning count is not documented then the protest will be granted automatically.
- C. The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher. Pitchers may not re-enter as a pitcher later in the same game.
- D. Pitchers must be dressed in full uniform and may not wear wristbands or undershirts which are not of the same color to their uniform. No non-prescription sunglasses.
- E. The Balk rule does apply. Each pitcher will receive one warning.
- F. Intentional walks are allowed, the Manager will need to verbalize an Intentional walk to an umpire and the opposing batter will be awarded first base without any pitches being thrown. Each team will be allowed (1) Intentional walk per game.
- G. Catchers must wear a mask when warming up pitchers, including in bullpen.

3. OFFENSIVE RULES

- A. All teams will bat ALL uniformed players during the game, a late arriving player is added to the bottom of the batting order. If a player leaves the game due to injury, the batter is considered removed from the lineup and the team does not have to take an out on that player's subsequent at bats in the game. However, that player cannot re-enter the game.
- B. A team cannot play with less than eight players at any time including the situation of losing a player to injury or ejection.
- C. A team will be forced to record an out if at any time his lineup drops below nine players for any non-injury related reason.
- D. Catcher speed up option is in effect with two outs (last recorded out may run for the next inning's catcher). You are not required to run for the catcher.
- E. All bats must be wood or have a USSSA, USA or BBCOR certification. If a batter is found to use an illegal bat ("used" defined as held 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.
- F. Batters may advance because of a dropped ball third strike.
- G. Lead offs and stealing are permitted.
- H. Bunting is allowed at any time during the game. Foul bunts with 2 strikes will be considered an out. No slug bunts (fake bunts followed by a full swing) will be allowed; the batter will be automatically called out.

4. BATTING, FIELDING & RUNNING RULES

- A. Infield fly rule is in effect.
- B. You may freely substitute players on defense, excluding Pitcher.
- C. If a player is ejected from the game, when that player's turn comes up to bat it will be considered an out.
- D. Lineups with each player's *last name* and number shall be submitted to the opposing coach 15 minutes prior to game time.
- E. Runners are not allowed to slide headfirst into a base. A runner may dive back to the base headfirst. Runners must slide to avoid contact.

5. NO CONTACT RULE

There is a "no contact" rule in effect at all bases if a play is being made on the runner. The base runner will not be ruled out for not sliding if, in the umpire's judgment, the runner made the effort to avoid the tag and/or contact. If, in the umpire's judgment, a runner intends to injure, makes malicious contact, or whose actions are considered to endanger any player on the field, the runner will be called out and ejected from the game.

6. TIE BREAKERS

- 1) Record
- 2) Head-to-Head
- 3) Run differential overall (max 12 per game)
- 4) Runs allowed overall
- 5) Runs scored overall
- 6) Coin flip for a 2-team tiebreaker

7. COACH/SPECTATOR BEHAVIOR

- A. All parents, coaches, and spectators are required to behave themselves in an adult and sportsmanlike manner.
- B. Coaches may NOT 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, however, coaches may NOT ask for an umpire to appeal to a second umpire on a "bad call".
- C. The Manager/Head Coach of the team oversees his/her entire team, including but not limited to the coaching staff, players, and spectators.
- D. Any player, coach, or spectator ejected from a game is also ejected from the park for the remainder of that day. If an ejected party refuses to leave the site, the team's applicable games will be considered forfeit (12-0).
- E. Please do not allow your coaches to make safe/out calls to persuade an umpire into a call. Let the umpire make the call. Please advise your parents and spectators to follow the same rule.
- F. Coaches are not allowed on the field or in foul territory during game play unless they are coaching a base.

8. ADDITIONAL RULES

- A. Steel spikes are not allowed.
- B. Only the manager may discuss a decision with an umpire.
- C. No manager or coach will be allowed behind the backstop during the game in which they are participating is in progress.
- D. Intentionally throwing equipment can result in disqualification.
- E. Teams are NOT allowed to have players participate that are not currently playing in their organization.

9. STANDINGS, GAMES & RAIN

- A. All teams must be available to start a game any time between 8am and 7pm on Saturday and Sunday or **any day** required due to weather-related rescheduling.
 - B. All games are considered complete after four complete innings (3 ½ if home team is winning). If a new inning is started and not completed, the score will revert to where it was at the start of the last complete inning.
 - C. In the event of a rain delay, no game may be delayed more than one hour until the game is called and either rescheduled and/or terminated.
 - D. In the event of a mid-game rain delay of more than one hour, the game will be continued immediately after it is determined that field conditions are playable and played until the game has reached complete game status (four 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. In the event of a complete Sunday rainout, the highest ranked remaining seed will potentially be awarded the Division and Tournament Championships. Once again, the Tournament Directors have the authority to make the final decision.
- ***Any situations, questions, or contingencies not covered by these rules will be decided by the tournament directors.***