

2017 Bauerstown 11U Boys Tournament Rules

152 Koehler St, PGH PA 15223

*****Little League Baseball Rules prevail with the following changes*****

1. All Fees and Rosters must be turned in before 1st game starts. If you are found to be an 'A' caliber team throughout tournament play. Your team will be disqualified and will not receive your registration fee back. The Tournament Director will review all teams during play and all decision will be final.
2. Age Eligibility: Players must not turn age 11 before April 30th of this year. Be prepared to present a birth certificate or other proof of age if so requested by a tournament official.
3. Players must have played baseball in your 11 year old or under league during the current season
4. A team must forfeit if it has less than nine players to start a game, or is found to be in violation of rule #1 or rule #2. The team can finish with 8 players, but an out will be recorded for the missing player(s).
5. Teams can have up to 13 players on their roster. Trophies will be given out for only 13 players. Roster must be turned in prior to first played game.
6. All lineup changes must be made known to the opposing team's scorekeeper when the change is made. Substitutes need to be listed.
7. The game recap sheets need to signed by both teams and turned in after the game by the winning team to the Tournament Director.
8. A copy of the lineups should be given to the plate umpire to keep in-case there is an issue. All substitutes need to be listed.
9. The home team will be determined by a coin flip officiated by the home plate umpire.
10. Home/Visiting Team: Determined by a coin toss at the beginning of every round robin or pool play game (team traveling furthest calls heads/tails). Semi-final and championship games the highest seeded team will be considered the home team.
11. Teams must be at the fields at least 30 mins prior to the original start time. Games can start early at umpires discretion. If a team is not at the field at start time a 15 minute grace period will be awarded. After the 15 min mark your team will forfeit that game.
12. No new inning will start after 2 hours from the start of the game. Time limit is for pool play only.
13. A regulation game consists of six innings. Extra innings will be played if necessary.
14. The following run rule will be in effect:

15 Runs after 3 innings • 10 runs after 4 innings • 8 runs after 5 innings This rule will not be in effect during the championship game.

15. All play is stopped when the pitcher has the ball on the pitchers plate or when a player or coach requests and is granted "time-out" from an umpire.

16. Infield fly rule is in effect.

17. Catcher's need to be ready to take field when their half of inning is over. See #9 in batter's/runner's section below.

18. The dropped third strike rule is in effect. (The batter is out on a third strike legally caught by the catcher or a third strike not caught by the catcher if first base is occupied with less than 2 outs (rule according to the current years Little League rulebook)). Otherwise the batter must be put out either by being tagged or ball thrown to first base for the put out.

19. 9 players shall play defense. (3 outfielders, 4 infielders, 1 pitcher, and 1 catcher.)

20. Entire roster of players must play offense and defense. Teams can use a continuous batting order. If a team is using a continuous batting order, each player must still play six outs on defense, but otherwise may utilize free substitution. These outs do not need to be consecutive. The only exception to this defensive rule is a shortened game. A team who does not play all players at least six outs in each game will forfeit that game. If a team is not using a continuous batting order, then the 2017 Little League minimum play and substitution rules are in effect. Failure to comply with all Little League mandatory play rules, if that option is selected, will result in forfeit of the game. Each manager must declare prior to the start of the game which batting approach they are using for the game (Continuous or Mandatory Play). This must be declared to the opposing manager and umpire at the pre-game meeting.

21. No jewelry of any kind is to be worn unless it is for medical purposes only. (No titanium bracelets or necklaces, rubber bracelets, fashion necklaces, etc...other words -- Nothing around the necks or wrists.

Pitchers:

1. Only 5 warm-up pitches per pitcher, every inning. Down on the 5th pitch.

2. Pitchers may pitch no more than 6 consecutive outs max. Note: One pitch in an inning constitutes an inning pitched. Once a pitcher is removed from the pitching position, he cannot return to pitch later in that same game.

3. If a pitcher hits 2 batters in 1 inning, or 3 in a game, he/she will be removed from the pitcher position. The player may remain in the game at another position but may not return as a pitcher for the remainder of the game.

4. Pitcher may not wear anything additional on their arms or wear sunglasses or have them on top of their caps. If they are wearing long sleeves, then the color is not to be white or gray. Up to the discretion of the umpire.

Batter / Runners:

Runners may steal any base. The runner may steal only after the pitched ball has reached or past the batter. If the catcher drops a third strike the batter is out, it is still considered a live ball, unless it is a foul ball. Delayed stealing is allowed if the pitcher is not on the pitcher's plate.

- 1a. If an attempted steal is in progress, for second or third base, the batter is to remain in the batter's box to avoid interfering with the catcher.
- 1b. If the catcher is interfered with outside the box, the runner on whom the catcher was attempting to make the play will be called out.
2. A runner may steal more than one base on the same play.
3. On a passed ball, which is ball four to the batter, the batter can steal on the play.
4. The "avoid contact" slide rule is in effect. This is not a "must slide rule" but it is necessary to avoid contact at all bases. The runner may be called out for not sliding. "Feet first sliding only" unless diving back on a pick off attempt. There will be no tolerance for malicious contact at any base. If it is determined that malicious contact has been made, the player in question will be ejected. A collision between a runner and fielder will be the umpire's judgment on ejection and the umpire's ruling is final. No sliding into first base, you can dive back to first or any other base on a pick-off attempt. Runner is automatically out for sliding into first base.
5. A base runner that leads off or leaves early on a steal will be sent back unless he has been called out on the play. A base runner that leads off or leaves early on a batted ball may be called out at the umpire's discretion. Little League rules will apply for this offense.
6. There will be no balks called on the pitcher.
7. If a base is dislodged during the course of play, play will continue. Umpires will determine where the base would have been if there is a play at the site of the dislodged base. Base runners should not attempt to retrieve the dislodged base, but will not be called out if tagged while attempting to do so.
8. If a batter throws a bat, the manager will be warned. Upon the second infraction, the batter will be called out.
9. Courtesy runners are allowed for catchers when there are two outs, and injured players only. It must be made with a player not in the lineup first. If none are available the last batted out can be used.
10. If a batter squares to bunt, he or she may not pull back and swing at the ball. If the batter does swing, he or she will be called out.
11. Intentional Walks- no pitches need to be thrown.

Other Information:

1. For any rules or special rules other than those listed above, the Most current Little League rule book will be in effect.
2. Good sportsmanship will be observed. Any player, coach, manager or parent using foul language or otherwise causing a disruption of play will be asked to leave the park for that the remainder of the tournament. Head coach is responsible for their organizations fans, assistants and players.

3. The use of Little League approved 2-1/4" barrel bats with a BPF of 1.15 or less only. The size should not be greater than 33 inches in length. An illegal bat must be removed. Any bat that has been altered must be removed from play. No 2-3/4" or 2-5/8" big barrel bats are allowed.

5. Soft toss is not permitted against any field fencing with hard baseballs. Soft baseballs are permitted.

Conduct:

- The only people permitted to talk to the umpire or Tournament Director is the head coach.
- No alcohol, no open flames and no grilles permitted. This will result in being ejected from the complex.
- No swearing, verbal or physical abuse will be tolerated towards anyone.
- If the umpire or Tournament Director ejects:
 - A player – the player will be ejected from the next game
 - Asst Coach – the coach will be ejected for the next 2 games
 - Head Coach – the coach will be ejected for the next game
 - Fans – the fan will be ejected for the entire tournament
 - Anyone ejected must leave the facility immediately of their team will be forced to forfeit.

Tournament Director

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