

# Salem, NH Baseball Summer Tournament

## *2015 Tournament Rules*

Salem Youth Baseball is a member of Little League and follows the Tournament Rules specified in the 2015 Little League Rule Book for the Salem Summer Tournament. In addition, the following rules will apply to this Tournament.

### 1. Offensive Rules

- 1.1 Continuous Batting Order - All available team players shall be in the batting order.
- 1.2 Any batter removed from the batting order during the game shall be recorded as an out for each subsequent turn in the batting order.
- 1.3 Any player arriving late may be placed at the last spot in the batting order, provided the first player in the order has not come up to bat for his 2<sup>nd</sup> turn.
- 1.4 No Pinch Runners allowed. In the event a base runner is injured and unable to run, the batter who made the last out recorded shall be the designated pinch runner.
- 1.5 All Baseball Bats must be on the Official Little League List. An official allowed list is available at the Tournament Book accessible via the on-site Salem Tournament official.
- 1.6 No On Deck Batters allowed. No picking up or swinging of bats in the dugout. Only the batter and the next hitting as he approaches home plate are allowed to have a bat in their hands.
- 1.7 No head 1<sup>st</sup> slides allowed going into a base; a head first dive back to return to a base is allowed

### 2. Time Limit Rules

2.1 All Games will have a 2 ¼ hour time limit; no new inning may be started after 1 ¾ hours. If a game has not ended and the 2 1/4 hour limit has been exceeded the score will revert back to the last complete inning. The Schedule will allow for 2 ½ hours Start to Start – the 15 minutes is considered time to change over teams and warm up. If the previous game completes early, teams are welcome to take an infield warm up provided it does not infringe on the scheduled start time.

**NOTE : Managers and the Umpire shall agree what time they actually started the game during review of the ground rules . If both teams are ready, games may be started early.**

2.2 Bergeron – Late Game - No “new’ inning may start after 9:30 pm and games shall end no later than 10:00pm.

2.3 Championship Game time limit shall be 3 hours maximum with no new inning starting after 2 ½ hours. If the game has not ended and the 3 hour limit has been exceeded the score will revert back to the last complete inning. The on-site Salem Tournament Official at the Championship Game can overrule this limit.

3. **Mercy Rule** - The Little League Tournament Lopsided Score Rule will be in effect for the Salem Tournament - 10 runs after 4 complete innings, 3 ½ if the home team is winning or 15 runs after 3 complete innings , 2 ½ if the home is winning.

**4. Division Specific Rules**

<u>Division Specific Rules</u>	<u>8U</u>	<u>9U</u>	<u>10U</u>	<u>12U</u>
Maximum Steals Per Inning	3	3	Unlimited	Unlimited
Maximum Steals of Home Per Inning	0	1	Unlimited	Unlimited
Advance (Stealing) allowed on over throw to the pitcher	No	Yes	Yes	Yes
Infield Fly Rule In Effect	No	Yes	Yes	Yes
Dropped 3rd Strike In Effect	No	No	No	Yes
Bunting Allowed	No	Yes	Yes	Yes
Maximum Runs Per Inning	5*	Unlimited	Unlimited	Unlimited
* No Maximum Run Rule for Final Inning of the Game - Uncapped				

8U and 9U Stealing – any advance to a base when a ball is not put into the field of play by the batter is defined as stealing. Advancing on passes balls, wild pitches, overthrows to the pitcher, advancing to an additional base on an overthrow to 2<sup>nd</sup> or 3<sup>rd</sup> on an attempted steal ( count as 2 ) will all be considered stealing of a base. A Double steal is recorded as two stolen bases .

**5. Pitching Rules**

5.1 Maximum and Recording of Pitch Counts --Salem Youth Baseball will be following 2015 Little League Tournament Rules for the Tournament. Maximum pitches per game are as follows:

8U	50 pitches	10U	75 pitches
9U:	75 pitches	12U	85 pitches

Both teams are responsible to track pitch counts for all pitchers. Managers should verify pitch counts each ½ inning. The Winning team will report pitch counts for all pitchers, both teams each day upon the conclusion of the games.

A Pitcher may who exceeds the maximum pitch count in the middle of an at bat may finish that batter’s at bat , the pitch count will be recorded as the maximum above.

A pitcher that exceeds any of the thresholds for rest below, 20,35, 50, or 66 in the middle of a batter , may finish that batter and will have a recorded pitch count at the threshold. For example, the pitcher starts a batter and his pitch count is 34, he then finishes the batter and is removed with a pitch count of 37 – the Managers should record 35 as his pitch count.

5.2 Days Rest Required - The days rest requirements are as follows:

- If a player pitches **66 or more pitches** in a day, **four (4) calendar days of rest**
- If a player pitches **51 - 65 pitches** in a day, **three (3) calendar days of rest**
- If a player pitches **36 - 50 pitches** in a day, **two (2) calendar days of rest**
- If a player pitches **21 - 35 pitches** in a day, **one (1) calendar day of rest**
- If a player pitches **1-20 pitches** in a day, **no (0) calendar days of rest**

5.3 No pitcher may wear sweatbands on wrists and cannot have a white or gray glove and cannot wear a long sleeve white or gray shirt/sweatshirt.

5.4 A player once removed as a pitcher may not pitch again in the same game.

5.5 Three (3) trips to the mound to visit the same pitcher by the Manager/Coach in the same inning will cause the pitcher's automatic removal.

5.6 Four (4) trips to the mound to visit the same pitcher for the game will cause the pitcher's automatic removal.

5.7 Defensive time outs (except for injury) will count as trips to the mound.

5.8 All conferences with the pitcher shall be held at the pitcher's mound. Only the pitcher, catcher and manager/coach may participate.

5.9 Any pitcher who hits three (3) batters in one inning or (4) batters in one game shall be removed from pitching in that game.

5.10 Any pitcher who exceeds 40 pitches in a game may not play the position of catcher in that game.

5.11 Any catcher who catches 4 or more innings in a game may not play the position of pitcher in that game.

5.12 No intentional walks allowed.

5.13 8U Only – no bases loaded walks allowed. In the event bases are loaded and either ball four or a hit batsman is declared by the umpire , the count will be reset to 0-0 and the batting teams coach will enter the game and must pitch from the pitcher's mound. Hopefully at this level of play this will be a rare exception.

## **6 Defensive Position Rules**

6.1 All Players present must play 9 defensive outs per game. In the event of a shorten game, 3 defensive out for 4 innings, 6 defensive out for 5 innings (the team must demonstrate that they were on track to meet the rule. In the event the team has 15 players on their roster and they are all present. The requirement is reduced to 6 defensive outs (same logic for shorten games).

6.2 A team must have a minimum of 8 players take the field. In the event, a team does not have 8 players; there will be a 15 minute grace rule. If after 15 minutes, the team cannot field a minimum of 8 defensive players the game is declared a forfeit with that team declared as having lost the game. The team may play the 1<sup>st</sup> inning with 8 players, however, by the beginning of the 2<sup>nd</sup> inning that team must have 9 players present or the team must forfeit the game.

6.3 There are nine defensive positions for all levels 8U, 9U, 10U, and 12U.

## **7 Manager and Coaching Rules**

7.1 A maximum of three (3) total, the manager and two coaches, are allowed beyond the fence surrounding the field and into the dugout. In the event, a manager or coach leaves the game for any reason, there are no substitutions allowed. Extra help, such as keeping your score book is allowed outside the fenced area of the field.

7.2 Only the three manager /coaches referenced above are allowed to coach bases.

7.3 Only the Manager (Head Coach) is allowed to discuss calls and/or rules with the umpires and Salem Tournament Officials.

7.4 The team Manager (Head Coach) is responsible for the conduct of his players, coaches, parents, and other fans. Unsportsmanlike conduct will not be tolerated. Any coach, manager, fan, parent asked to leave Michele Park must leave or the associated team will forfeit the game.

7.5 Managers should have their players remove all trash from the dugouts at the conclusion of their game . Green Trash bins are located outside the dug outs and SYB ask that Managers have their players place any unwanted items in those bins. If a bin is full, please select another.

### **7.6 Please inform your team – parents, players, fans of the following:**

**7.6.1. -there are no dogs allowed inside the fenced area of Michele Park. Dogs are allowed outside the outer fence and it is possible to watch games on Bergeron Field from outside the fence on the hill. SYB ask that you please clean up after your dog and remove it from the park.**

**7.6.2 – there is no tailgating allowed at Michele Park. The Park is owned and operated by the Town of Salem and any tailgating of any kind is not permitted.**

**7.6.3 – there are no alcoholic beverages of any type allowed at Michele Park. That**

**includes carrying in alcohol in other types of containers such as solo cups, etc.**

**NOTE : The Salem PD routinely patrols the surrounding area and the park and these rules are strictly enforced by them.**

7.7 If a game is halted for Thunder and /or Lightning , play cannot resume for at least 30 minutes from the last Lightning strike observed (no matter how far away) . Players , Coaches, Fans etc should seek cover until called back to play.

7.8 In the event of game being called due to inclement weather or poor field conditions that game will be official if 4 complete innings have been played ( or 3 ½ if the Home Team is winning ).

7.9 Upon the completion of each game on that same day/night the Winning Manager is responsible to report to the Salem Tournament Director with a CC to the Opponents Team's Manager.

-The Score of the Game

-Pitch Counts for all Pitchers for BOTH teams

These will be used to keep standings and pitch counts up to date on the Website – Salem Youth Baseball.net

7.10 Each Age Division will have a Playoff Format that may vary based on the number of entries for that Division. Regardless a Playoff will take place and Seedings will be based on

7.10.1 Overall Win-Loss Record

7.10.2 In the event of a tie, fewest runs allowed

7.10.3 If still tied , largest run differential .

7.11 Score Keeping – the fields are equipped with Electronic Scoreboards. The SYB request the Home Team run the Scoreboard for each Game. They are easy and intuitive; the SYB Tournament Official can help with any questions as needed.

