

**9U, 10U, 11U, 12U**  
**ASHWAUBENON INVITATIONAL LITTLE LEAGUE TOURNAMENT RULES**

Last Updated: 11/24/2020

**GENERAL RULES**

**RULES:** Little League rules shall prevail, except as changed by the tournament committee and provided herein.

**AGE/ ROSTERS:** Final team rosters must be turned in to the tournament director prior to your first game. They may consist of any 15 players **who compete in the same communities Little League program** and have not reached their next birthday ***before April 30<sup>th</sup> 2020.*** Proof of age (Birth Certificates) must be available upon request. If a concern arises and proof of age cannot be produced, that player will unfortunately not be able to play until proof of age is furnished.

**INELIGIBLE PLAYER:** Games in which an ineligible player has been used shall be declared a forfeit. The score will then be reflected as 1 – 0 for the winning team.

**TIME:** Each game will be six innings with a time limit of 1 hour and 30 minutes. Extra innings may be played but **no new inning** will begin after the time limit expires. If time expires and the home team is batting, once they take the lead the game is finished. The inning will not be completed. (All runs will score if a Home Run **“over the fence”** ends the game) Ties will be entered as ties after time limit expires. Championship games, 1<sup>st</sup> and 3<sup>rd</sup> place, will have no time limit, however the 10 run rule will still be in affect.

**10 RUN RULE:** There will be a “ten run rule” after 4 innings. (3 ½ if the home team is ahead.

**TOURNAMENT FORMAT:** Two – 4 team pools. Round Robin pool play. Top 2 seeds from each pool advance to a 4 team single elimination tournament. 1 seed pool A vs 2 seed pool B and vice versa. Winners playing for championship and losers playing for 3<sup>rd</sup>

**TIEBREAKERS:** The following will be used to break ties in poll play.

3. Best Record
4. Head to Head
5. Runs allowed
6. Runs scored
7. Coin Flip

**3 Way Tie scenario** – If there is a 3 way tie, the tie breakers format (head to head, runs allowed, runs scored) will determine what team is #1. The remaining 2 teams will get reshuffled into their own 2 way tie scenario starting back with head to head, runs allowed, runs scored, coin flip.

**COACHES:** A manager or coach may not leave the bench areas except to confer with one of his players or with the umpire. This must be done only when time is called.

**SPIKES:** Rubber spikes **only** are permitted

**SPORTSMANSHIP:** No abusive or profane language by anyone connected with the tournament will be tolerated, nor will misuse of equipment or unsportsmanlike conduct. The use of tobacco or alcoholic beverages is prohibited in the baseball complex.

**INSURANCE:** Each team is responsible for its own insurance.

**GAME POSTPONEMENT:** No game will be postponed except for weather related conditions. If a game is to be postponed by the **tournament director or designate** (management), the team's managers will be contacted by phone. Please have your team report not less than 30 minutes before your game is scheduled to start. (Games may start up to 15 minutes early.) In case of rain, an official game will be after 4 complete innings. (3 ½ if the home team is ahead)

**CHANGES:** The tournament committee reserves the right to make changes to game times, fields, pairing and length of games based upon changes in weather or other conditions.

**FAILURE TO SHOW:** Any team not showing up for their scheduled game will lose that game.

**HOME TEAM: Pool Play:** Will be determined by a coin flip with the team coming the longest distance calling it.  
**Championship Play:** (after pool play has established seeding): Higher seed is home team. If same seed, a coin toss will determine the home team.

**SCOREKEEPING:** The home team is the official scorekeeper. If there are any discrepancies, the official book will be final. Umpires will check with the opposing coaches each inning to validate the score.

**GAME RESULTS:** Immediately after game, the HOME TEAM is responsible to turn in (to the concession stand) the FINAL RESULTS SHEET and the Innings pitched per player (players number and # of innings he/she pitched in the game) along with signatures of both home and away coaches. The official results will be posted as soon as possible.

**INFIELD USE:** Before each game please do not use the infield portion of the diamonds, as we will rake them between games and chalk them as necessary.

**PROTEST:** In all cases the ruling of the umpires is final.

## **OFFENSE**

**BATTING/SUBSTITUTIONS:** – Teams must use a continuous batting order, batting their entire roster. Teams will be allowed to have open substitutions defensively. If a player is injured and cannot continue to play in the current game the team will be permitted to bypass the injured player in the line-up without penalty; however the injured player once bypassed will not be allowed to re-enter the game.

**SLIDING:** Runners must slide at 2<sup>nd</sup>, 3<sup>rd</sup> and home plate, **if they are played on**, or they will be called out automatically. It will be the umpire's judgment if a play has been made on a runner.

**STEALING: 11-12U (50/70)-** Leading off is allowed. Stealing of all bases are also allowed at any time.

**STEALING: 9U-10U (46/60) -** There is no leading off. Stealing is permitted on all bases including home plate **after the ball crosses the plate**. There will be **NO delayed steals**. One warning will be given to each team, after that the runner will be called out automatically. When the ball is thrown back to the pitcher, the runners must return to the base. If the pitcher does not field the ball cleanly, runners may attempt to advance at their own risk.

**OVERTHROWS:** On overthrows that stay in play, the base runners and batter can advance as far as they can. If the ball goes out of play, the runner(s) will be allowed the base they are advancing to plus one base.

**Field Tarp Ground Rule -** If a live ball goes into the tube (or in and out the other side), behind the tube, or gets stuck under the front side of the tube hands should be raised in a similar fashion to a ball going under a fence and the umpire will come out and inspect it and make a ruling. If a live ball hits the tube and bounces away, even an inch or two, where the ball can easily be grabbed and played by the fielder, then it should be played as a live ball.

**AWARD –** A ball that is deemed out of play in this scenario, runners are awarded ONE base from where they were at the TIME OF THE THROW.

**BUNTING:** Faking a bunt and then swinging away is not allowed. The batter will be called out automatically and any runner advancing on the play must return to the base he started at.

**COURTESY RUNNERS:** Courtesy runners may be used for the pitcher if there are two outs and for the catcher at ANY time. Courtesy runners are players who are not playing in the game. If all players are being used, the courtesy runner will be the person who made the last out. Courtesy runners, not currently playing, can return to the ballgame later as a player. The same person cannot courtesy run for both the pitcher and catcher.

**THIRD STRIKE:** 9U-10U (46/60) - The hitter **may not** advance on a dropped third strike. 11U-12U (50/70) – Batter may advance to 1<sup>st</sup> base on a dropped third strike, unless base is occupied with less than 2 outs.

**HELMETS:** Must be worn at all times when on the field of play.

**BAT SIZE:** Bats 2¼ inches may be USA, USSSA or BBCOR rated with BPF of 1.15 or less. If larger than 2¼ inches, all bats must be USA stamped. Only USA bats will be allowed if larger than 2 1/4” barrel.

## **DEFENSE**

**PLAYERS IN THE FIELD:** 9U and 10U will be allowed 10 players on defense (4 outfielders). 11U and 12U Teams are allowed only 9 players on defense. No 4<sup>th</sup> outfielder will be allowed. At least eight (8) players must be on the field at all times or the team will have to forfeit the game.

**INFIELD FLY RULE:** Infield fly rule **will** be in effect

**INTENTIONAL WALK:** Intentional walking a batter may be done by telling the umpire.

**ORANGE BASE:** When a safety white/orange base is used at first base, the white portion of the base is for the defensive team and the orange is for the offensive team (batting). The intent of the orange base is to avoid collisions at first base. Once the batter reaches first base the orange portion is no longer in use. If the defensive player uses the orange base, then the offensive player is safe.

## **PITCHING**

**PITCHERS:** Pitchers will be limited to 3 innings per game and 6 innings maximum for the tournament. Once a pitcher is removed from mound, he may not return to pitch in that game. One pitch constitutes an inning.

**WARM UP PITCHES:** Five warm-up pitches will be allowed between innings. Eight pitches will be allowed for a new pitcher. Since game time is limited, an effort will be made to keep the time between innings to a minimum.

**PITCHER REMOVAL:** The coach or manager may make one trip to the mound, per pitcher, in any one inning. The second trip shall result in the removal of that pitcher from the game as a pitcher.

**BALK RULE:** The balk rule **will not** be enforced for 9U-10U (46/60). 11U-12U (50/70) each team will get 1 warning and then Balk rule is in full effect.