

**NEWBURYPORT PIONEER LEAGUE
2009 INVITATIONAL TOURNAMENT
11 AND 12 YEAR OLD DIVISIONS
RULES**

All Little League Rules Apply with the following exceptions:

* The Murray and Savitkas Divisions (12s) and the Crampsey Division (11s) will play a seven (7) innings game.

* DURING THE ROUND ROBIN an official game is 5 innings (4 ½ when the home team is winning). Round Robin games that are stopped before they are official will be replayed in entirety. In the playoffs, a full game must be played. If a playoff game is stopped for any reason, it will be resumed from that point no matter when the stoppage occurred.

* All teams will make the playoff round. Teams will be seeded top to bottom based on record. Teams with the same record will be seeded based upon "head to head" record initially, then upon fewest total runs allowed if teams are still tied.

* The playoffs will be single elimination. The higher seeded team is the home team.

* ROSTERS Each team must submit a roster of its players prior to commencement of play. No player shall be eligible for participation in the tournament unless the player's name appears on the roster. Rosters may contain a maximum of fifteen names and must be submitted by July 1, 2009. A player may not appear on two different rosters.

*LAYOUT OF THE DIAMOND The distance between all bases shall be 70 feet. The distance between the rear point of home plate and the front side of the pitcher's rubber shall be 50 feet and 6 inches.

* PITCHING Pitchers may not pitch more than a total of six innings over a span of two consecutive games. Once a pitcher is removed from pitching, he may not re-enter that game as a pitcher.

*BALKS Balks will be called. No balk warnings will be given.

* DROPPED THIRD STRIKE On an uncaught third strike with no runner on first base, or with two outs, the batter immediately becomes a runner and can advance to first base. If at the time of the strike three pitch, first base is occupied with fewer than two outs, the batter is out and does not become a runner, and all runners on base can advance at their own risk.

* TRIPS TO PITCHER A manager or a coach can go to the mound to visit a pitcher. On the second trip in one inning or the third trip to the mound in a game to the same pitcher, that pitcher must be removed.

* TIES During the round robin, an extra inning will be added to a game that is tied after six innings. If the game is still tied after 7 innings, the game is a tie. During the playoffs, the game will continue until someone wins.

* The batting order will consist of all players present on a team, whether or not a player is assigned to a starting defensive position. This is for the entire game in both divisions. Players' names will be listed in a batting order and given to the opposing manager before each game. Managers shall willingly offer up their scorebook to the other managers to verify pitching eligibility.

* PLAYERS Each team must have 8 players to start the game. If a team cannot field 8 players to

start, it will forfeit the game. A team will be allowed a 15-minute grace period from the scheduled start of the game to field its 8 players. If a team has only 8 players when a game starts, the 9th spot in its batting order shall be an automatic out. The foregoing "automatic out" shall not apply if both teams only have 8 players. If a team has 8 players to start a game, and a 9th player arrives late for the game, the late player will take the 9th spot in the team's batting order, and there will no longer be an automatic out.

* **SUBSTITUTION** There is free substitution for position players throughout the game except as noted in PITCHING above. Players must remain in their respective batting order.

* **THE HOME TEAM** is responsible for posting the score at the end of each half inning.

* **THE HOME TEAM** (dugout is on the first base line) will utilize the field for warm-ups first. They will use it from 30 minutes before game time to 15 minutes before game time. The **VISITING TEAM** (dugout is on the third base line) will utilize the field for warm-ups from 15 minutes before game time to game time.

* **MANAGERS/COACHES** can be base coaches. Only one coach (adult/child) per base.

***MERCY RULE** If at any time after 3 ½ innings the Home team is ahead by 10 or more runs, the game will be stopped provided that the game has lasted for at least one hour and forty minutes (100 minutes). If at the end of 4 or 5 full innings the visitors are ahead by 10 runs or more, the game will be stopped provided the game has been at least 100 minutes long.

***RUNNERS** must slide feet first on a close play or avoid collision. There is no headfirst sliding allowed going into a base (including home plate). If a runner slides headfirst, they will be called out. Notwithstanding the foregoing, a runner can go back to a base headfirst.

*Stealing from all bases is permitted (including stealing home plate from third base); **LEADING IS PERMITTED**

***THE INFIELD FLY RULE** is in effect. An "infield fly" is defined as a fair ball (not including a line drive or attempted bunt) which can be caught by an infielder with, in the sole and absolute discretion of the umpires, ordinary effort, when first, second, or first, second and third bases are occupied, before two are out in the particular inning.

*Prior to the start of a game, the home plate umpire shall be provided with two (2) game balls from the home team manager and one (1) game ball from the visiting team manager.

* **MANAGERS, COACHES, OR PLAYERS EJECTED** during a game must sit out the next complete game. A second ejection during the tournament will result in the manager, coach or player being banned from the remainder of the tournament, and possibly future tournaments, as decided by the Executive Board of the Pioneer League in its sole and absolute discretion.

* **Curveballs are not allowed in any age division.**

* **BAT RESTRICTIONS** All bats must have the "Little League" approved endorsement (Maximum barrel width of 2-1/4 inches, Maximum Length of 33 inches)

*Catchers must wear protective cups, and it is recommended (but not required) that all other players wear a cup

*All team players must be assigned to a field position for a minimum of two (2) innings per game.

* An automatic timeout will occur whenever a player is hurt during the course of the game. The

umpire will put players on the bases the umpire believes the player would have been able to reach.

*Coaches are responsible for players, parents, and fans behavior. Umpires may forfeit a game due to inappropriate behavior of players, parents, or fans.

* There are no intentional walks.

* The umpire makes final determination on ALL RULES. All protests will be decided on the field with a tournament official.

* Once a batter has squared into a bunting stance, they must attempt to bunt the ball from that position or pull up if they don't want to make contact with the ball. They may not pull back then swing away. If they do, the batter will be declared out.

* No throwing of bats or helmets. A warning will be issued for the first offense; a second offense will be grounds for removal from the game.

* Teams will be required to keep the dugout/bench area clean.

*Players are required to remain in the dugout while play is in progress, except for the on deck batter and the base coaches; all managers and coaches who are not base coaches must remain within an arm's length of the dugout at all times, except when visiting the mound as outlined above or to warm up a pitcher between innings while the catcher puts on his equipment

* Players are not allowed to leave the dugout area and go to the food stand during a game.

Version: 3 July 10:30 pm