

Fran Michal Tournament Rules

The tournament will consist of two weekends with the first weekend being used for seeding purpose.

The tournament will be conducted under the following rules:

9-10 age groups will use the Official Little League Rule Book and

11-12 and 13-14 age groups will use the American League Baseball Rule Book, except as modified by the following rules:

PLAYER AND TEAM:

1. Age cutoff date is May 1, 2011. Younger players may play up into the next highest age bracket.

2. Players, coaches, managers, parents, spectators, or umpires are not permitted to use alcohol, narcotics, or profanity during the game. Penalty is ejection from the game. No smoking is permitted on or around the benches, on the playing field or on school property.

3. Each team is entitled to a maximum of 18 players.

4. No player may play in more than one age group. Team rosters must match the roster turned into the Tournament Director. Rosters are frozen at the time of your first game, except in extreme emergency situations.

5. Managers, four (4) coaches, players, score keepers, and batboy or girl are the only people permitted on the benches during the course of the game. The Rule will be enforced by the Tournament Director.

6. All players and coaches are to remain on their respective benches in their designated areas during the course of the game. This rule will be enforced by the Tournament Site Director. No more than one player may be in the on-deck area at one time.

7. Players must wear headgear with earflaps while batting and while on base. Penalty for failure to do so is the batter or runner is out when the batter steps into the batters box (Umpire's discretion). Catchers must also wear a catcher's helmet, athletic cup, and throat protector while catching.

8. Use of unauthorized players will result in game forfeiture. If it is brought to the Tournament Director's attention that a team is playing with a player who is NOT on their Roster, that team will forfeit the game to the opposing team. The team with the offending player must be prepared to prove that the player is rostered. The use of an illegal player must be brought to the Tournament Director's attention during the game If the team has a game immediately after said game, then the offending player will NOT play in any subsequent games until a final decision is

rendered by the Tournament Director. If it is challenged during the game, the manager will have the option of continuing the game with the offending player until the Tournament Director makes a decision and take a chance on a forfeit, or he can remove the challenged player immediately from the game and the game will not be forfeited even if it is determined that the challenged player is an illegal player.

9. All age groups:

Each team will have the option of batting and substitution as follows for all age groups. There are two options available. One of these options must be selected prior to the start of the game. Once selected, the option cannot be changed during the game.

Option 1: No DH. Start nine (9) (or eight) ball players in the field and bat the same nine (or eight).

Option 2: Bat your entire roster and field nine (9) (or eight). You would have free substitution of players, except for the pitcher. If a player is injured, leaves the game, or is ejected from the game, he will be called out. Only one out can be called on the same batter. Should a player arrive late he may be entered to the bottom of the batting line-up as long as the team did not bat through the entire line-up.

Note: **This applies to Options 1, and 2.** The starting players may be re-entered once. They must be re-entered in the same position in the batting order that they started. If the pitcher is removed on the second trip to the mound in the same inning, he must be removed from the mound and cannot re-enter to pitch. Also, if a player is injured after all eligible players have been used, the team may re-enter another team member (injury only).

Whatever batting arrangement you decide to use, you must declare which one you will use prior to the start of the game and may not change it once the game has started.

10. The team at bat may use runners for the pitcher and catcher anytime regardless the number of outs. These runners must be players that are currently not in the game, but are eligible to enter. If batting entire roster, then runner would be last out.

11. Rubber cleats or rubber soled baseball shoes will be permitted for all age groups. **No metal spikes, except for teams playing on 90 ft diamonds, which includes 13-14.**

12. Conventional baseball uniforms are required and will include shirt, pants, cap, and socks. Shirts are to be numbered and numbers must be visible with no duplications. Any duplications or missing numbers will result in a penalty or loss of time at bat and the batter will be called out. Neatness should be stressed.

- Age group 9-10 - Official Little League baseball

- Age group 11-12 and 13-14 - Pony League or equivalent baseball, Official Pony League, Babe Ruth League, or Major League balls may be used. No synthetic covered balls.

13. Unsportsmanlike conduct going to the bases will result in the runner being called out at the Umpire's discretion. **If a player is ejected, he will not be allowed to play in the next game - one game suspension unless waived by the Tournament Director.**

PLAYING FIELD

14. The following playing fields will be used:

- Age group 9-10: 60' diamond with 46' pitching distance.
- Age group 11-12: 70' diamond with 50' pitching distance.
- Age group 13-14: 90' diamond with 60' 6" pitching distance

15. No team player, coach or manager is allowed on the infield prior to the coin toss.

PITCHING

16. Any team member may pitch, subject to other restrictions of the pitching rules. Batters must make an effort to get out of the way of the pitch. This is in the umpire's judgment. A player removed as a pitcher, regardless whether the removal is during or in-between innings, is not eligible to pitch again in the same game.

17. Number of innings allowed for each pitcher is:

- Age group 9-10: no more than three (3) innings per game -no balks
- Age group 11-12: no more than four (4) innings per game
- Age group 13-14: no more than four (4) innings per game

18. One pitch constitutes innings pitched.

19. Managers and coaches shall be permitted to warm up pitchers between innings and prior to the start of the game. Warm up of pitchers and catchers during the game shall be in an area behind the fence sheltered from foul balls; otherwise, a coach or player must be dedicated to warn of threatening foul balls. If a player is used to warm up a pitcher, they must wear a catcher's facemask or batting helmet with facemask and a protective cup. If a relief pitcher comes into the game, he is allowed eight (8) warm up pitches, except in the case of injury.

20. Any manager or coach who goes onto the playing field two (2) times in an inning to talk to a player or pitcher must make a pitching change. The only exception to the rule is if the umpire in the case of injury or some equipment damage calls time.

MANAGER AND COACHES

21. Refusal of a manager or coach to leave the field when requested by an Umpire could result in forfeiture of the game by the Umpire. If a manager/coach is ejected, they will serve a one game suspension and will not be able to attend the next game for the team. However, this can be overruled if deemed appropriate by the Tournament Director.

22. It must be apparent during the game who is managers and coaches. All managers and base coaches are to be dressed the same so that they can be distinguished from parents. **Only the manager, not coaches, are allowed on the field to talk to an umpire regarding any call or controversy.** Other coaches and parents are not allowed on the field. All managers must notify the umpires prior to the game that they are the manager and the appropriate party to discuss controversies with the umpires.

OFFICIAL GAME

23. During the first weekend, a game will end after the appropriate number of innings. In case of rain or darkness the first weekend, it will be considered a completed game after 4 innings in 9-10 age groups; and after 5 innings in all other age groups. If the game is in the middle of the last inning when it is called for rain or darkness, the score will revert back to the last completed inning. If the game is not completed as noted above because of rain or darkness, the game will be suspended. **Tournament Director will make final decision.**

During the second weekend, all games must be completed. There will be no ties. The game will continue (in the case of a tie) until the tie is broken and the inning is completed regardless of the number of innings that need to be played to complete the game. In case of rain or darkness, the game will be suspended. No inning may be started after 8:30 pm, umpire discretion. Game time will be set by the Tournament and forfeit time will be Fifteen (15) minutes after the time set. Any team forfeiting a game will be responsible for all game umpire fees, in addition to a \$25.00 forfeit fee. Failure to pay umpire fees will result in denial of entry in future tournaments.

24. Length of games:

- Age group 9-10: Six (6) innings
- Age group 11-12: Seven (7) innings
- Age group 13-14: Seven (7) innings

25. **Scores:**

- The winning team is responsible for entering scores on web site www.hamiltonbaseball.net

Directions for entering scores

1. Select appropriate Fran Michal age 2010 under schedules
2. Click on report scores above schedule
3. Select date and field
4. Enter Password **2011** click search
5. Then enter score
6. Select option for completed game
7. Then click save

26. Championship rounds will be seeded from highest to lowest depending upon the number of teams that move on in the division.

OFFICIALS

27. The Umpire will make the decision concerning stopping the game in the event of darkness or wet playing conditions. The Tournament Director will have final authority as to the playability and use of the fields.

MISCELLANEOUS

28. **Bats:**

- Aluminum, fiber, or wood bats are allowed. Little League or Pro model, two piece bats are permitted, provided they are inspected and approved by the Umpire prior to the start of the game and determined to be safe. Unlimited weight drop. Maximum bat diameter for 9-10 is 2 1/4". Maximum diameter for 11-12 and 13-14 is 2 5/8".

29. **Slaughter Rule:**

1. A Fifteen (15) run rule will be in effect after Three (3) completed innings, or a Ten (10) run rule will be in effect after Four (4) completed innings, for age group 9-10.
2. A Fifteen (15) run rule will be in effect after Four (4) completed innings, or a Ten (10) run rule will be in effect after Five (5) completed innings, for age group 11-2 and 13-14..

30. If all players have been used and an injury occurs and the injured player cannot continue a player who had exited the game, if available may re-enter the game. That player may not pitch, if he has pitched previously in the game.

31. The “MUST AVOID CONTACT” rule is in effect for all age groups at the Umpire’s discretion.

32. Action taken for violations of these Rules may result in game forfeiture, game suspension, or removal from the tournament. Verbal or physical threats of personal/physical assault to any umpire will not be tolerated and will result in disciplinary action. Unsportsmanlike conduct by players, managers, coaches, parents, or spectators will not be tolerated. Managers are responsible for their team, their conduct, and the conduct of the team’s parents, and spectators. Failure to control any of the above may result in a game forfeiture being issued by the home plate umpire, if in his judgment; he has issued the appropriate warning with no positive results. Razzing of players is not allowed. The use of profanity and/or fighting among players will result in the removal of the players involved. The throwing of equipment and/or uniform parts (gloves, hats, etc.) will result in a warning being issued to the Team for the first offense. The second offense will result in the player(s) being removed from the game. At no time are players, coaches, managers, or spectators allowed in the area immediately behind and/or along the backstop and/or out-of-bounds marker. If, in the judgment of the umpire, any person is in flagrant violation of the above rule, that shall constitute grounds for warning, ejection, and/or forfeiture of the game by the offending team.

33. **All controversies of any kind will be decided by the Tournament Director and those decisions will be final and non-appealable.** All Protest will be decided on field at the time of protest.

TROPHIES AND MEDALLIONS

34. Trophies will be awarded to a maximum of 18 players for each First and Second place teams in each age bracket.

TIE BREAKER RULES

a. If one team has beaten all the teams they are tied with, they will be awarded the position. If the remaining teams are tied with the same record, the position will be awarded to the team with the lowest number of runs allowed.

b. If one team has lost to all those teams it is tied with, that team is eliminated.

c. If either 48a or 48b above narrows the teams tied down to 2 teams, the team having won the game between those two teams will be awarded the highest position.

d. If three teams within a group are tied with the same records, the team with the lowest number of runs allowed will be awarded the highest place and the other two teams will break the tie using Rule 48c.

e. Runs scored will be the next tie-breaker. If this procedure narrows the teams to two, then Rule #48c is in effect.

f. A coin toss will decide the position.

48. The decision of the Tournament Director will be final in this regard.

POSSIBILITY OF A BYE

35. The attempt is made to have an even number of teams in all age groups, so that there are no byes in Round One. If there are an odd number of teams, the “luck of the draw” applies. Some age groups may find a bye in a later round. In this case, the tie breaker rules will determine the seeding in that round.

UMPIRE FEES

36. Fee for the umpire:

- Age group 9-10: \$48.00 for one umpire (divided by both managers)
- Age group 11-12: \$50.00 for one umpire (divided by both managers) in Championship game there will be two umpires (divided by both managers)
- Age group 13-14: \$50.00 for each umpire if two umpires will be supplied