



9/10/11 All Stars - Baseball

Game Responsibilities

- Each team shall provide a box of baseballs for the tournament - *District 10*
- The host league will provide an official scorekeeper for each game - *District 10*
- Pre-game: teams line up bats, batting helmets and catchers helmets for umpire inspection - *District 10*

Home / Visiting Team

- All fields are considered neutral. The home team shall be determined by the toss of a coin, the winner having the choice. - *Tournament Playing Rules (2)*

Time Limits

- There will be no time limit for games - *District 10*

Regulation Games

- Each tournament game must be played to the point of being an official game. A complete game is 6 innings or the run rule, whichever comes first. - *Tournament Playing Rules (13)*
- If a game is called by the umpire, it is a regulation game if:
 - at least 4 innings have been completed and one team has scored more than the other
 - the home team is leading after 3 ½ innings

Run Rule

- If after 3 innings (2 ½ innings if the home team is ahead) one team has a lead of 15 runs or more, the manager of the team with the least runs shall concede the win - *Tournament Playing Rules (12)*

Tie Games

- The seventh inning will be played as normal. Starting in the top of the eighth inning and each half inning thereafter, the offensive team shall begin it's turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. - *Tournament Playing Rules (14)*

Forfeit

- No game may be forfeited, or a team disqualified without the authorization of the Tournament Committee. - *Tournament Playing Rules (5)*

Batting Order

- The batting order will only consist of 9 players. The remaining players on the roster will be substitutes and will enter the game to meet the mandatory play requirements. - *District 10*





Substitutions

- Any player who has been removed for a substitute may re-enter the game in the same position in the batting order - Tournament Playing Rules (10b)
- A substitute entering the game for the first time may not be removed prior to completion of their mandatory play requirement - Tournament Playing Rules (10c)

Mandatory Play

- If a tournament team has 13 or more eligible players in uniform at the game, then every player on the roster shall participate in the game for a minimum of 1 at bat. If a tournament team has 12 or fewer eligible players in uniform at the game, then every player on the roster shall participate in the game for a minimum of 6 consecutive defensive outs and bat at least 1 time. - *Tournament Playing Rules (9)*
 - If the batter makes it on base, they must also run the bases to complete the mandatory play requirement (can't be subbed out after reaching base)

Batter

- After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat (few exceptions apply). - *Tournament Playing Rules (3a)*

Special Pinch Runner

- Twice a game but not more than one time per inning, a team may utilize a player who is not in the batting order as a special pinch runner for any offensive player. A player may only be removed for a special pinch runner one time during a game. The player for whom the pinch runner runs is not subject to removal from the lineup. - *Tournament Playing Rules (3d)*

Sliding

- There is no "must slide rule". A runner is out when there is no slide and no attempt to get around a fielder who has the ball and is waiting to make the tag. A runner is out if sliding head-first while advancing. - *Rule 7.08*

Stealing

- The base runner(s) shall not leave their base(s) until the ball is delivered and has reached the batter. - *Rule 7.13*

Dropped Third Strike

- The batter may advance on an uncaught third strike. - *Tournament Playing Rules (3c)*





Pitching/Catching Limitations

- Pitchers shall be removed when they reach the limit determined by their League Age - *Tournament Playing Rules (4d)*
- If a player delivers 41 or more pitches, the player may not play the position of catcher for the remainder of that day - *Tournament Playing Rules (4d NOTE)*
- Any player who has played the position of catcher in 4 or more innings in a game is not eligible to pitch on that calendar day - *Tournament Playing Rules (4a)*
- Pitchers must follow the established rest requirements - *Tournament Playing Rules (4e)*

Visits (*Applies to each pitcher that enters the game*)

- Inning: a coach may come out once in an inning to visit with the pitcher but the second time the player must be removed as a pitcher. - *Tournament Playing Rules (7)*
- Game: a coach may come out twice in a game to visit with the pitcher but the third time the player must be removed as a pitcher. - *Tournament Playing Rules (7)*

Managers / Coaches

- Managers/Coaches may not warm up a pitcher - *Rule 3.09*
- Each team may have a manager and not more than 2 coaches in the dugout - *Rule 3.17*
- Coaches on the Field
 - Offensive team: 2 coaches on the field (first & third base box) - *Rule 4.05*
 - Defensive team: no coaches on the field unless time is requested and granted by the umpire - *Regulation XIV (d)*
- Any manager, coach or player ejected during a game must leave the sports complex immediately. Any delay will cause the game to be suspended. Any profanity or unsportsmanlike conduct within the playing field are grounds for automatic ejection without a warning. *Rule 4.07*
- Protest of a game must be made to the plate umpire immediately and before any succeeding play. After consulting with the other umpire, the decision may be reversed. If the umpires decide not to reverse the decision, they will announce the game is being played under protest. Protests made because of an ineligible pitcher will only be considered if made before the umpires leave the field. Any protest must be submitted by the manager to the umpire on the field of play and in writing to the league president within 24 hours. - *Rule 4.19*

Umpire Judgement Calls

- Judgement calls by the umpires are balls, strikes, safe, out, fair and foul. These are not protest calls. No manager, coach or player shall object to these judgement calls. - *Rule 9.02*

