

## 2014 Plainfield All Star Tournament Rules

All current rules and regulations for Little League Baseball will be valid unless the exception is listed on these pages.

### 1 Eligible Players

- a. The line-up of each team will contain only those players registered with the tournament director and teams have paid their registration fee. Copies of birth certificates need to be made available upon request.
- b. No team can start a game with less than 9 players. When starting a game with 9 players if a player gets injured or has to leave the game for any other reason when that player is up next in the batting order it will be an automatic out. If for some reason your team goes below eight players then the game is forfeited by the team with 7 players or less.
- c. Any player reporting late must report to the opposing team manager, umpire and the official scorekeeper before he is eligible to enter the game. He will be placed on the bottom of the batting order and will bat at his next turn.
- d. May 1 is the age cutoff date for all divisions. No players in the 7U division can turn 8 before May 1, no players in the 8U division can turn 9 before May 1.
- e. All eligible players must be in the batting order. There will be 10 players in the field. Four players must be positioned in the outfield. Outfield is considered as the grassy area behind the infield dirt area.
- f. No coaches are allowed anywhere on the field or next to the field outside the playing area when their team is on defense. All coaches will be in the dugout area. When batting, one coach is allowed at first and one coach is allowed at third. No kids under the age of 13 can be base coaches.

### 2 Equipment and Uniforms

- a. Shoes with metal cleats are prohibited
- b. It is mandatory that all catchers wear full protective gear behind batters
- c. All batters and base runners must wear helmets during the game.
- d. Big barrel bats are **NOT** allowed. Please visit the little league approved bats website at: [http://www.littleleague.org/Assets/forms\\_pubs/2014LicensedBatList.pdf](http://www.littleleague.org/Assets/forms_pubs/2014LicensedBatList.pdf) and more specifically here <http://www.littleleague.org/learn/equipment/licensedcompositebats.htm> for a list of currently allowed composite bats. If the bat isn't on that list, **it is not allowed**. If a player steps into the batters box with an illegal bat, he will be automatically out and the bat will be removed from the game. The second time an illegal bat is found as being used the head coach will be kicked out, and not be allowed to coach the next game either. The third time an illegal bat is found the game will be forfeit and the team with the illegal bat will lose 7-0 regardless of the current score.
- e. Players playing pitchers helper must wear a helmet. Heart-guard is optional but strongly recommended.

### **3 Ground Rules**

- a. Overthrow in playing territory - ball is in play. If overthrow goes out of playing field, runner will be awarded the base he is going to, plus one more base at the point of the overthrow.
- b. Each team will be allowed one offensive timeout and one defensive time-out per inning. These are to be no longer than 30 seconds.
- c. On an overthrow at first base, all runners including batter are free to advance at their own risk.
- d. Anytime the umpire stops play, no further play will be allowed. The umpire will not stop play until he decides the play has stopped, which is dictated by the defensive player(s) STOPPING THE LEAD RUNNER and the runner(s) will advance no further if they are not beyond the half way point. Any runners beyond half way will advance to the next base. If not half way the umpire will return them back to the last base they reached before attempting to advance.

### **4 Game time and termination**

- a. All games will last six (6) innings unless called because of bad weather.
- b. Any game that consists of less than four (4) complete innings will not be considered complete, unless the home team is ahead after three and a half (3 1/2) innings have been completed.
- c. All games must be played as scheduled unless cancelled by bad weather, or cancelled by the tournament director. The games will begin where they were left off when game was suspended.
- d. Games will be called by the head umpire, after consultation with both managers and/or tournament director.
- e. The umpire, at his discretion, will call a time out in the event of an injury. The ball is dead and the runners may not advance unless forced.
- f. There is a 15 run rule after four innings are complete. (or three and a half if the visiting team has batted four times and are down 15 runs or more) 10 run rule is in effect after five innings. (or four and a half if the visiting team has batted five times and are down 10 runs or more)
- g. Time limit for games (except championship games - they have no time limit) will be 75 minutes. No inning starts after time limit unless a tie game. In pool play games, there will only be 1 extra inning played with california rules. (1 out, last player out is put on second.) If the game is still tied, the game ends a tie.

### **5 General Conduct**

- a. Each manager is responsible for the action of the parents and spectators at all games. Fans causing problems will be asked to leave. The police may be called if necessary. After proper warning by the umpires, the game may be forfeited.
- b. Only players, managers, coaches, pitchers, and umpires shall be permitted on the playing field during the game. This includes: two (2) offensive coaches (1st and 3rd), the batter, base runners and the pitcher-coach.

c. The umpires decision is final, there will be no protests or appeals.

## **6 Pitching**

- a. Each team pitches to it's own players
- b. All pitchers must stay in the pitchers 'box', 30-40 feet from home plate. If the pitcher steps in front of the front 30 foot limit - and the ball is hit by the batter, it is a dead ball and counts as a pitch (not a strike).
- c. Pitchers are to attempt to head to foul territory when the ball is in play. If a batted ball hits a pitcher (coach) the ball is dead. Batter is back up to bat, the pitch does not count and all other runners return to their original base.

## **7 Batting**

- a. Each team will remain at bat until three (3) outs occur or 6 runs have scored in the inning. There is no run restriction in the 6th inning or beyond.

## **8 Game Standings**

Winning team please report your score(s) to the tournament director or officials located at the concession stand- at the completion of your game.

After pool play, teams will be seeded. If more than one pool then the winner of each pool will be decided by:

- 1 Record
- 2 Head to head
- 3 total runs against
- 4 total runs scored
- 5 coin toss

Our rain line is 317.203.9397