

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/batlists/master.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 batter's 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 pitcher's 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. No profane language will be permitted at any time.
- b. 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.
- c. 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.

d. The umpire's decision is final, there will be no protests or appeals.

6 Pitching

a. Each team pitches to its own players

b. All pitchers must stay in the pitcher's '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. (If in the umpire's judgement the pitcher (coach) touches the ball intentionally the batter will be out). Runners will return to their original base. Pitchers must stay out of the line of play and move so as not to obstruct defense. Umpires judgement may call any base runner out if coach obstructs or interferes with play.

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.

b. Each player is allowed six (6) pitches or three (3) strikes. A player with 2 strikes (and at least 5 pitches total) must either hit the ball fair or foul to continue the at bat.

c. Batter throwing the bat will be warned by the head umpire. The scorekeeper will place a mark by his name. The second warning of the game (not just the current at bat), the batter is out.

d. It is mandatory that all players bat in consecutive order, according to the line-up in the official score book.

e. Foul tips, if caught will be out if the ball is hit above the batter's head. All 3rd strike foul tips, if caught will be out.

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.

Little league rules:

We will follow all little league baseball rules when not specifically discussed here.

7.08 - Any runner is out when-

(a) (1) running more than three feet away from his/her baseline to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball. A runner's baseline is established when the tag attempt occurs, and is a straight line from the runner to the base to which he/she is attempting to reach; or (2) after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base; or (3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag; (4) the runner slides head first while advancing.

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 run differential

6 coin toss

Our rain line is 317.203.9397